

Shining Force FAQ/Walkthrough

by Lanerobertlane

Updated to v1.8 on Jul 25, 2007

Shining Force: Resurrection of the Dark Dragon walkthrough

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Created by Rob Lane aka Lanerobertlane (LANEROBERTLANE (at) gmail.COM)

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+This Shining Force: Resurrection of the Dark Dragon can be used Without +
-Permission on 4 sites only:- -
*WWW.GAMEFAQS.COM *
+FAQS.IGN.COM +
-NEOSEEKER.COM -
*SHININGFORCECENTRAL.COM *
+ +
-If you want to use this on your site, e-mail LANEROBERTLANE (at) gmail.COM -
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CONTENTS

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1. INTRODUCTION
2. VERSION

=====
This adventure game is very strategic. To play you must recruit members of the shining force, explore towns and increase stats and get new items. To fight and beat enemies.

=====
=3.4 The Characters =
=====

Max
*--+
Class : Swordsman
Promotion : Hero
Level : 1
HP : 12
MP : 8
Attack : 12
Defence : 6
Speed : 4
Move : 6
Magic : Egress
Magic Defence : 6%
Items equipped : Short Sword, Steel Ring
Items held : None

Ken
*--+
Class : Knight
Promotion : Paladin
Level : 1
HP : 9
MP : 0
Attack : 14
Defence : 6
Speed : 6
Move : 8
Magic : None
Magic Defence : 0%
Items equipped : Spear
Items held : None

Tao
*--+
Class : Mage
Promotion : Wizard
Level : 1
HP : 12
MP : 7
Attack : 8
Defence : 4
Speed : 6
Move : 5
Magic : Blaze
Magic Defence : 20%
Items equipped : Wooden Staff
Items held : None

Hans

-+

Class : Archer
Promotion : ???
Level : 1
HP : 12
MP : 0
Attack : 14
Defence : 4
Speed : 7
Move : 5
Magic : None
Magic Defence : 0%
Items equipped : Wooden Arrow
Items held : None

Luke

-+

Class : Warrior
Promotion : Gladiator
Level : 1
HP : 9
MP : 0
Attack : 14
Defence : 7
Speed : 5
Move : 6
Magic : None
Magic Defence : 0%
Items equipped : Short Sword
Items held : None

Lowe

-+

Class : Healer
Promotion : Vicar
Level : 1
HP : 12
MP : 12
Attack : 11
Defence : 4
Speed : 6
Move : 5
Magic : Heal
Magic Defence : 15%
Items equipped : Wooden Staff
Items held : None

Gong

-+

Class : Monk
Promotion : Master monk
Level : 1
HP : 12
MP : 8
Attack : 11

Defence : 5
Speed : 7
Move : 6
Magic : Heal
Magic Defence : 6%
Items equipped : None
Items held : None

Gort
--+

Class : Warrior
Promotion : Gladiator
Level : 2
HP : 15
MP : 0
Attack : 17
Defence : 10
Speed : 5
Move : 6
Magic : None
Magic Defence : 0%
Items equipped : Hand Axe
Items held : None

Mae
*--+

Class : Knight
Promotion : Paladin
Level : 2
HP : 13
MP : 0
Attack : 15
Defence : 7
Speed : 8
Move : 8
Magic : None
Magic Defence : 0%
Items equipped : Bronze Lance
Items held : None

Khris
--+-

Class : Healer
Promotion : Vicar
Level when joined : 2
HP : 11
MP : 10
Attack : 11
Defence : 6
Speed : 4
Move : 5
Magic : Heal
Magic Defence : 17%
Items equipped : Wooden Staff
Items held : None

Narsha
--+--+
Class : Shaman
Promotion : ??
Level : 1
HP : 10
MP : 15
Attack : 13
Defence : 6
Speed : 5
Move : 6
Magic : Attack
Magic Defence : 30%
Items equipped : Mace
Items held : None

Zuika
--+-
Class : Assassin
Promotion : ??
Level : 6
HP : 18
MP : 0
Attack : 22
Defence : 13
Speed : 9
Move : 7
Magic : None
Magic Defence : 0%
Items equipped : None
Items held : None

* These are only the characters that you MUST ACQUIRE in the game. not every character that there is in the game.

=====
=3.4 Changes - MD Vs GBA=
=====

- Changed Graphics
- Card sub-quest
- New Characters
- Changed "level-up" system
- Enhanced story (More explained plot line. Character backgrounds explained)
- Item/Terms changed
- Replay value (from getting cards to battle difficulty)

=====
=3.5 The Menus=
=====

Field menu.

If you are starting a new game the only option available to you is "new" else from left to right the options are "new", "cont.", "Delete" and "copy"

"new" starts a new game

"cont." continues an existing game

"delete" deletes a saved game. THIS PROCESS IS IRREVERSIBLE

"copy" copy a saved file

New game will then ask you "which one are you going to read" and gives you the options 1, 2 or 3. These are save files on the game-cart. Select your slot.

NB.If it doesn't show any of these numbers it is because the save slot has data already stored.

You'll then be asked to enter the name of your hero. the default name (and the name we will use in this FAQ is Max.

then Simone will say you have a nice name and the game will begin...

=====
=4.2 Chapter 1 - Runefaut Invasion =
=====

The game starts with a battle screen between Max and Varios, Varios will call a break, go up the stairs, and through the door, then go right. After a few steps Lowe will run up and talk to you. after Lowe has complimented you return back to Varios, He will explain that Max has amnesia and doesn't know his past. follow the rest of the cut scene then talk to Lowe again.

here the chapter screen is displayed and where you are on the map.

The cut scene continues with Max talking to the priest, the Yes or No option has no relevance to what is said. after a few more words the Church menu (see menus) appears. Record your adventure. Now you can freely explore the town, although their isn't much happening at the moment. when your ready, head north to the castle.

here head towards the king and listen to the conversation. Then talk to the people in the room. eventually you have no choice but to accept the kings wishes.

You must now go south out of the main gate, then take the path leading left and head down into the headquarters. here you will meet the other members that will join your force

KEN, TAO, HANS, LUKE and LOWE join the Force

Here you can talk with your members of the force, when you are done, head back to the king.

The king will tell you buy a Herb or 2. I suggest you buy 6. One for each member of the group, Then go back to the priest to save the game. Then head south-east to the exit of the town.

When the coach hits the bridge Max will be transported to a cave where he will meet Mawlock (see cards section of this guide). he'll tell you very vaguely to collect cards.(gotta catch'em all) then you will return to the battle field.

Before beginning the battle retreat & head east to the MOUNTAIN HUT. Talk to

the person on the far right, who won't say much but will effect the game later on. Talk to GONG on the far left, who will then join the force

GONG joins the Force.

The man in the Hut can act as a priest and raise your characters and save your game. Now head out and back to the battle field.

BATTLE #01 (see battle guide)

After this battle Nova tells you to hurry back to the castle, but because of the earthquake you have to go the long way, and there is another battle to get here.

BATTLE #02

after the battle you may find a middle axe, equip this item to Luke, Then head into Gaurdiana.

You will find the town has been attacked by the enemies and the towns people will talk about how strong Kane is, head north east to the pub, and talk to Gort.

GORT joins the force.

Raise your dead and save the game at the church, then go to the shop to buy/sell your items, then when your fit, head to the castle After a cut scene with Varios, Kane, May and max, The kind will die.

MAE joins the force

Now go out of the kings room (south) and then to the north west, to the treasury and take the items, The box at the top is empty, which as the more intelligent will gather was the chest that contained the light sabre. The when you've sorted your items out and explored the plot, head south out of town.

BATTLE #03

When you get to the town, search the area and open all the chests. To get the chest in the centre of the town you need to push the trolley into the woman and then talk to her, she will the push you into the river, and you will float to the platform. After buying/selling items go to the church and raise you dead, and save the game. The church in the north west.

There are lots of chests in this area, make sure you have searched everywhere You may notice the pessimistic fortune teller, Mishaela, talk to her and she will tell you that you should end your adventure now. Then head to the castle, The guards will not let you in.

Head back to the herb shop and talk to the shop keeper that isn't behind a counter, he'll ask you if your max, then after a brief chat he'll head to the castle. Now return to the castle and you'll see the guard has moved, head north to talk to the king. Before following him, search the rest of the castle for the items. then follow the king. you'll see that the king is in league with Kane. You'll then get send to the prison, where you should talk to the priest and Save your game.

Go to the bars and Khris will come to save you, after talking to her, you need to head down the secret passage which leads to the headquarters When you come

out of your headquarters there is another battle

BATTLE #04

after the battle a cut scene with Khris will take place, after the cut scene you will automatically end up outside the castle, head in and talk to the king. After you have spoken to him, Head to the Dragon symbol on the wall, and press A to pull the chain. This will reveal the secret passage behind the waterfall.

Now is the time to make sure that you have collected everything that you wanted in the area of the game.

When you are ready head through the passage to Rhido.

=====
=4.3 Chapter 1 epilogue =
=====

Here there will be the chapter 1 epilogue cut scene involving Narsha and Mawlock where Mawlock explains this lady's fate

BATTLE #05

After this battle there will be another little conversation between Narsha and Zuika, then again a scene will take place between Darksol and Ramladu.

Then you will be prompted to save the game.

=====
=4.4 Chapter 2 - Spirit of the holy spring=
=====

After the Brief plot line, you will see the only way you can head is west into the town.

This town has alot of people with alot of stories, There is a speed ring in the top right house (with grey bricks)..When you've been to the shops and purchased and sold all that you want, talk to the guy at the dock, east of town, Then talk to the mayor. you wont get his ship, so save the game and leave the town.

BATTLE #06

After that battle head into the town. Head strait up through the door. Here there will be a conversation between you, Tao and Anri

Princess ANRI joins the force

Go to the library area, and talk to the mages, one of them will tell you to search the statue for an Egg. So do that and get the Domingo egg

Head to the room above and accept the challenge from Otrant to retrieve the orb of light.

Before you go on this quest, explore the town. Head through the Library, down the stairs, to the inventory room, and get turned into a chicken.

Head the only way you can, and retrieve Tao's card from the chest and get the mage to turn you back from a chicken. She will tell you about shade abbey. Now head back and go to your Headquarters, raise your dead and save the game.

(optional)

When you are ready leave the town and head back to Rindo, depending on if you spoke to Yoghurt earlier, there may be a cut scene here showing him, there is no way of getting to him though, so head back to Manarina.

(End optional)

Head through the room where you spoke to Otrant, and head down the stairs into the cave of darkness.

BATTLE #07

After the battle get the Orb of light from the chest, and return to Otrant. He will talk to you about the Orb, and tell you to head back down the stairs but now go up, instead of down to the cave, the door will then open. head north and a girl, The spirit of the spring. She will be very cryptic about Max's mission.

Go back to Otrant who will tell you to head east. Save your game and raise the dead. then leave the town and head back to Rindo, you will notice that the circus is now in town,

Go and talk to the Mayor who will give you his boat in exchange for finding his grandson, so the best guess to find him would be at the circus so head there.

BATTLE #08

After the battle the mayor's grandson will thank you for saving him. Before we advance head to the church and raise your dead and save the game. Then head to the Mayor. He will hand his boat over to you, so head east to the dock, and board the boat.

Anri and May will have a conversation with you about the boat being lucky, speaking to soon!!!. After the witch has set your boat on fire, and it sinks to the bottom of the sea, talk to the Mayor, he will tell you to head to shade abbey. So, when your ready leave the town and head north.

When you arrive at shade abbey, talk to the bird on the left, her name is Amon, She will tell you her husband, Balbaroy needs help. Explore the town to find that everybody there is acting a little strange.

Before the girl that is standing in the doorway will move, u need to go North-east and talk to the priest. After he has been strange head north. talk to Balbaroy at the far north of the abbey and he will tell you to run, but its too late. All the enemies turn into zombies, and you will meet Darksol and have a short conversation.

BATTLE #09

After the battle Balbaroy and Amon (the birds) will talk to you, saying how grateful they are.

BALBAROY and AMON join the force

you should get Amon's card also.

Then the screen will go black, and there will be a nutritive.

=====
=4.5 Chapter 2 - Epilogue =
=====

Zuika and Narsha will be talking about the secret passageway that they are on.

they are heading to join up with an army.

BATTLE #10

After the party they will talk about getting a boat. then Mawlock will appear there will be a conversation about the shining force and then there will be another conversation with Balbazak, Kane, Ramladu and Darksol (in case you thought the game was lacking plot!)

=====
=4.6 Chapter 3 - Secret Weapon of Runefaust =
=====

At the start of this chapter you arrive in Bustoke(guided there by Balbaroy and Amon. This town is on many levels. Firstly Head to the shops and buy and sell items, to better equip your party. Then find the church to save the game.

Then talk to the Alchemist near the town entrance, He will tell you that you need to get Lunar Dew to tame Zylo. That because important later.

head to the house above the HQ and talk to Diane and her mother.

DIANE Joins the shining force

head back to the alchemists the woman that blocked the way has now moved, so that you can head east to the quarry.

Now you have more than 12 characters in your team, Nova will explain how you manage your force:

- * You can only have 12 characters in 1 battle at a time (that includes Max)
- * Choose the characters that our best suited to the terrain (I will now tell you in battles who to substitute)
- * You can't take off max

BATTLE #11

after the battle head inside the cave and take the moonstone.. Then head back to the town. You might have heavy loses from the battle, so head to the church raise, and then save the game(some characters may have reached level 10 at this point so promote if they have).

Then head to the alchemist, he will take the moonstone and make the lunar Dew.

Now head to the northern most point of the town and through the building, then follow the path down the steps to a cage with a girl standing in front of it. Talk to the girl. She will let you inside.

Once inside there will be a conversation with you and Zylo

ZYLO has joins the shining force.

When you are ready, save the game, and then head out of the town via the exit to the right of church (where the girl was now moved/

BATTLE #12

After the battle head back to Bustoke and raise and save the game, sort out your items at the shop, then head back to the bridge.

BATTLE #13

After the battle Pelle will climb back up the hill, and talk to you. He will change sides and abandon raufaut.

PELLE joins the shining force

=====
=4.7 Chapter 3 - Epilogue =
=====

Mawlock has lead Zuika and Narsha to there destination, but just at they talk about heading to the machine they want, the enemy arrive.

BATTLE #14

After the battle Mawlock will guide you into the machine. The scene will then change to Ramladu talking to Darksol.

=====
=4.8 Chapter 4 - The Great Fortress of Balbazak =
=====

Max, starts this chapter in the town of Pao, a caravan town! first head to the HOUSE (not caravan) on the right, and take the long sword from the chest. You can't get into any of the caravans at the moment.

Head to the shop, the shopkeeper will tell you to talk to the man in the corner his name is Elliot, He will tell you about the legend of dark dragon (its about time) Now you can explore the town.

Head up to the church and go to the furthest north u can go, here you will see Yogurt.

YOGURT joins the force
(yogurt is useless, that isn't an opinion its fact, He is a sprite holder and wasn't meant to be in the game, but since it was in the original they have kept him in this version as well. He cant level up and is useless)

Raise, and save the game.

In the chest near the pigs is Diane's card

Head to the shop and buy and sell items. then talk to the queen (in the front-most cart, when you are ready the caravans will leave.

when the caravans have gone head west to meet Vankar,

VANKAR has joined the force

Then leave the town.

BATTLE #15

after the battle is over, Khris will heal Elliot. just as he is about to die Narsha and her team arrive. There will be a huge chunk of plot here that wasn't in the original version of the game.

NARSHA, MAWLOCK and ZUIKA join the shining force.

Hereth begin the tutorial of the cards. In case you missed Mawlock's explanation

You can carry up to 4 cards that collect.

These cards allow Mawlock, in battle, to imitate the character, copy the character or let the character on the card move again.

Mawlock's attack changes depending on the cards that you use,

after the explanation head south to the Pao caravan 痴 again, firstly head to the church, raise and save and promote.

Search the town again, all the chests are restocked. :-)

Head to where the paopig ranch is, and talk to the man in the steam suit that you met earlier

GUNTZ has joined the force.

Head to the shop keeper and sell your items that you don't want, he wont have anything new to buy, In the right corner of the shop there is a egg man. give him the Domingo egg that you got earlier.

DOMINGO has joined the shining force.

when your ready leave the town and head to the north east of the map.

when there Luke will use the bomb you were given earlier

BATTLE #16

after the battle head into the passage, and firstly head north, to find Earnest in the corridor.

EARNEST joins the Shining force.

Then follow him, up into the town, Once in the town, fins the church, raise and save the game.

When you've explored the whole area, head to the north-east. and talk to the Rune Knight.

BATTLE #17

After the battle Balbazak will beg for his life, and then Darksol will come along and kill him.

Darksol will let you take the ship anyway.

=====
=4.9 Chapter 4 - Epilogue =
=====

Ramladu will be talking to Darksol about his generals being defeated. Michaela will also join in the conversation, she has the LIGHT SABER.

=====
=4.10 Chapter 5 - Gateway to the Hidden Shrine=
=====

This chapter will start with the shining force on the boat, Narsha and max will have a conversation. Balbaroy and amon will tell you about the enemy

approaching.

BATTLE #18

After the battle, A mermaid called Shell, She will take you to her town, Waral. After arriving at the town go to the shop (run by the king) and sell any items that you don't want. There are no new items to buy from here. Then head through the middle door and round either side of the building to get the items from the chest.

To get from island to island you need to use the temporary boat!! Firstly use it to get to the church, Now you can raise your characters and save the game.

When you are ready, talk to the mermaid blocking the path by the red balls. Tell her that you are going south (carrying on down). You will get carried around by the current of the sea and then will wake up in a bed.

go upstairs and talk to the priest. Then you will rest some more. exit the building and head north, follow the robot. He is called Adam, and he seems to know who you are. Keep going (the only way that isn't blocked off)

BATTLE #19

After the battle a "mysterious Voice" will talk to you. After a short cryptic conversation the mage will reappear and block the path Then you will leave the place, as Nova shouts that it is collapsing. Head into the Boat, and head to the town, to raise your dead characters and save the game

Head to the boatman who will tell you that your boat is fixed, but that you need to talk to the king first so head to him (between the two shops). He will ask you for 1,000,000,000 for your repairs, but he is only joking. Tell him you are leaving and then you'll set sail for the east.

BATTLE #20

after the battle, nova will tell you about the broken rudder, and then there will be a narrative explaining how the shining force narrowly won the battle on the sea.

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=4.11 Chapter 5 - Epilogue=
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Ramladu is talking with Mahato, Darksol will sort her out fairly quickly, and it now starts to become clear that Ramladu is being manipulated by Darksol

=====
=4.12 Chapter 6 - Descendant of the sacred Dragons=
=====

you awake after you boat crashed on the coast. You should be used to exploring the towns now, so look around, find the shops in the south west of the town and then buy and sell items, then head east to the church and save the game and raise your dead characters.

When your ready head north into the building, and talk to Krin, (after passing her dog). Max will then talk to her about the legacy of the Gods and dark dragon.

Then head to the tall building to the left of it, and head to the top and talk

to Lyle.

LYLE joins the force

When you are ready to leave the town, talk to the village boy near the rocks. He will move them and then you can leave.

BATTLE #21

When in the town, explore, but to start with, avoid the building with the flame lit torches outside the doors. Open the chests, use the shops. Head north, to the building with stairs. Here you will meet Bleu, he will think that you are Runefaust's army, but then Max will convince him.

BLEU joins the force.

On your way back Kane will shout you, Talk to him. After the conversation he'll be fair and allow you to prepare for battle, so go to the shop if you haven't already to buy and sell your items, Then go to the HQ to save the game. Leaving the HQ will start the battle.

BATTLE #22

After the battle there will be a "Luke, I am your father" moment, but instead, you find out Max and Kane are brothers.

Go inside the shrine and talk to Kane, Follow Kane down the stairs where there will be a short conversation with Darksol.

Head to the building on the right of the Shrine, Talk to the man in there. His name is Boken, you may have seen him earlier when you first met Balbaroy and Amon.

Head to the church to Raise your party. then go back to Krin at the first town in this chapter. (south-west)

Leave the town, Bleu will talk to all of the people there who he is leaving behind. The you will leave for Prompt.

BATTLE #23

after the battle head back to the town to raise your characters and then Save the game, Then carry on to the dungeon.

BATTLE #24

After the battle the prime thing to go is equip the light saber.

=====
=4.13 Chapter 6 - Epilogue=
=====

I presume this is a fault in the game, as on my game, tit skips to chapter 7... let me know if otherwise (see contact details)

=====
=4.14 Chapter 7 - The Lost Civilization =
=====

Finally you arrive in the town of Prompt, Firstly head to the shop to buy and

sell items, REMEMBER TO EQUIP YOUR LIGHT SABER TO MAX. Then go to the church to raise your dead and save the game!

Then talk to the people who live in the town, go to the king in the castle and talk to him, Once imprisoned check the bars, Then Boken will come and let you out.

Head back towards the king and a guard will take about the tower of the ancients. Head back toward the prison but go south instead of down the stairs to talk to Kane. Then leave the room and Kane will talk.

Now leave the castle and head west over the bridge (the bloke has now moved) and to battle

BATTLE #25

After the battle head back to the town if any of your characters died, so that you can raise them,

Then go to the tower of the ancients. In the only open chest you will find the Devil Lance, It is cursed so don't bother using it. In the chest on the next floor is a turbo pepper.

BATTLE #26

Once inside the tower Alef and Torasu will talk to Max about being defeated

ALEF and TORASU join the force,

Then head upstairs to talk to Darksol, Then he will talk about the Magic of Rune. Narsha will come and join in the conversation as well. Kane will also join the fun, and try to foil Darksol's plan.

After Kane fails to foil the plan Darksol will disappear, And then Kane will show you your past.

after the whole cut scene is over and the Tower is destroyed head back to prompt.

Raise your dead at the church, then head back to the castle. talk to the king. Now head to the path, which is Downstairs and go behind the room with the steps to the kings chamber, and then duenorth. following the path.

Max will automatically use the Orb of light and the door will open, You will be teleported, head right, and stand on the eye. Then the spirit of the spring will come and talk to you again.

Then talk to the robot on the left

ADAM joins the force.

BATTLE #27

Head north, along the green carpet, First go to the left side and place the first saber, then to the right to place the second. Then a sword in the middle will appear. Then retrieve the sword, The CHAOS BREAKER. This is the only sword that is capable of defeating Dark Dragon, Make sure you equip it.

After getting the sword you will automatically head north and talk to the spirit of the spring. Then head right and you will arrive back in prompt castle

Just talk to the king, then raise your fallen characters, I recommend after all the talking you've done that you save the game, and now sell items you don't use and then leave the town.

BATTLE #28

=====
=4.15 Chapter 7 - Epilogue=
=====

Save the game.

=====
=4.16 Chapter 8 - Rise of the Ancient Castle=
=====

You arrive in runefaust region, the other side of the wall, heading south-west into the town is the way to go. Do the usual when arriving at a town, go to the shop, Church and then explore

When your ready head north to the castle, talk to Mahato, and then head out of the town via the south west exit. Here you will meet Darksol again, and he will reveal more about the past.

BATTLE #29

This is really 1 battle but because they want you to defeat all of the enemies in the first battle they have to make 2 separate battles. You can retreat and then come back to Battle #30 without doing #29 again.

BATTLE #30

After the battle head back to raise the, almost guaranteed, casualties to the force, then head back, and instead of going north to where the last battle was head east and down the stairs.

Head to the coast, as far east as you can go. The chaosbreaker will glow, and

Head to the gate of the ancients, This should seem familiar (except that there isn't an earthquake) once inside the castle of the ancients head the only way you can go,

BATTLE #31

After the battle, a staircase will appear behind the Colossus Statue. Head up it. unless any of your characters are dead, If they are dead then head back to town to heal them.

This is the penultimate battle.

BATTLE #32

THERE IS NO BREAK BETWEEN THIS BATTLE AND BATTLE #33 SO DON'T RETREAT AFTER DEFEATING DARKSOL

Darksol, will talk to Max, and tell him why he travelled through time, and then he will summon Dark Dragon

BATTLE #33 - Technically battle 32 still. DARK DRAGON

After the battle, Dark Dragon will come back to life, And Nova will instruct Max to use the Chaosbreaker, the room will shake, and max will be bound to the sword. Max will cast egress to save everyone else!

You have no completed the game, sit back and watch the ending sequence.

=====
=4.15 Chapter 8 - Epilogue=
=====

After the end credits, there is another scene. A farmer is talking to an Adam-type. It shows that Max and Adam survived and are "not going anywhere Inparticular". They are settling down for a while.

"Fin"

Now save the game, as you can replay it again to collect all of the cards. Also the enemies will be harder and Mawlock joins the force Sooner. There are also slight plot changes.

--*-*-*
5. BATTLES
--*-*-*

BATTLE #01
--*-**

Victory conditions: Defeat the Rune Knight
Clear Bonus: win in 8 turns to receive 250g

A short cut scene will take place before the battle begins, and their will be an earthquake.

The key to this battle is to push forward, use all your characters to attack except for Lowe, use her turns to heal any character wounded. Gong can also do this if he needs to. Also remember each character (except for gong) now has a Healing Herb. Use Taos blaze, Hans arrows and Kens spear to fight from 2 grid squares back, so that the enemy can not attack back.

Try to defeat all enemies before attacking the Rune knight.

BATTLE #02
--*-**

Victory conditions: EITHER Destroy all enemies OR get to Gardiana
Clear bonus: win within 12 turns to receive Demibuster.

If you wish to retreat you will return to the MOUNTAIN HUT, where you can raise and save the adventure.

This battle is harder to get started as you are all under each others feet. Ideally in this battle you need to keep Max defensive and use Lowe and gong more for healing as you mightn't have as many herbs as you started with in the last battle. Defeat all monsters for more EXP and Level-ups rather than heading for Gaurdiana. Lure the Rune knights across the bridge.

BATTLE #03

-+-+*-+*

Victory conditions: EITHER Destroy all enemies OR get to Alterone (north)

Clear bonus: win within 10 turns to receive 400g

Here it explains that as long as you get max to Alterone you will win, However, I don't recommend this, Instead I suggest that you fight, even if you lose the 1st few times, as you will raise your characters levels, Patience is a virtue and all that. In this battle you need to watch out for the Giant Bats on the far east because they can move vast distances across the map, and their attack will damage you. Also try and stay together if a character gets surrounded that will be the end of them, This battle is hard if your characters are below level 2 or 3.

BATTLE #04

-+-+*-+*

Victory conditions: Destroy all enemies

Clear bonus: win within 12 turns to receive Jagged Flash

I wouldn't worry about the clear bonus on this level, its not really worth the attempt. the only advice for this battle is to not place your characters in adjacent grid squares around the mage at the top as she will use Blaze2 to fire against a group of your characters. Also you will have to go to the enemies as they are defensive..Press up on the screen first, watching out for the bats that will attack. then head right and south to finish off the final 5 enemies. Remember, as Max says at the start, Khri is only level 2, so Use her alot to boost her levels (unnecessary healing if you must) but don't let her get too close to the fighting.

BATTLE #05

-+-+*-+*

this battle has no victory conditions. on the first turn move as far right as you can, and then use magic to boost her strength. On turn 2, Zurich will join you. As Narsha will get injured, Zikika should open the chest on the right, to get a shower cure, which will heal her from the distance between them.

In-between doing these things, fight like a normal battle, despite the odds being against you. It will soon become obvious how it is rigged for you to win if you just 'go with the flow' as the enemies are 1-hit-kills.

Defeating the Mage will end the battle.

if you do die in this battle, it doesn't matter. The game will carry on

BATTLE #06

-+-+*-+*

Victory conditions: Destroy all enemies OR get to Manarina

Clear bonus: win within 18 turns to receive Doll Hater.

Tao will give a little speech before that battle that will explain why you have to get across this desert.

This is quite a large battle area compared with previous battles, Be aware

firstly about crossing the bridge, send in archers and then your strongest character first as the Dark Dwarfs will surround you. Also when advancing North be weary of the Giant bats as they will 'Home in' on you, the main bat to be weary of is in the centre of the field. There are 3 others north that will come down to meet you. DO NOT group all of your characters together when you reach the desert as the mages have Blaze level 2. Remember Zombies are undead, which makes them weak against certain weapons. Sticking by these rules makes the battle do-able without having to head strait for Manarina. Its a good battle to level up.

BATTLE #07

-+-+*-+*

Victory conditions: Defeat the Skeleton

Clear bonus: win within 10 turns to receive 500 gold.

This is quite a long, maybe hard battle that you most probably will have to do 3 or 4 times.

Scanning the battlefield you will see some treasure chests. These contain items that will be useful in battle, but you don't have to get them DURING the Battle The Giant bats (which are south-east of the map) should be relatively easy by now if you are level 4-6. The zombies and mages are the same as the last battle so follow the same advice. The zombies can poison you, so use Lowe and Antidote to cure it. the battle isn't Key to any particular strategy though.

Use magic on the Skeleton as he has a high defence.

BATTLE #08

-+-+*-+*

Victory conditions: Defeat the Marionette

Clear bonus: win within 8 turns to receive Zombie charmer

Before the fight begins there will be a short conversation between you and the fortune teller from alterone, when she vanished the battle will begin

The best course of action here is to first go left and attack the 3 mannequins, and then head right to defeat the giant bats (which you should be used to by now. Then head on to the main platform to approach the evil puppets, which are quite powerful and can poison you, if your characters are around level 7 or 8 then you shouldn't have to much of a problem with them. Use magic on the dire clown as they have strong defences then attack Marionette, but take note of her large MP bar. she takes some beating because of her freeze lev.4

but be persistent and offensive, only use your healers to heal.

BATTLE #09

-+-+*-+*

Victory conditions: Destroy all enemies

Clear bonus: win within 8 turns to receive 1000g coins.

At the start of this battle u will notice that Max is the other side of the battle field to the rest of your force. but that isn't as critical as it seems.

Use your stronger characters (E.g. May and Luke) to charge up the field to help Max out (as all of the harder enemies are up there anyway) and use weaker characters, such as Anri and Gort, to Take the Enemies at the sides. That痴 really all there is to it. Its a battle worth doing again just for levelling up and exp.

BATTLE #10

-+-+*-+*

This battle is alot like BATTLE #05. Just head west killing whatever is in your path, After killing the first 2 Outlaws, Go towards the chests (south) then carry on east across the bridge.

If you have trouble with enemies while heading for the chests, then use Zuika to block the bridge.

Again this battle has no Victory conditions but defeating the Govlivcoch will end the battle.

if you do die in this battle, it doesn't matter. The game will carry on

BATTLE #11

-+-+*-+*

Victory conditions: Defeat the Master Mage

Clear bonus: win within 15 turns to receive Elf slayer.

Characters: Take off Khris and put on Amon (although only lev 5) Because this terrain has alot of sky, and little land, so the birds will help alot.

The battle will begin with alot of talking. They talk about the Lazar eye, as many people are lately. When the battle begins, you will notice the familiar skeletons. These shouldn't pose a threat.

watch the 4 lined up Dark Elfs, as they can fire from a distance and will knock off alot of HP. also you will be familiar with the Dark Mages, See battle 06 to remind you how to deal with that.

Also new to the game are the Dark Priests, these will heal the enemies so take these out first if possible, Especially near the Master Mage.

BATTLE #12

-+-+*-+*

Victory conditions: EITHER Destroy all enemies OR get to Lone Bridge

Clear bonus: win within 15 turns to receive 2,000g coins.

Characters. Take Amon off, and put Zylo on, as there is alot of land on this retain and Zylo is a higher level and has a better attack.

Most of the enemies you met in the last battle, so see the guide to that for how to deal with them. The only new enemies for this battle are the Pegasus KT. They are like the Giant bats, but are alot stronger, however your characters are also alot stronger now, so they shouldn't pose much of a threat.

This battle isn't that hard, and if you have characters below level 8 then this would be a good battle to do a few times to gain the levels/

BATTLE #13

-+-+*-+*

Victory conditions: Defeat the Silver Knight

Clear bonus: win within 16 turns to receive Duelist.

Characters: I wouldn't change the characters that you used for the last battle.

This battle has the much talked about laser eye. You need to move as fast as you can at the bridge, as the laser eye will damage you quite alot, and fires at ALL characters on the bridge. Pay attention to the first move, you can see the whole path laser eye will attack.

There are 3 turns between each strike of laser eye, when this turn comes, you can avoid the strike by placing your characters on the top & bottom ledges of the section. They can't hold all 12 characters though, so place your characters with the most HP and defence outside of the field.

Send your faster characters across the bridge to destroy laser eye, The faster the better. REMEMBER it isn't the key enemy, the Silver Knight is.

Other than Laser eye, there are no new enemies, watch out for the Dark elves, south of the bridge.

BATTLE #14

-+-+*-+*

You should be getting used to these battles by now, again this one was no victory conditions and will be quite easy. and you have Wawlock on your team for this battle as well.

Killing the Soul eater will end the battle.

Be wary of the ghosts in the bottom corners, they will try and sneak up # unnoticed behind you. they can also move quite far across the battle field. The will-o-wisp has enough magic to each cast 1 spell. These spells are quite damaging, but wont kill a character on its own.

Because of the characters high defence, you shouldn't struggle, or need to heal just go all out and attack what stands in your way, If you do get into trouble then head strait for the Soul eater.

if you do die in this battle, it doesn't matter. The game will carry on

BATTLE #15

-+-+*-+*

Victory conditions: Defeat Elliot

Clear bonus: win within 10 turns to receive Raging Drum.

Characters. I would keep the characters the same

Neither of the sides want to fight each other, but nether will hold back. all of the enemies start grouped together but it doesn't last, they will all run to meet you on the battle field. The battle will take alot of fighting and time, but it isn't really strategic, the only new enemy is the artillery which will do alot of damage. This battle is good for levelling characters up.

All characters that you are using in this battle should be promoted by the end of it.

BATTLE #16

-+-+*-+*

Victory conditions: Defeat the Hellhound

Clear bonus: win within 10 turns to receive 4000g coins

Characters. I would keep the characters the same

The only new enemy here is the Hellhound. He is fairly hard to beat, he can cast magic such as blaze and freeze which will damage you alot.

As long as you have all of your characters promoted there shouldn't be alot of trouble. You have seen all of the enemies now and no how they react. The battle is long because of the ladders and small passages but shouldn't be a too high difficulty,

BATTLE #17

-+-+*-+*

Victory conditions: Defeat Balbazak

Clear bonus: win within 8 turns to receive Marnanbuster

Characters. I would keep the characters the same

This battle has a few new enemies such as the sea bat, Which is kind of like the giant bat, but stronger, red and near the sea. They mimic the Giant Bat behaviour but can move further, and are stronger.

The Blue dragon wont take much beating, as long as you are quick and send in your strong characters., His attacks will take a lot of HP off most of your characters if the defence isn't high

Balbazak, The main enemy of the battle, should be left until last, as you need all of your fire power on him, not because he is strong, but because you need all of your characters there. Lowe to heal after his attack, and Everyone else to attack on there turn. IF YOU DON'T ATTACK EACH TURN HE WILL REGAIN HEALTH.

This battle is also good for getting levels up as it shouldn't be that hard.

BATTLE #18

-+-+*-+*

Victory conditions: Defeat all enemies

Clear bonus: win within 8 turns to receive 5000g coins

Characters. I would keep the characters the same

Firstly egress from the battle, and raise and save, else you don't really stand a chance.

The Only new enemy in this battle is the Conch, Which are not really that hard but can poison your characters.

This battle isn't really key and can be taken in its stride, Just go for the

all out attack and levelling up.

BATTLE #19

-+-+*-+*

Victory conditions: Defeat all enemies

Clear bonus: win within 10 turns to receive 6000g coins

Characters. I would keep the characters the same

Watch out for the seabats at the edges of the map, They will quickly come in and attack fairly quickly, Other than that, their isn't much to mention about this battle. You've met all of the enemies before except the worms. The Worm is fairly easy, except that they poison your characters and can make them sleep.

BATTLE #20

-+-+*-+*

Victory conditions: Defeat all enemies

Clear bonus: win within 6 turns to receive Soulbuster

Characters. I would keep the characters the same

This battle is similar to the sea battle before, use Hans to Attack far away and overboard, and use Anri and Tao's magic, Freeze and Blaze to quickly win the battle. MORE ENEMIES WILL APPEAR

It shouldn't be to hard and their are no new enemies. You could do this battle a few times for EXP and fun. Egressing will take you to the below deck of the ship so you don't have to go through the talking from the king at the last island.

BATTLE #21

-+-+*-+*

Victory conditions: Defeat Dullahan OR get to Dragonia

Clear bonus: win within 10 turns to receive 7000g gold coins

Characters. I would keep the characters the same

This is a fairly easy battle, and there are no new enemies, except Dullahan. He is the boss of the battle but shouldn't be that hard to defeat if your characters are around level 10-15.

MONSTERS WILL APPEAR WHEN YOUR CHARACTERS ARE IN THE MIDDLE OF THE BATTLE MAP.
(Turn 6)

The battle isn't key to plot and is worth doing fully to get the EXP.

BATTLE #22

-+-+*-+*

Victory conditions: Defeat Kane

Clear bonus: win within 12 turns to receive Ogre Slayer

Characters. I would keep the characters the same

This battle is key to the plot of the game, The shining force Vs Kane, All of the characters in your party have a reason to beat Kane, this is an Epic battle

Being a Key Battle, The enemies are quite hard, and do pose a threat, But persistence is the key. Take them in Waves, starting with the golems. Using Gort, Luke, Ken and Mae, to take lead the front, with Tao, Anri and Hans to attack behind the main line. Place your other characters in 'useful' Roles that will still get them EXP,

Use Gong and Lowe to heal when needed, not forgetting Gong has a high attack too. Also Balbaroy can fly above houses, which may be useful.

Push forward in this formation and take out their waves, golems, Mages then Dullahams, the priest (as she will heal Kane) the mages. and then surround Kane with Luke, Max, Gort and Mae. with Tao and Anri casting blaze and freeze on him and Lowe and Gort healing Max. Hans can stand behind them to attack.

DIAGRAM

KEY

V Z
OG
MOG
X MOG
HOG
V B

This is the plan I described above. Z is Zylo, O is Gort, Luke, Ken and Mae, H is HANS, B is Balbaroy, M is Tao and Anri and X is max. V is Lowe and Gong.

This formation allows most people to attack, gain EXP and will protect Max. It also allows you to heal your Characters fairly quickly. This can be adapted for every group of enemies, it just takes some working out

Be careful. However of the Gargoyles (the new flying things). They will fly down to you, but shouldn't reach you until you have defeated the Golems, Max can take care of them if need be.

The battle is long winded so I wouldn't recommend egressing for EXP unless you need to.

BATTLE #23

-+-+*-+*

Victory conditions: Destroy all enemies OR get to Demon Castle

Clear bonus: win within 20 turns to receive 8000g coins.

Characters. I would change your lower level characters for Birds, as there are alot of flyers and mountains.

This battle is simple but annoying, The only new enemy is the bow riders, They ,as you may guess by the name, are archers. They shouldn't hurt that much, and shouldn't be too hard to kill. Bide your time taking each enemy as they come.

The flyers shouldn't be that much trouble if you have your own in the team.

BATTLE #24

-+-+*-+*

Victory conditions: Defeat Mishela

Clear bonus: win within 16 turns to receive Destroyer.

Characters. I would change your characters back to those that you used for battle 22.

Watch out for the Belial north of Mishela because they will quickly fly down. The gargoyles will also fly over to you pretty quickly.

Mishlea's health will restore itself if you go a few turns without attacking. When you get round to attacking her be constant, but remember she can attack a whole group of you, and will use the light saber which will damage your characters quite alot. She is immune to Blaze.

BATTLE #25

-+-+*-+*

Victory conditions: Defeat all enemies

Clear bonus: win within 8 turns to receive 9000g

Characters. I wouldn't change the characters.

This battle has alot of New enemies, such as the Torch eye, These machines are quite strong at attacking you, But Your characters normal attacks should take off a worthy amount of damage (providing your characters are in the late teens and are not Lowe, Tao or Anri). The minotaur is quite similar to this, except has a stronger defence. The Wyvern Is the new flying thing, they are harder than any previous flying thing because they can cast magic, and can attack from 2 squares away. Jet (A mechanical Domino) is just that, but without the magic. Follow the advice about Torch eye for them.

BATTLE #26

-+-+*-+*

Victory conditions: Defeat the Demonmaster

Clear bonus: win within 16 turns to receive sniper

Characters. i would use flyers such as Balbaroy, Amon and Domino for this

This battle is simple, Use the flyers to fly up for a quick start and 'fight behind enemy lines' Then use the others to creep along.

The Ice worms can be quite tricky, but they are similar to the worms earlier in the game. The steal claw isn't anything special but they can fly, They should not take much effort though.

The Demonmaster is a mage, so follow the principles in other battles about not forming your characters up where they can attack many of them. It doesn't have alot of power behind it compared to what your characters should be.

BATTLE #27

-+-+*-+*

Victory conditions: Defeat Chaos

Clear bonus: win within 8 turns to receive 10,000g coins

Characters. I would revert to: Ken, Tao, Hans, Luke, Lowe, Gong, Gort, Mae, Anri, Balbaroy and Zylo because they should be your strongest team.

With max still in shock from the Death of Kane, he can't talk which means only angel wings and Max's exhaustion can retreat you from battle, As Max can't talk. Although there should be no need to in this battle as it is moderate if you use the 11 strongest characters in your team, which should be those listed above.

There are no new enemies, but Chaos may take some doing, Persistence is the key and so is healing, Make sure you really use Lowe and Gong by keeping them close to much needed characters such as Zylo, Luke and Gort.

BATTLE #28

-+-+*-+*

Victory conditions: Defeat the Chimera

Clear bonus: win within 8 turns to receive Dragonslayer.

This is like one of the recurring battles from Shining Force II (for those of you who have played that) And that means that it is good for getting you characters levels up, and Egressing to redo it.

It is fairly easy, so do it a few times, The only new enemy is the skullforce, which is alot like the skeleton's except they are revamped to match your new levels.

BATTLE #29

-+-+*-+*

Victory conditions: Defeat all enemies

Clear bonus: NOTHING

This battle is designed to work you up to the final few, The enemies are quite hard. The battle is Challenging but your stronger characters will be the key, Constantly attack with them, and heal with Lowe and Gong. If you find that you don't have enough healers, then substitute a low level character for another Vicar.

When you get to the skullforce and Blue dragons take out the High Priests first as they will heal the others which will make destroying them harder than it needs to be.

BATTLE #30

-+-+*-+*

Victory conditions: Defeat Ramladu

Clear bonus: NOTHING

This battle has all of the steel claws and torch eyes from the battle at the tower of the ancients, you should know what they are like, They should be a little easier if your characters have been levelling up.

The aim of this battle is to defeat Ramladu, If you are confident that your characters levels are ok (about level 20-25) then you can go strait for him.

However i would send everyone except for Max, Gong and Zylo to Fight the machines. and for tackling Ramladu, I would place zylo opposite, max to the

side casting supernova and gong healing zylo.

BATTLE #31

-+-+*-+*

Victory conditions: Defeat Colossus

Clear bonus: NOTHING

As Nova said the only head that needs to be destroyed is the middle, But you need all the EXP that you can get, so do the battle a few times, killing everything except the middle head.

DO NOT, group your characters together around the Colossus (pleural) because they all have different magic attacks that will take a large group of you out. Use characters with a High defence such as Gort and Zylo around that area, Not characters with high attack and low defence.

The other enemies come as standard and should fair easy by now. However watch out for the blue dragons on the right, when going north through the single file corridor.

BATTLE #32

-+-+*-+*

Victory conditions: Defeat Darksol

Clear bonus: NOTHING

Oh so many battles together, if you have any unconscious, Kill Max before you start because this battle and the next follow directly on without a break and you need all of the characters you have. Also while in Town Buy lots of healing seeds, and angel wings, because they could be handy.

For this battle, Defeat all of the enemies first, So that they don't disrupt you while taking on Darksol. They are quite easy and none are new.

When taking on Darksol, keep your healers back, to heal max, and Zylo. Use those 2 as well as Luke and gong to Take him on, With Tao and Anri vainly casting Blaze and Freeze on him.

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BATTLE #33 DARK DRAGON

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Firstly divide your group up so that each head is being attacked at all times, pick which ever division is right for you, I make sure that there is 9 strong people on each head,Then if defeat the Skullforce which will regenerate, unless you put some weak characters on the regeneration spots.

All you can do i keep attacking, and keep healing. And persistence will pay off Heal each turn though, after dark dragons attacks. Make sure Max doesn't die.

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6. CARDS

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Below is a table comprised from my own knowledge, and research from websites, the URLs can be found in acknowledgements. It is pretty self explanatory.

Gaining trust refers to Talking to you characters in the Headquarters alot and having them in your team for battles frequently.

Card list		
CARD	WHEN	HOW
Max	chapter 8	Complete the game
Mae	N/A	Gaining Trust
Pelle	N/A	Gaining Trust
Ken	N/A	Gaining Trust
Vanker	N/A	Gaining Trust
Earnest	Chapter 4	Search Bookcase in Ubanatol
Arthur	Chapter 2	On joining Force
Gort	Chapter 1	See his Grand daughter
Luke	N/A	Gaining Trust
Guntz	N/A	Gaining Trust
Anri	Chapter 2	Search Bookcase Manarina Castle
Alef	Chapter 7	Chest in Prompt
Tao	Chapter 2	Search castle as a chicken
Domingo	Chapter 4	Talk to the PaoPigs
Lowe	N/A	Gaining Trust
KhriS	Chapter 1	Talk to her amirer
Torasu	Chapter 7	Left of Elders in Prompt
Gong	Chapter 1	Talk to Woman in cabin
Diane	Chapter 4	Paopig cage
Hans	N/A	Gaining Trust
Lyle	Chapter 6	North-west in Rudo
Amon	Chapter 2	From Balbaroy

Balbaroy	Chapter 2	Search bookshelf in Shade Abbey
Kokichi	Chapter 3	Talk to his assistant
Bleu	Chapter 6	Talk to Karin 3times after Kane fight
Adam	Chapter 8	Raunefaust castle main hall
Zylo	Chapter 3	Church sign In Bustoke
Masashi	Chapter 7	Wall between doors in Prompt
Hanzou	Chapter 8	Tree east of pub in runefaust*
Yogurt	Chapter 4	Control panel or Pao carriage
Narsha	N/A	Gaining Trust
Zuika	N/A	Gaining Trust
Mawlock	N/A	Gaining Trust
Rune Knight	Chapter 1	last blow from Max
Skeleton	Chapter 2	Last blow from Anri
Marionette	Chapter 2	Last blow from Gort
Ghoul	Chapter 2	Last blow from Max
Gobgovitch	Chapter 2	Last blow from Narsha
Pegasus KT	Chapter 3	Last blow from Zylo (Lev 14 KT)
Laser Eye	Chapter 3	Last blow from Anri
Silver Knight	Chapter 3	Last blow from Anri or Tao
Soul eater	Chapter 3	Last blow from Zuika
Elliot	Chapter 4	last blow from Max
Hellhound	Chapter 4	Last blow from Guntz
Balbazak	Chapter 4	Last blow from Earnest
Master Mage	Chapter 5	Last blow from Mae
Dullahan	Chapter 6	Last blow from Domingo
Kane	Chapter 6	Last blow from Max
Mishaela	Chapter 6	Last blow from Max
Demonmaster	Chapter 7	Last blow from Narsha
Chaos	Chapter 7	Last blow from Adam
Ramladu	Chapter 8	Last blow from Narsha

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=7.2 effects=
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Spell effect	
Attack	Increases target characters attack
Aura	Heals a group of target characters
Blaze	Attacks an enemy with fire element
Bolt	Attacks an enemy with electricity
Boost	increases target characters defence
Desoul	creates a change of instant death
Detox	Cures a character from poison
Dispel	Stops an enemy from casting spells
Egress	Retreats from battle
Elude	??????????
Freeze	Attacks enemy with Ice element
Heal	Heals a group of target characters
Quick	increases target characters speed
Shield	increases target characters defence
Sleep	Can cause enemy to miss turns
Slow	Decreases target enemy speed
Step	?????
Supernova	Attacks enemy with laser attack

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8. ITEMS

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ITEM LIST	
Atlas	GLDT WARR
Battle axe	GLDT WARR
Broad swrod	HERO NINJ WARR GLDT SKYW
Buster shot	ARCHER
Chaos Breaker	HERO

it will allow them all do get hurt in 1 attack.

- At least have 1 healer on your force, it is almost essential unless you have alot of healing herbs.
- Have at least 1 Magic user, preferably Tao, as she is with you from the start
- Don't put Max in to much danger, if he gets defeated you lose the battle.

--*-*-*
 11. CONCLUSION

That 痴 it, I hope this guide helped you, and if you have noticed any errors please contact me at Lanerobertlane (at) ntlworld.com and I will correct it.

--*-*-*
 12. AKNOWLEDGEMENT

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 Sega.....For creating the original game
 Sonic Co. & Climax Co.....For publishing and developing
 Nintendo.....For the GBA(SP) and recreating the game
 Ascii Generator.....They done my ASCII for the logo
(http://www.network-science.de/ascii)
 With special Perl table thanks to...http://www.losmonos.netfirms.com/table.html
Microsoft Excel, Word and Notepad

=====
 =And A final word!= The Legal stuff!
 =====

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