

# Shining Force Card FAQ

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NoWorries presents:

the "Most expansive Card FAQ for SF ROTDD" ever

Game: Shining Force: Resurrection of the Dark Dragon

System: Game Boy Advance

FAQ: Card Faq

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[www.neoseeker.com](http://www.neoseeker.com)

\*If you have a website you would like to post this at just shoot me an email\*

\*\*As always, the most up-to-date guide will always be found at gamefaqs\*\*

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-Major questions that need answering:

- 1) strength of Lowe's Effect
- 2) what do the Robot cards effect
- 3) how random is the "extreme" random damage

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## Introduction

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-Who should be reading this FAQ?- #The NoWorries Contract to Greatness

I put this in every faq I've ever written, and it goes something along the lines like this. By writing this, I commit to you the reader that I will bring to you not only my vastness of knowledge but do it with a sense of humour. I understand it's easy to get bogged down in detail as well as a mush of opinion but I strive to bring you something more than just a guide to greatness.

So who should be reading this? I've recently been playing SF GBA as I like to call it quite a bit on my stream as I play through the higher stars for the NG+ (new game+). The basic premise being that each time you beat the game, your file gains a star and the enemies gain +10% HP/MP. In addition to making the game harder, it gives you opportunities to collect anything you might have missed including cards. As I've played through into the 5+ range (where the difficulty really begins to ramp up) I've noticed how some of the cards are quite a bit more useful than others. There is some knowledge out there regarding the cards, but there really isn't a comprehensive guide. I hope to solve that in this one document, ranging all information you might want to ever know regarding cards, including location, costs, effects, and extra hints that could help you out. So who should be reading this faq? Anyone interested in SF ROTDD.

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SF GBA is an interesting game. A "remake" of the classic Genesis version, it really is a new entry in the series as opposed to a "remake" as SO much was changed from the original SF title. There's new characters, new items, new rewards, a new EXP/leveling/promotion system... it's basically a new game. Some people don't like it, others love it. I feel the game is really interesting; there are a number of mechanics that make the game very different especially for speed running, and one of them, is Mawlock, the Card Master.

#### A (brief) explanation of Cards

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Without diving into the aspects of the other characters (all 3 new ones are vastly broken), we'll focus on just Mawlock. He's the Card Master, one who has mastered "Splitting" so that he can help young Princess Narsha and Max together to defeat Dark Dragon time and time again. So first, let's briefly talk about Mawlock.

In a regular game (new file) Mawlock will first become available to your party in 3-3\*, the last battle with Narsha. As you have no access to cards at this point, your first true moment with Mawlock is post 4-1 when your 3 new characters all join together. He joins at level 8 (he's pre-promoted) and has

decent stats (20+ HP/MP, decently tanky). He never seems to get poisoned or slept, but he never counters or doubles either it feels. What's interesting about Mawlock, is that for NG+ (continuing a save file) he joins before 1-1 so you get him for the entire game (hence, completely changing the dynamic of the game at this point). Mawlock is a caster that lacks any real direct damage unless you have one of those cards. As such, it's important to try and secure him EXP to get his MP up. Many of his most powerful cards cost 20 MP, so getting up higher to at least 40 is crucial. I'll detail more of these specifics later.

So how do we get these cards? Luckily for us, the cards are extremely easy to come by in 95% of cases and most of them are easy to grab on your very first run through; making our first "1 star" playthrough much easier. Cards can be roughly categorized as Objective or Friendship, but due to Enemy Cards being slightly different; we have the 3 following types: Friendship, Objective, and Easy.

A Friendship card is much harder to get on your first runthrough. I recently acquired all the stars during my 5 star runthrough as nearly every single Friendship card was given to me immediately. Basically, a friendship card is given to you by talking to said individual in the HQ before and after battles. The individual needs to be in your party (like Pokemon friendship) as well as the individual can never die. If they die, they won't give you their card during that run (don't fret! Just beat the game and continue your file). All characters will share details with you as you talk to them, which is really cool, but only the Friendship folks will eventually give you cards. Luckily, most friendship cards repeat amongst themselves so unless you want a full collection, you don't have to get them all.

Skipping ahead, the Easy card is one that you really cannot miss. And by cannot miss, I mean if you grabbed that character, you get their card. For instance, Max's card is granted to you after beating the game for the first time, you CANNOT miss it, hence, Easy. Arthur and Amon give you their cards when they join, making it impossible to miss them. Some objective cards are SO easy to find as well, that they really warrant being in the Easy category as well; though, I will footnote them when those arrive.

The last category, which can be harder in some cases and easier in others, Objective cards are thusly named as you must perform some objective to find them. You might need to kill the Rune Knight in 1-1 with Max to get the Rune Knight card (objective) or get turned into a chicken in Manarina (chapter 2) to sneak in the Wizard VIP lounge to find Tao's card in a chest (quest based). The next section is the entire list of the cards and where they're at.

#### Cards and their locations

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\*The comprehensive list will be broken down in numerical order, with a follow up list to follow that groups cards by type.

NUMERICAL LIST

01. Max

Rewarded for beating the game for the first time

02. Mae

Friendship Card

03. Pelle

Friendship Card

04. Ken

Friendship Card

05. Vankar

Friendship Card

06. Earnest

After beating 4-2 (the Hellhound battle) search the bookshelves in the barracks. There is only one bookshelf and it's in the room that is in goes through the stairs left from the stairs that lead to the HQ

07. Arthur

Talk to him after beating 2-2 (Cave of Darkness) and he joins and he gives you his card as well!

08. Gort

After Guardiania has been ransacked, go to the house on the far left of town (separated by the bridge) and head to the basement. Gort's granddaughter will give you his card (after Mae has joined)

09. Luke

Friendship Card

10. Guntz

Friendship Card

11. Anri

Anri's card is in her room in Manarina. From the spot where she joins in the cutscene, go to the left stairs. Now you're in a room with two other stairs (up or down) and going down is Anri's room. Check the bookshelf

12. Alef

In chapter 7, there's a seemingly random treasure chest just outside of town before leaving and entering battle. Her card is in it

13. Tao

In Manarina (chapter 2) talk to the Wizard on the second floor to get turned into a chicken. Go through the town and find the guy who turns you back (this is the VIP lounge). Her card is in the chest there

14. Domingo

In Pao 2 (after 4-1, Elliot) Guntz has misplaced the Pigs/Sheep and luckily, one of them has Domingo's card

15. Lowe

Friendship Card

16. Khris

After Khris joins and you've beaten the Alterone battle (1-4) Max is displaced after battle right in front of the castle. The guy standing near there is a "huge fan of Khris" and gives you her card

17. Torasu

Underground in Prompt Castle (chapter 7) the room on the left has his card (the path leading towards the Shining Path)

18. Gong

After Gong joins, go inside the hut and talk to the lady

19. Diane

In Pao 1, her card is in a chest in the Pig/Sheep Pen

20. Hans

Friendship Card

21. Lyle

His card is in a chest in the topleft of town. Now that you know where it is, let's explain how to get there. Similar to Alef, as you are leaving town, you can hug the wall on the left. If you do this correctly, you can sneak up to the treeline where you are allowed to walk all the way left to the literal top/left part of town and find it

22. Amon

Like Arthur, she gives it to you when she joins

23. Balbaroy

In Shade Abbey, his card is in the third bookshelf

24. Kokichi

After watching Kokichi's demonstration, talk to the assistant twice to get his card. I guess it's good to note that sometimes you have to talk twice to people to trigger things. Kokichi's card is one of them,

also finding the Domingo Egg is just one other example

25. Bleu

Good news! You don't have to talk to Karin to leave Rudo and head into battle in 6-3. After talking to Krin though, you can go talk to Karin and she'll hand over Bleu's card

26. Adam

His card is available in chapter 8 hidden in the wall on the right side of the castle (opposite the stairs on the left side)

27. Zylo

The wolf's card is hidden in the church sign in Bustoke (chapter 3)

28. Musashi

The spot where you normally recruit Musashi in chapter 7; that's his card location. There's no card on the wall this time, but search the wall after being thrown in jail

29. Hanzou

Same thing for Hanzou, search the bush in chapter 8 immediately after entering Runefaust to find his card

30. Jogurt/Yogurt

No point in his card. Either way, his card is in Pao in the control panel

31. Narsha

Friendship Card

32. Zuika

Friendship Card

33. Mawlock

Friendship Card

The next section are all "Enemy" cards. I tried to mix up the description to make it more interesting, but the basic version is this: You have a leader and a Hero, IE Rune Knight and Max. The Hero must defeat (IE land the final hit/blow/attack) on said Enemy to get their card. It's not as hard as it sounds except in some cases like Narsha and Ramladu or Adam and Chaos as you probably have to bring the boss down to 1 HP.

34. Rune Knight

In 1-1, Max must deliver the final blow to the Rune Knight

35. Skeleton

In 2-2, Anri must deliver the final blow to the Skeleton

36. Marionette

In 2-3, Gort must deliver the final blow to Marionette

37. Ghoul

In 2-4, Max must deliver the final blow to the Ghoul

38. Gobgovitch

In 2-4\*, Narsha must deliver the final blow to Gobgovitch

39. Pegasus Knight

In 3-2, Zylo must deliver the final blow to the Pegasus Knight near the bridge (it's level 14 and obviously stronger)

40. Laser Eye

In 3-3, Anri must deliver the final blow to this machine

41. Silver Knight

In 3-3, have Tao or Anri finish off the Silver Knight

42. Soul Eater

In 3-3\*, Zuika must finish off the Soul Eater

43. Elliot

In 4-1, Max must finish off the dragon

44. Hellhound

In 4-2, Guntz must make it to the top of the map and finish the dog

45. Balbazak

In 4-3, Earnest must finish off Balbz

46. Master Mage

In 5-2, Mae (of all people) must finish off the Master Mage

47. Dullahan

In 6-1, Domingo needs to defeat the Dullahan

48. Kane

Obviously, Max must defeat his (spoilers!) brother in 6-2

49. Mishaela

Unsurprisingly, Max must burn the witch in 6-4

50. Demon Master

In 7-2, Narsha must finish the Demon Master (yes, it's long and

difficult and she doesn't do a whole lot of damage)

51. Chaos

Guess who?! Adam must defeat Chaos

52. Ramladu

Sadly, Narsha must poke him for 1 damage and finish him off

53. Colossus

I don't know why, but Luke has to defeat the head (unsure if it must be the center one, but I don't think it has to be)

54. Dark Sol

You get 10 guesses! Who am I kidding, it's Max. It's always Max

55. Dark Dragon

The last card and one you'll likely never use, Mawlock must finish off at least one Dark Dragon head. This is one I suggest you pick up in a NG+ or 1 star file as Mawlock can "Copy" Max's card to make this a whole lot easier.

GROUPING LIST

The following are all the Friendship Cards

Mae  
Pelle  
Ken  
Vankar  
Luke  
Guntz  
Lowe  
Hans  
Narsha  
Zuika  
Mawlock

The following are all the Easy Cards

Max (simply beat the game)  
Arthur (simply recruit him)  
Alef (hidden in a visible chest in Prompt)  
Khris (after beating 1-4, her "fan" is literally right there next to you)  
Amon (simply recruit her)  
Kokichi (after watching his demonstration, talk to his assistant twice)

All the rest of Objective Cards



Alright, before we can get into the exact mechanics of cards, let's talk about what you can do with these cards.

#### MOVE

Arguably the most useful of all Mawlock's abilities, this first one that we're looking at is the aptly named "Move". What does it do? Simply put, it lets the character take an additional turn.

Some extra details:

- only affects HEROs, not ENEMYs (can't use Dark Sol card Move)
- the first turn is taken at the END of the turn
- all other turns then happen immediately afterwards\*
  - \*sometimes the double turn is interrupted by similar speeds
- "refreshing" Mawlock's cards can allow for another use of MOVE
- this means you could take 3 turns each round of battle

#### IMITATE

Imitate is just that; it creates a non-perfect copy of the HERO of the card used. Enemy cards cannot be used for this. The Imitate is a copy of the hero down to the smallest detail.

Some extra details:

- you can only have one (1) Imitate summoned at a time
- the Imitate cannot have more than 10 HP
- the Imitate has the MP of the Hero UNLESS the Hero has more than 25 MP. In that case, the Imitate has 25 MP
- the other stats of the Imitate are that of the hero
  - \*if you don't have the hero yet, they join with their starting stats that they would have
- Imitates cannot use/give/accept/ITEM

Why use Imitate?

- NG+, you can summon Musashi early for OHKOing everything
- in general for NG+, summon later heroes earlier for reasons
- against Dark Dragon for standing on Armed Skeleton squares
- in the event of a hero dying and you can't/don't want to revive them (eg Dark Dragon) and they still can fight
- extra bodies for cluster battles (eg Balbazak)

#### COPY

Copy is interesting but rarely used. The reason behind this is largely due to cards having a single use property about them (right, One Use per battle since I've not brought it up) and the other uses of Cards are largely more useful. That being said, Copy does have a use in that some affects can be very useful. In general, Copy turns Mawlock into that hero. Some examples, Copying a caster (Tao, Anri, etc) makes Mawlock attack with Blaze/Freeze/Bolt etc instead of physically attacking which is interesting. Similarly, Torasu let's Mawlock "attack" allies with Heal 1; so there's lots of potential uses.

As for stats, Copy changes Mawlock's stats by an amount; it's

different for each card and I'll try to detail those below

## EFFECT

The other "most powerful affect" Effect is for lack of a better word, a magic spell which then grants Mawlock up to 4 unique spells each battle depending on your selection of cards. The Effects range from simple (Gort, boosting an allies attack by 8, or, the Power Ring) to INSANELY BROKEN (Kokichi, changing an ally into a FLYING UNIT, Blue, hitting up to 5 enemies for 30ish damage from ANYWHERE ON THE MAP)

Ahem... Effect is very powerful if you know what you are up against and how best to approach the battle. While the other 3 abilities require no magic to use, each Effect costs magic from Mawlock's relatively small magic pool.

Due to the size and scope of this next section, I'm going to split it up into 2 sections, the Copy and the Effect section. Also, because some abilities are so similar (eg EVERY KNIGHT CARD...) I'm going to try and group them by the WHAT as opposed to the WHO. You'll see what I mean soon enough.

## The Big COPY Moveset

### Section 1, Cards that "change" Mawlock's attack

A quick note regarding the stat changes for Mawlock. During my testing, there were some obvious trends and those are reflected in the percent changes as those were very easily calculated. In others, there was no clear patten in which case I simply noted the change of his stats. I think it works regardless of his level but I have not bothered to test through each level. Regardless, the stat changes shuold give you a good understanding of what to expect and more importantly, does his move change from his normal 5 move

Max, attacks with Supernova  
+50% ATT, +11 DEF, +5 AGI

Anri, attacks with Freeze  
-14 ATT, -22 DEF, 4 MOVE

Alef, attacks with Bolt  
-14 ATT, -22 DEF, 4 MOVE

Tao, attacks with Blaze  
-14 ATT, -22 DEF, 4 MOVE

Domingo, attacks with Freeze  
-11 ATT, +11 DEF, -5 AGI, 9 MOVE

Lowe, Khris, Torasu, "attacks" allies with Heal 1  
-11 ATT, -11 DEF, -11 AGI, 4 MOVE

Narsha, "attacks" allies with Boost 1 (+8 attack)  
-11 ATT, -11 DEF, +50% AGI, 6 MOVE

Marionette, attacks with Blaze  
-6 ATT, -6 DEF, -5 AGI, 4 MOVE

Laser Eye, attacks with Bolt  
+100% ATT, -50% DEF, 5 AGI, 1 MOVE

Hellhound, attacks with Flame  
+10 ATT, -11 DEF, 6 MOVE

Master Mage, attacks with Blaze  
-17 ATT, -22 DEF, 4 MOVE

Kane, attacks with Desoul  
+5 ATT, +6 DEF, +5 AGI, 6 MOVE  
Mishaela, attacks with Bolt  
-17 ATT, -22 DEF, 4 MOVE  
Demon Master, attacks with Freeze  
-17 ATT, -22 DEF, 4 MOVE  
Colossus, attacks with Bolt  
+100% DEF, -14 AGI, 4 MOVE

\*These are changes to his attack. These are not "spells" in the traditional sense IE Bolt only hits 1 target here. This is because it is an attack, not a physically casting of the spell. The damage dealt is however what you would expect from the spell. What's interesting though is that some of your BEST stat increases come from this section. Highlights... Max +50% ATT, Narsha offers +50% AGI, and Colossus gives +100% DEF and Laser Eye gives +100% ATT! What's really interesting though is that any attack gain doesn't help Mawlock UNLESS you do something of a mild exploit. Try copying Laser Eye (if Mawlock has 35+ attack, this works great) and then Effect with any "attack from any range" card. See what happens. I'm sure you won't be sad

## Section 2, Cards that "copy" the character

Mae, Pelle, Ken, Vankar, Earnest, and Arthur  
+5 AGI, 7 MOVE  
Gort and Luke  
+21 ATT, +22 DEF, -14 AGI, 4 MOVE  
Guntz  
+16 ATT, +50% DEF, -50% AGI, 3 MOVE  
Gong  
+10 ATT, -6 DEF, +14 AGI  
Amon and Balbaroy  
-11 DEF, +9 AGI, 8 MOVE  
Kokichi  
+10 ATT, 8 MOVE  
Zylo, increase movement in forests  
+14 ATT, -11 DEF, +50% AGI, 6 MOVE  
Bleu  
+21 ATT, +22 DEF, -50% AGI, 3 MOVE  
Adam  
+16 ATT, +11 DEF, -9 AGI  
Musashi  
+21 ATT, +11 DEF, +5 AGI  
Hanzou  
+16 ATT, +6 DEF, +100% AGI, 6 MOVE  
Zuika  
+5 ATT, -11 DEF, +100% AGI, 6 MOVE  
  
Rune and Silver Knight  
+12 ATT, +5 AGI, 7 MOVE  
Pegasus Knight  
+12 ATT, 7 MOVE  
Skeleton, Ghoul, Soul Eater, and Dullahan  
+5 ATT, -11 DEF, -5 AGI  
Gobgovitch  
+21 ATT, +22 DEF, -11 AGI, 4 MOVE  
  
Elliot and Balbazak  
+21 ATT, +22 DEF, -14 AGI  
Chaos  
+16 ATT, +11 DEF, -9 AGI

Ramladu

+10 ATT, +11 DEF, +9 AGI, 6 MOVE

Dark Sol

+50% ATT, +50% DEF, +50% AGI

Dark Dragon

+21 ATT, +22 DEF, -50% AGI, 2 MOVE

\*This section is largely those that "copy" the hero more literally. The stats do not change as much in general. The biggest thing here is to pay attention to that MOVE stat, as copying certain characters will wreck Mawlock's ability to participate in battle. Also, Hanzou and Zuika offer +100% AGI which is just hilarious. Also, Dark Sol is a great copy as it's a +50% increase in all of Mawlock's stats

### Section 3, Cards that "alter" Mawlock's attack

Diane, +1 range to Mawlock's attack

-11 ATT, -17 DEF, +5 AGI

Hans, +1 range to Mawlock's attack

-11 ATT, -17 DEF, +5 AGI

Lyle, +2 range to Mawlock's attack

+10 ATT, +17 DEF, -14 AGI, 3 MOVE

Jogurt/Yogurt

1 ATT, 1 DEF, 1 AGI

\*Obviously Jogurt is a joke, but I pulled the Archers out as they are quite different from Section 2 because of the range change. As in, Lyle forces Mawlock to attack at 3 range; 2 range attacks do not count

## The Big EFFECT Moveset

### Section 1, Attack from any range/distance

Mae, 8 MP

Pelle, 10 MP

Ken, 10 MP

Vankar, 10 MP

Earnest, 9 MP

Arthur, 10 MP

Rune Knight, 5 MP

Pegasus Knight, 7 MP

Silver Knight, 7 MP

Elliot, 3 MP

### Section 2, Magic attacks from any range/distance

Alef, Bolt 2, costs 15 MP

Anri, Freeze 2, costs 30 MP

Tao, Blaze 1, costs 6 MP

Domingo, Freeze 4, costs 30 MP

Bleu, deals about 30 damage in an A2 (cross), costs 30 MP

Laser Eye, Bolt 4, costs 30 MP

Master Mage, Blaze 2, costs 20 MP

Marionette, Blaze 1, costs 2 MP

Hellhound, Flame, 20 MP

Mishaela, Bolt 2 on ALL enemies, costs 40 MP  
Demon Master, Freeze 4, costs 25 MP  
Dark Sol, Demon Breath I on ALL enemies, costs 50! MP  
Dark Dragon, Demon Breath II on ALL enemies, costs 50! MP

### Section 3, Random Physical

Musashi, next ally attack is guaranteed critical, costs 20 MP  
Guntz, one time use reduce damage to 1, costs 20 MP

Gobgovitch, extreme random damage\*, costs 20 MP

Used it 10 times on a Zombie for testing. The results were  
14, 20, 9, 19, 25, 1, 17, 14, 6, 12  
Thus, the average damage was 13.7 with the range from [1, 25]  
I don't know if it does more than 25

### Section 4, Offensive Status

Zuika, casts Desoul, costs 25 MP  
Gong, cancel one enemy turn, costs 20 MP

Skeleton, puts one enemy to sleep, costs 20 MP  
Ghoul, poisons one enemy, costs 20 MP  
Dullahan, casts Desoul, costs 25 MP  
Ramladu, cancel one enemy turn, costs 20 MP

### Section 5, Defensive Status

Diane, +2 to ally's attack range, costs 24 MP  
Hans, +1 to ally's attack range, costs 12 MP  
Lyle, +2 to ally's attack range, costs 18 MP  
Luke, +15 defense to an ally, costs 7 MP  
Gort, +8 attack to an ally, costs 11 MP  
Hanzou, +15 speed to an ally, costs 8 MP

Balbazak, +5 attack +15 DEF and AGI to one ally, costs 40 MP  
Colossus, +15 defense to all allies, costs 30 MP

Amon, +3 MOVE to an ally, costs 10 MP  
Balbaroy, changes ally MOVE-TYPE to Flying, costs 20 MP  
Kokichi, changes ally MOVE-TYPE to Flying, costs 20 MP  
Zylo, changes ally MOVE-TYPE to Beast, costs 15 MP

### Section 6, Everything Else

Max, Egress, costs 20 MP  
Kane, Egress, costs 8 MP

Lowe, casts Heal 3/4? from any distance, costs 10 MP  
Khris, casts Aura 4 on your entire team, costs 25 MP  
Torasu, casts Shield on your entire team, costs 25 MP

Soul Eater, an ally will regen health for 5 turns , costs 30 MP

Narsha, restores 20 MP to an ally, costs 30 MP  
Mawlock, refreshes used cards, costs 30 MP

Jogurt/Yogurt, makes an ally's attack 1, costs 1 MP

Adam, attack with enemy's own ATT power, 20 MP  
Chaos, attack with enemy's own ATT power, 15 MP

\*I have literally no idea what Adam/Chaos does. I've used the card on both Mawlock and other heroes; been attacked and attacked, it doesn't seem to do anything. There may be something else there that I'm missing, but as of now, I have no idea

\*I also am unsure of the strength of Lowe's card as I haven't had the opportunity to heal for enough health to determine if it is heal 3 or 4. Seeing as it costs 10 MP and Khris's costs 25, I'm inclined to think that it is heal 3 but whichever, all you need to know is that it is a big heal spell which you'll probably never use because there are better cards

#### Additional Tips related to Cards and Mawlock

[5000]

As Mawlock and the cards are confusing the first time you've ever picked up this game; this section will hopefully deal with everything else yet to be discussed.

First time playing the game?

If this is your first time ever playing the game, the best bet is to try everything. As I said earlier, all 3 of the new characters are very powerful. Narsha learns super strong spells including Aura 4 (mega heals), Step (a spell that increases movement, something you'll love), Boost (a spell that increases magic potency), and Attack, a proper 4 rank spell now in this GBA remake. Zuika on the other hand is a melee fighter with no weapon (which seems bad) but besides having a much higher critical chance, Zuika also gains super stats when near-death(ish), most of which I've never bothered to test but I have been told results in a character stronger than all others.

Which of course, leads to Mawlock. The difference here is that Mawlock requires the finding of Cards whereas Narsha and Zuika can easily be leveled. So my suggestion for your first time would be, find as many cards as possible! Use the above list as your guide for finding them, and mix and match. As I've said before, I enjoy the Move ability more since having characters take two or three turns is super strong; but you may find that Effect is your jam. The best way to learn is through trial and error.

Your actual first file

What's neat about the GBA file is that if you missed something, you can beat the game and then continue it. There is then literally no fear about not having a complete collection or anything being missed. The only downside is that things do get harder, especially if you aren't a SF pro like myself. So, let's talk a bit then about your first file in terms of building into a multi star file for bragging rights.

The first thing to note is Zuika and Narsha. This is the absolute best time to get their cards (and Mawlocks) but Zuika and Narsha get special notice here because their special battles become stupidly harder later in the game

and to get Friendship cards, the individuals must not die (which, for everyone else, it's generally easier to pick up their friendship card on later runs as they give them to you much faster and in many cases, without ever needing to fight with them). It then makes much more sense to get Narsha and Zuika's cards on the first playthrough. With Mawlock, you need to talk to him after each battle basically and he should give it to you in Chapter 8.

Do I want their cards? This question can be asked of anyone, but with regards to the 3 characters at hand, YES! Narsha's card is really cool, the most obvious being the Effect of giving 20 MP to someone (very handy!) and Mawlock's card is essential to "restore" used cards to then allow for the super broken triple movement. Zuika's is less useful, but if you are planning on using him, having his card is an obvious "go".

Other really important cards to collect are the Enemy Cards that require not-stellar-characters to KO them. Some that come to mind are Colossus, Chaos, Ramladu, and the Demon Master as Luke, Adam, and Narsha have to last hit these and well, obviously it's better to do sooner rather than later. In terms of Chaos, his card is not so good, so unless you want it specifically for a full collection, I'd say skip it since Adam is bad and Chaos's card is bad. The others are definitely worth it, in particular, Colossus is the single most useful card through the entire game, for every run. More on that later. Some other really important Enemy cards to pick up due to their usefulness are Rune Knight and Elliot (attack from anywhere), Torch Eye (100% attack increase on Mawlock), Gobgovitch and Soul Eater (because grabbing them on later runs is really hard).

Lastly, any of the non-friendship ally cards (the objective based ones) are good to pick up on your first run through as you can have a greater selection with Mawlock for your NG+ file. There are obvious stand outs, but any magic user allows Mawlock to end battles quickly, as well as Musashi is a great Imitate through Chapter 1 to help beat battles faster.

The only cards you can absolutely NOT get are Max and Dark Dragon (on your first playthrough). Obviously you have to beat the game to get Max's card. The reason I say Dark Dragon, is for Mawlock. Your first playthrough is much harder to get Mawlock to level up and become powerful due to him not really having the necessary stats that we are looking for (hence, the first play looking more at practicing and getting used to him). Later, on your 1 star run, you can have Mawlock "Copy" Max to hit Dark Dragon with Supernova, which makes it much easier to kill a head for the card. Alternatively, you can level Mawlock super high and "Copy" Dark Sol and Mawlock fights like a boss.

#### NG+ Files

This section could be its own guide, so I'll try to focus on the more important pieces here.

#### Leveling Mawlock

To take advantage of all that he offers, we really want to level him up. Many of the Effect cards cost more magic than Mawlock will ever have in a regular run, unless you specifically overlevel him. There are two things that we can really take advantage of to level Mawlock up. First, any healing in this game follows similarly to SF2 in that you always gain 10 EXP at a minimum for healing. As such, using Medical Herbs to gain EXP is great. Second, 2-2 or the Cave of Darkness. This battle is significant really because of the fast reset. You could do this on other battles, but the idea is this: Mawlock can Effect Colossus, giving everyone Defense and him gaining 48 EXP (if your party is at least 5 people) and then Max goes right after and leaves the battle so

that you can then re-enter it. This can go on until Mawlock is level 99 if you wish. More important, is the MP value of Mawlock. The biggest is 30, allowing to Effect with Mawlock to restore his cards. Later, is 40 to use Mishaela, and then 50 to use Dark Dragon (in a 1, 2, or 3 star run, this is particularly helpful as the enemies will die or be nearly defeated from these effects). We then have 52 (double use of Gort's +8 attack) and 66 so that you can double use Lyle's card to give +2 range to two different people (multiple range effects do not stack). That's probably the highest amount you'll need, as that's a 4 card set up and you perfectly get triple moves and two characters with +2 range (using this on Knights allow for 4 ranged attacks making them safe from ANYTHING). You could level to 90 MP to Mishaela and Dark Dragon, but I leveled Mawlock to 99 once and he capped at about 80ish Magic so it's not very likely for that to happen.

Now, Mawlock doesn't have 30 MP for this to start, so you have a couple of options to get him to 30 MP so that you can then use Colossus. I used to use Alef's card as it costs 15 and you can Bolt 2 the Skeleton across the map. But if Mawlock has 25 MP, you can then use Torasu's card to cast Shield for the same effect of gaining 48 EXP. Colossus is faster which is why we switch to it but Torasu can get us there assuming you have enough MP.

The other reason why 2-2 is important is because Max will likely be fast enough (with Speed Ring if you need it) so that the turns go Mawlock-->Max.

## Chapter 1

For your NG+ files, we have Mawlock from the start now! I'm going to go ahead and tell you how I do it (feel free to experiment!) My quest is to get to 10 stars (or however high the game will go) so I generally plan my route from the beginning on who I will use. For instance, casters aren't very good in NG+ files as enemies gain more and more life and casters don't deal more and more damage. As such, I immediately drop everyone except Max and Mawlock and set Mawlock up with Max-Musashi-Kokichi-Alef. I mix up the cards, but for 1-1, the easiest way is to Imitate Musashi and let him just defeat the Rune Knight quickly (I begin leveling Max in 1-4). You can also blast the Knight down with Alef-Tao but that only works in the 1-2 star range and not higher which is why using Musashi is good practice. For 1-2, you can Effect Kokichi to make Max flying and then Move Max to quickly beat the battle. This gets us the Demibuster, essential to 1-4. For 1-3, you can use Mae or Gort, but I wouldn't. Instead, you can Effect Kokichi or Amon (the battle speed is about the same) and you get Max to Alterone very quickly.

It's important to note that I sell everyone else's weapons here and use the money to buy 2 more Steel Rings (1000) and many Herbs (about 20 or so at least). The Rings are important to protect Max in 1-4 and the Herbs are for EXP on Mawlock for when he has nothing else to do. As we go into 1-4, my set up is Max-Gort-Musashi-Amon, and I have Max with Demibuster/Rousing Ring/two Steel Rings. I send Max right to fight the Dark Dwarves (hence, the importance of the Demibuster) but first I Effect Gort and Amon onto him to give him more damage and extra movement (this is very important on later Star runs when Max takes multiple points of damage from enemies). I send Mawlock and Musashi up (right, Imitate Musashi) and yeah. Max generally gets to 5 or 6 this way which is why I don't worry about skipping 1-1, 1-2, or 1-3.

## Chapter 2

There isn't much here. I like to buy 1 Charm Ring for Max in the Circus Tent and don't forget the Speed Ring. To get through the Desert, I usually just Kokichi-Max to let Max fly and take double turns. You can also use Amon, again, the battle ends about the same. In 2-2, I level the heck out of Mawlock



and later he can beat the Skeleton from across the map using any number of cards.

The Circus Tent poses an interesting challenge as Mishaela is magic immune and the dolls hit hard. The easiest thing to do is double turn Max, he can Power Ring himself, and Mawlock can give Max triple turns and raise his range as well. There are a number of set ups, but on later difficulties, you have to use Luke or Colossus if you are planning on using more than just Max (I used just Max and Mawlock until Kokichi and then that was it, all the way through 5 Stars just for reference). The dolls hit really hard hence why raising Max's defence by 15 is essential. Shade Abbey is not hard at all and can be done many ways.

### Chapter 3

You can use the birdmen, but on NG+, it's a little harder as the Mage rapidly gains too much health. I would opt to just use Mawlock. Until the Mage gains a ton of health, it's usually easiest to Copy Dark Sol (or Torch Eye) and then Effect an attack card (Knight or Elliot etc) to OHKO the Mage. As this puts Mawlock up to a ton of attack (potentially 99) this works for a while. Moving into 3-2, it's generally faster to fly Max to the bridge with triple turns. In 3-3, you can blast the knight with magic most of the time, though copying and attack works fairly well as well. Though, if you haven't gotten the Laser Eye and Silver Knight cards, this is the best time to do so, using Anri in combination with Mawlock. Getting the Laser Eye card is VERY helpful as it can put Mawlock to 99 attack which allows you to Effect with a Knight card to OHKO most enemies for most of the runs. Also, set up to recruit Kokichi.

### Chapter 4

Because Kokichi naturally flies, he's my option, though I'm starting to experiment with bringing Arthur as well for later 5+ star runs to hopefully speed things up. Chapter 4 is where we can greatly level Max and Kokichi with giving them triple turns. Mawlock is generally set up with Max-Kokichi-Mawlock and Colossus or Gort depending on the battle as the Power Ring could crack. Generally, we want to delay promotions as long as possible, although 15 is not a bad option, although getting Max to Supernova level 2 at 16 is pretty solid.

You also get Narsha and Zuika after Elliot. While Zuika isn't always the easiest to use on later runs, even a level 1 Narsha is helpful to bring along as you don't have to use Gort's card then. Later, leveling Narsha is strong as like I said, Step can speed things up and in some battles, make them way easier as you can engage from 10+ squares away.

Balbazak is always tough because the enemies swarm you, but Effecting Colossus pretty much sets you up for safety.

### Chapter 5

We're promoting here and continuing to farm. Really, Max-Kokichi-Mawlock is our standard set up on Mawlock, with that last card being whatever. Most of the time, Narsha works pretty well to get her extra EXP, but feel free to mix things up.

### Chapter 6

You can defeat Dullahan until he gets tons of HP, and once that happens I'd just fly Max across. One thing you'll start to notice is that even boosted your heroes won't do all that much. Because you can't get above 99 attack,

which, you'll never even get close to that unless Mawlock copies Laser Eye, you have to chip down enemies later in life and later in multiple star files.

Cane/Kain isn't too bad. You'll likely need to Effect Colossus, but using Lyle is often better as Kane counters a lot though Effecting Colossus makes that less scary. Getting to Mishaela is a breeze, just fly Max.

Mishaela isn't that bad, but she becomes harder as her life total gets over 100 pretty quickly, so running through and killing works pretty well.

## Chapter 7

It's almost always faster to just fly Max (safer too) in 7-1. For the Tower, Mawlock can usually take it out but we want the Valkyrie so Kokichi needs to be the hero. Multiple turns, extra movement, bonus attack, and yeah, Kokichi can zap things up.

Chaos is pretty tough, again, because you get swarmed. Similar set up to Kane works well with Colossus to protect everyone. Max and Kokichi are probably capping hard on EXP, it happens.

To end 7-4, Kokichi is the best option, again, just beefing him up like you did for 7-2. Also, it's essential to get the 7-4 battle reward of the Dragon Slayer here as it allows Kokichi to OHKO dragons until the 5 star range as he'll do 80-90 damage on a non-crit. It's important to note that these strategies work through the 5 star file and beyond. They're pretty solid.

## Chapter 8

This is where things get tricky especially for later files which is why I'm looking into someone else to bring. For 8-1, raising both Kokichi and Max's movement is essential as we don't want to get hit, ever. Triple turns and moving super far is how we can beat these enemies safely.

For Ramladu, the Robots bumrush us. I find that for the first few Stars, you can rush down Ramladu with Kokichi and Max. Later on, it takes time especially since Ramladu heals himself with Aura 4. To beat the Robots, Effect with Colossus is pretty essential, as is sometimes bringing in extra fodder to delay the damage as the Robots don't go down in one hit from Max and Kokichi. It's a pretty tough battle and hence why I'm looking into bringing new people along at this point. Also, I guess it's fair to point out that this was my suggestion for quickly beating the game, but I always encourage you to play around and see what you like/discover.

Colossus, like Ramladu, is easy for a few stars, as Kokichi can just sprint up there and defeat the boss without too much trouble. Later on, you have to defend from the immediate threats. Strats similar to Ramladu are pretty helpful here as well as Chimaera hit hard even when you have +15 defence.

Dark Sol is only a problem if you don't double Lyle to let Max and Kokichi safely attack from a distance as Dark Sol almost always counters and he gets 99 attack pretty quickly. It hurts pretty gosh-darn bad.

For Dark Dragon, it's super easy and there are a number of ways to beat him. You really want to prevent the Armed Skeletons from spawning, and again, you can use Lyle to raise the ranges of your guys (Kokichi literally is safe from 4 spaces away) but the biggest thing is triple turns let you move in, hit, hit, then retreat safely back. Really, as long as you set Mawlock up with enough MP to restore his cards, that's all that's needed to beat Dark Dragon.

## Helpful Card Combinations

Mawlock+Fighters for mega double/triple turn movements

Laser Eye+Knight cards for attacking with 99 attack from any distance

Marionette, Tao, and Alef costs 23 magic and deals Blaze 1 twice and Bolt 2 from across the map (on average, 30ish damage)

Bleu+Alef is 45ish damage for 45 magic from across the map

Feel free to be creative!

## Contact, Copyright, and Conclusion

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### Contact Info

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Normally I do other stuff but frankly this is still a rather large WIP as I hope to add more card combinations and maybe solve some of the card mysteries. As of now, don't worry about it! This ends the guide though

Guide Length 49618

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