Shining Force Solo Max Walkthrough

by DinobotMaximized

Updated to v1.0 on Jan 2, 2006

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              Solo Max Walkthrough Version 1.0
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This FAQ was made while playing Shining Force for the Sega Genesis. The purpose of this FAQ is to guide you through the game using only Max, for the battles anyway. Because of the very small item capacity, we'll have to have KO'd members of the Shining Force hold items, but that's it. While battling, make sure you keep track of Max's experience. Each time he's about to level up, choose the quit option. Then reload the game and you'll be right where

you were when you quit. If Max doesn't receive a good stat boost, reload and try again. This challenge can be very tough at times, especially early on. Some of the battles will require a little luck. There were a lot of times I thought this wasn't possible, but each time I found a way to get through.

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	Guardiana		
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Enter the door after you gain control of Max. Return to Varios after Lowe steps in front of and speaks to Max. Reenter the door after Varios runs off and approach Lowe to speak to him again, after which he gets out of the way. Exit the Chapel and head right, and then up to the castle. Continue straight up into the castle and hear what the King has to say. Afterwards return to town and Luke, Ken, Tao, Hans, and Lowe join the Shining Force. Return to the King and speak to him to receive 100 gold. Then go to the shop in Town and buy 3 Medical Herbs for Max. Also sell everyone's weapon, except for Max of course, he'll be needing his sword. Then exit Town and you'll be taken automatically to the first battle.

We're not going to battle the enemy yet. First we need to get everybody except for Max taken out of commission. What you want to do is have Max stay put while everybody else is moved in range of the enemy. Keep choosing stay until everybody is knocked out by the enemy. Then have Max cast Egress to return to town. Exit Town, head east, and enter the structure there to reenter the battle with Max alone.

For the first turn, move Max four squares up (one less then as far up as he can go), and choose to stay. During the enemies first turn, three Goblins will move into position and stay where they are for the remainder of the battle. Those are the only three enemies we'll be attacking until Max is leveled enough.

Move to the Goblin on the left and keep attacking until it's defeated. Then move one square to the right and attack the next Goblin until it's defeated. You'll probably need to use a medical herb on the next turn. After that keep attacking the next Goblin to the right until it's defeated.

Now use Egress to return to Town. Buy more Medical Herbs while you're there. Then re-enter the battle, defeat the three Goblins, and Egress out again. Keep this up until Max reaches level 4, or higher if you want. I was good to go at level 4.

When you're good to go, take out the three Goblins as usual. Use a Medical Herb, even if Max's HP is high because we're about to be ganged up on. Move four spaces below and two to the left of the Goblin on the right. This will draw out two Goblins and a Dark Dwarf but only two of them will be able to attack at a time. Keep attacking until you defeat those three.

Use a Medical Herb, then move three spaces below the remaining Dark Dwarf to draw it out. Defeat it and now all that's left to do is to defeat the Rune Knight. He's no trouble, just move up and attack. After it's defeated, exit the battle area to start Battle 2.

For your first few turns, move toward the Goblins to the north. You should be able to attack one of them on your third turn. The Goblins won't attack back until they're in position, and even after they get into position, most of them won't move from there space, so you shouldn't have to worry about them ganging up on you. Keep attacking until all six Goblins are defeated. You should be at level 6 now.

Move left and defeat the two Dark Dwarves there over your next couple of turns. We have three enemies left. Head south-west toward the bridge. Position Max on the bridge to draw the last Dark Dwarf over to you. Defeat it and then there were two, two Rune Knights.

You'll have to be careful about fighting them, they can cause some serious damage to Max. Use your last Medical Herb now, you should have only used two during battle 1. However you don't have to defeat them, you can simply enter Guardiana now to finish the battle, but we can use the experience so I recommend defeating them.

They shouldn't move from their positions so, attack from a space where they can't gang up on you. After defeating the two all that's left to do is enter Guardiana.

Items Found: Antidote, Medical Herb, Angel Wing, Defense Potion,
Power Potion

Don't buy anything from the shop yet, we'll do that on the way out. Also don't speak to Gort in the pub; we don't want him to join us. Head for the castle to trigger a cut scene. After the scene head left and enter the door above Shining Force Headquarters. In there you'll find 7 chests. Max can only hold 3 items in addition to a sword. Inside the chests, you'll find all the items listed above as well as 50 gold coins. Use the Power and Defense Potions on Max immediately. They're in the top two side by side

chests. We'll obviously want to keep the Medical Herb. Go to the shop, sell the Antidote, Angel Wing, and Mae's weapon. While you're there, buy two Healing Seeds for Max. When you're ready to continue, exit Guardiana to start Battle 3.

Enemies: Dark Dwarf x 5

Giant Bat x 5

Rune Knight x 5

Now Mae is in our party and we don't want her. Have Max stay put and move Mae right across the bridge. Keep choosing stay until she's defeated. Then enter Guardiana to exit the battle. Exit town once more to restart the battle with just Max.

Move Max onto the bridge on his first turn. Spend the next few turns attacking the two Giant Bats. They have a high evasion rate so it may take some time, but don't get discourages, they'll go down eventually.

Now we'll want to take on the Dark Dwarves. From the bridge move Max two spaces to the left and two spaces up. This will cause three Dark Dwarves to come toward you. Then on your next turn move back onto the bridge and wait for the three of them to come to you. Because you're on the bridge only one of them will be able to attack you at a time. Keep attacking whichever one is right next to you until they're you defeat the three of them.

You'll probably need to heal at this point, I did. We want to move north now without the three remaining Giant Bats attacking us. While on the left side of the bridge move north along the river. This should bring another Dark Dwarf towards you. Defeat it, then continue walking north along the river. Position yourself five spaces to the right of the remaining Dark Dwarf. This should draw him to you. Keep choosing stay till he's right next to you. Then attack until he's defeated.

Now we have to take on the remaining three Giant Bats. If we don't, they'll surely attack once you reach the Rune Knights, and we don't want that. Keep heading west, not northwest, straight west until you're directly under the left most Giant Bat. Then head north and start attacking, and keep it up until all three are defeated.

Now we have to deal with the Rune Knights. Healing before doing so is a good idea. We can't take all of them on at once, if we try to they'll surround and defeat Max. Position Max four spaces to the right of the bottom left Rune Knight. This should draw two of them over to you. Keep attacking those two until they're defeated. You'll should use your last restorative item now.

When you're ready to continue, move Max four spaces to the right of the top Rune Knight. This will cause the last three Rune Knights to come after you. Keep attacking until all are defeated, then enter Alterone.

Alterone

Items Found: Bronze Lance, Healing Seed x 3, Power Potion,

Head left across the bridge and enter the first house. Go down the stairs and you'll find four chests. Two are empty, one has 70 gold coins, and the other has a Bronze Lance. Go back upstairs and exit the house after opening the chests. Continue to the left and then go up. Continue up past the next stairs you see, we don't need to go to Shining Force headquarters. Head right from there and enter the weapon shop/pub there. Open the three chests in there to receive 100 gold coins and a Healing Seed. Then go to the weapon shop and sell the Bronze Lance we just got and Max's Middle Sword (trust me). While there also speak to the man standing under the armor and answer yes twice. Exit through the door you came in and head up. Then go to the right to find a cart. Push it to the left at the girl. Then talk to her and open the chest to receive a Power Potion. Use the Power Potion on Max, then walk down. Head up from the girl and enter the house to the right. Open the chest in there to receive a Medical Herb. Exit the house the way you came in. Head up and enter the next house above the one we were just in. Go down the stairs to find four chests. Two are empty, one contains a Healing Seed, and the other a Middle Sword. Exit the house, head left, and you'll see the entrance to the castle. There's also a building to the left with a chest containing a Medical Herb. Below that building is the item shop, go down there and sell the Medical Herb Max has on him, then get the one in the chest above and sell it as well, also sell Max's Middle Sword (trust me again), leaving him with two open item slots. Then enter the castle, the chest at the bottom left is empty. Open the two chests above it to receive a Wooden Arrow a Healing Seed. Go back to one of the shops and sell the Wooden Arrow, then return to the castle. Head straight up to find the King, then left of him to find four chests. First open the bottom one to receive a Defense Potion, and use it on Max immediately. Open the top one next to receive a Bread of Life, also us it on Max immediately. Leave the other two chests, we'll open them in a minute. First talk to the King and follow him through the door to the right, but don't go down the stairs. Go left of them and open the chest there to receive a Wooden Staff. Go to either of the shops and sell it. Then return to the two chests to the left of the King's throne. Open them to receive a Middle Sword and 100 gold coins. Go down the stairs to the right of the throne and speak to the King and then the man standing next to him. When you regain control you can talk to the man to left who will allow you to do anything you can normally do at a Chapel. Examine the bars when you're ready to continue. Then speak to the guy who freed us (Khris), he joins us, unfortunately. Follow the passage he opens up, which takes us outside Shining Force Headquarters, and starts Battle 4.

Enemies: Rune Knight x 4
Giant Bat x 4
Dark Dwarf x 4
Sniper x 2
Dark Mage

the stairs leading down to headquarters, and move Chris towards the enemy. Keep choosing stay until Khris is defeated, and then have Max go down the stairs to exit the battle. Go back up restart the battle, this time with just Max.

Now's a good time to make sure Max has his Middle Sword equipped. To start make your way to the right, our first targets will be the Dark Dwarves. Position Max seven spaces below the Dark Dwarf on the left to draw it and one other Dwarf to you. If you go to the Dwarves, the Giant Bats will attack as well, and we don't want to take all them on at once.

After those two Dwarves are defeated, position Max seven spaces under the Dark Dwarf on the left. This will draw the two remaining Dwarves and two Giant Bats to you. Once they start coming toward you, move Max into the doorway to the right. Now only one enemy will be able to attack at a time. Keep attacking whichever enemy is directly in front of Max until all four are defeated. If one of the Dwarves doesn't follow you, simply defeat it after you've finished off the other three enemies.

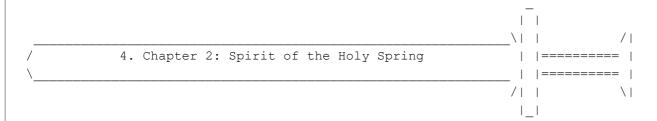
Next move Max to the right of the chest surrounded by water. This will draw the two remaining Giant Bats toward you. Keep attacking until both are defeated. Use a Healing Seed before going any further.

You see that corner right above the bridge. Move Max there to draw the Rune Knights toward him. While standing there only two will be able to attack at a time. Keep attacking until all four are defeated.

Use a Healing Seed, then head up towards the three remaining enemies. Take out the Dark Mage first and they shouldn't pose a problem. The battle ends automatically after you've defeated the last enemy.

Alterone

Head up, enter the castle, and speak to the King. Then, see that Dragon Head on the wall below the King. Search it and pull the chain. Then enter the newly revealed door and follow the path, which brings Chapter 1 to an end.



Item Found: Speed Ring

Enter Rindo once we regain control. Go all the way to the right upon entering. Then go up and enter the first house you reach. Open the chest in there to receive a Speed Ring, which should be equipped on Max. Next enter the Item Shop to the left and buy Healing Seeds for Max. We can only hold two now since we have an accessory equipped. Next enter the Mayor's house. It's right above the Item Shop. Speak to the mayor, he's the old guy, then exit the town

to start Battle 5.

My Level: 9

Enemies: Dark Dwarf x 3
Giant Bat x 4
Sniper x 2
Dark Mage x 3
Zombie x 4

Start off by heading left towards the three Dark Dwarves. Position Max on the Bridge to draw the four Giant Bats as well as the three Dark Dwarves toward him. You should be able to take them all on, so keep attacking until you've defeated all seven enemies.

Next head up to the two Snipers and the Dark Mage. Take out the Dark Mage first and then the two Snipers. Use Healing Seed before going any further.

You see the six remaining enemies. Right now they should all be on the right side because that's where you should be. However they will change their positions, and be much more spread out if you are on the left side. Make your way as far left as possible while staying out of the Zombies range. Once you're there and all the enemies have repositioned themselves, it's time to start attacking, well almost time.

See the bottom-left Zombie, position Max three spaces to the left, and one space down of him. On the Zombies next turn he should move two spaces to the right of Max. Move Max one space to the right and attack him. At this point a Dark Mage should start moving towards you, but don't worry about it yet. First take out the Zombie, then the Dark Mage.

Now for the next Zombie, position Max three spaces to the left, and two spaces down from the bottom Zombie. On it's next turn it should move two spaces to the right of Max. At this point move Max down one space, and the Zombie should follow. Move Max to the left of the Zombie and keep attacking until it's defeated. Now use your last Healing Seed.

Now there should only be two Zombies and one Dark Mage left. First we'll take care of the Zombie on the left. We'll be using the same strategy on this Zombie that we did on the last. Position Max three spaces to the left, and two spaces down from it. On it's next turn it should move two spaces to the right of Max. Move Max down one space on his next turn and the Zombie will follow. After it does, move Max to the left of the Zombie and keep attacking until it's defeated.

Next position Max four spaces down and one to the left of the Dark Mage. On it's next turn it should move toward Max. On Max's next turn, move him down two spaces and the Dark Mage should follow. On Max's next turn, move him to the left of it and attack until it's defeated.

Now if you're running low on HP, you don't have to fight the last Zombie. Make your way up to the Manarina and enter it while staying out of the Zombies range.

If you're going to fight the Zombie, position Max three spaces to the left, and one space down of him. On the next turn the Zombie will move towards you. On Max's next to the Zombie and keep attacking until it's defeated.

Now all that's left to do is enter Manarina.

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Manarina

Item Found: Domingo Egg

Don't talk to anyone yet. Enter the first building. Head all the way to the right and enter the door where there's a large group of Mages. There's another door at the top of that room. Enter it and search the machine in there to receive the Domingo Egg. Now exit Manarina and head back to Rindo.

Head up to the Item Shop. Sell the Domingo Egg we just got and the Speed Ring. We don't have room for it because Max is going to need three Healing

<<<<<<{{---Manarina

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Seeds for next battle. Buy three Healing Seeds, then head back to Manarina.

There's a Priest in the building to the right and downstairs is Shining Force Headquarters. When you're ready to continue enter the first building and speak to the girl (Anri) standing in front of the door. Enter the door Anri was blocking, speak to the guy there (Otrant), and answer yes to his question. Enter the door left of Otrant, go down the stairs, and then the next stairs as well. Speak to the Mage blocking our way and she'll move. Then go down the next stairs to start Battle 6.

<<<<<<<<<<<<<<<<<---Battle 6

My Level: 10

Enemies: Zombie x 3

Dark Mage x 4

Sniper x 2

Giant Bat x 5

Skeleton

You'll notice two Zombies once you start the battle. Keep attacking them until both are defeated. Use a Healing Seed now. Now it's on to the last Zombie. The Dark Mage will attack you as you attack the Zombie, it's unavoidable. Just don't attack the Zombie from underneath because then a Sniper will attack you as well. Attack the Zombie once, then fallback and use another Healing Seed. Then attack the Zombie again until it's defeated.

Next attack the Dark Mage and the first Sniper. Once you cross the bridge, the Giant Bats will start attacking you. Attack the remaining Sniper from underneath. On Max's next turn move him three spaces down. While there only two of the Giant Bats will be able to attack at a time. Attack back on each turn until all five are defeated. Use your final Healing Seed now, if you haven't already. Then open the chest to the left for a Medical

Herb. There's another chest at the bottom-right. Head there now, open it to receive a Power Ring, and equip it on Max now.

Now we have to deal with the three remaining Dark Mages. Attack the one at the bottom-left first. Then after it's defeated, attack the other two from where it was positioned. After they're gone, use the Medical Herb we just got. Then attack the Skeleton until it's defeated. Open the chest the Skeleton was guarding to receive the Orb of Light. Now there's two chests left, the left one contains a Power Staff, and the right one a Wooden Staff. Get the Power Staff, we'll get more when we sell it.

Go upstairs, then walk up past the stairs we came from, and the wall should open. Walk up and use the Orb of Light there. After the scene go up and talk to Otrant. Then exit Manarina and head to Rindo.

Go up to the Mayor's house, speak to him, and answer yes. Go to Max's inventory and transfer the Orb of Light to any other party member. We can't let it take up a valuable item slot for most of the game. Go to the Item Shop and sell the Power Staff. Also buy two Healing Seeds while there. There's now a circus tent at the bottom-right of the area. Speak to the man there and enter the tent when you're ready to start Battle 7.

Enemies: Giant Bat x 3

Mannequin x 3

Evil Puppet x 3

Dire Clown x 2

Marionette

Items Found: Defense Potion, Steel Arrow

I was unable to win this battle without leveling first. Mainly because of Marionette who has 35 HP and he regenerates it during each turn. To beat him you need to be able to do a lot of damage during each turn. To do this we are going to have to do some serious leveling up. Remember what we did during the first battle. We need to do that here, but for a much longer time. You see the three enemies to the left, we'll have to continually take them out, use Egress, then return to battle, and repeat. To defeat them you should wait during your first turn and let them come to you. Then on your second turn, attack the Evil Puppet and keep it up until it's defeated. Then take out the two Mannequins, if you can. If Max's is poisoned, Egress out, and have a Priest cure him. You may also want to attack the Giant Bats to the right. Keep track of Max's Experience. During one of the leveling trips, you should make your way up to the lone chest at the top-right. Inside it you'll find a Defense Potion which should be used on Max. You should be good to go when Max reaches level 15.

When you're finished leveling, take out the two Mannequins and the Puppet Master the way you've been doing so. Once they're defeated, make your way to the Giant Bats and defeat all of them. Then position Max on the bottom

step of the right-most stairs. On Max's next turn, move to and attack the Puppet Master up the stairs. The remaining Mannequin and Puppet Master should move towards you during their turns. Take out the Puppet Master first and then the Mannequin.

Now we're left with the two Dire Clowns and Marionette. Before going any further you should use a Healing Seed. Now we're not going to attack the Dire Clowns, they should only do one point of damage to you when they attack. It's impossible to attack them without being in a position for Marionette to attack you, so just forget them. When you're ready to attack, move either to the right of or left of Marionette and attack. Do as much damage as you can over the next few turns. Fallback when your HP gets low and use a Healing Seed. Then return and attack ASAP until Marionette is defeated, afterwards the battle is over. Open the two chests to the right to receive a Steel Arrow and 50 coins.

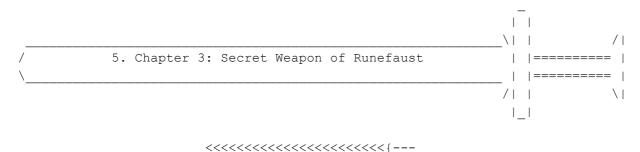
Exit the circus tent and speak to the Mayor again. After that go to the boat which is a just above and to the right of the circus tent. Enter the boat and there will be a brief scene. After it, speak to the Mayor again. Then go to the item shop, sell the Steel Arrow, and buy Healing Seeds for Max. Exit Rindo and head to Shade Abbey along the newly accessible path to the north.

Talk to Amon after entering. Then enter the building to the north. You see the girl blocking the way. She moves after you speak to the guy in the door to the right of her. After that move past where the girl was, and go to the top of the Chapel to start Battle 8.

Enemies: Zombie x 6
Skeleton x 3

Ghoul

This battle is quite simple. Don't move from the starting point until you're defeated all the Zombies and Skeletons. While there only one enemy can attack Max at a time. Keep attacking whichever enemy is right in front of Max until only the Ghoul is left. Now all that's left is to attack the Ghoul, using a Healing Seed before doing so is a good idea. After defeating it, the battle ends and we get a new Shining Force Member. Then as you leave Shade Abbey, we get another member and Chapter 2 comes to an end.



Bustoke

When we regain control we'll be in Bustoke. Go up the ladder and enter the first building, which contains a Weapon and Item Shop. But Healing Seeds for Max, sell Amon and Balbaroy's weapons, and then exit. Go up the ladder to the left, then walk to the left and go up another ladder. Enter the door straight ahead and we'll find Diane and her mother. Diane is the one, don't speak to her because we don't want her to join us. Just speak to her mom, answer yes, and then head back to the two shops. From there, keep heading right to start Battle 9.

My Level: 15

Enemies: Skeleton x 6
Dark Elf x 2
Dark Mage x 2
Dark Priest x 4
Lizardman
Master Mage

Items Found: Moon Stone

We're not going to battle this time. Send Balbaroy and Amon into harms way, and keep choosing stay until both are defeated. Then use Egress to leave the battle, and return to battle with Max alone.

Have Max stay during his first turn. On his next have him attack the closest Skeleton, and then the next one after the first is defeated. Now we have to head right, past the two Dark Elves. But fear not, they can't attack Max unless he's one space directly under them. Make you're way to the first Dark Mage and defeat it. By now a Skeleton should have moved to the right of Max, where the Dark Mage we just defeated was. However we can't attack it here, because the Dark Priest below will heal it. Fall back and the Skeleton will follow, then attack it until it's defeated.

Next move to and attack the first Dark Priest to the right, attack from above or the left, not from the right. After it's defeated, move one space to the left of the Dark Elf above the stairs, and attack it until it's defeated. Then make your way to the other Dark Elf, without getting in it's range, and attack it until it's defeated.

Next head for the next Dark Priest, the one standing next to a Skeleton. Attack the Dark Priest until it's defeated, and don't worry, the Skeleton won't move. The head to the next Dark Priest (now the Skeleton moves) and attack it until it's defeated. Then take care of the Skeleton. After That Skeletons finished, there will be only one remaining. This one won't budge no matter what, so the Dark Mage behind it will be attacking you. Using a Healing Seed before attacking the Skeleton is a good idea.

Now we have four enemies left but we're only going to defeat two more. This part requires some luck, you need to defeat the Dark Priest in one turn. Actually you don't have to leave it to luck, you could level some more. Anyway after you defeat the Dark Priest you'll probably need to fallback and use a Healing Seed. During the next turn, move to the left of the Master Mage and keep attacking until it's defeated, after which the battle ends. Enter the cavern, open the chest to receive the Moon Stone, then return to Town.

<<<<<<<<<<---- Bustoke

Speak to the man in the first house you see, answer yes to him, and he'll make you Lunar Dew. Give it to any KO'd character and then enter the Item Shop and buy Healing Seeds for Max. When you're ready to start Battle 10, go up the ladder to the left, head right past the Chapel, and then up to exit Bostuke.

My Level: 17

Enemies: Skeleton x 5
Dark Elf x 2
Dark Priest x 2
Lizardman x 2
Pegasus Knight x 2

Move Max one space below the first Skeleton and attack until it's defeated. Next take out the Skeleton on the left while attacking from below as well. Attack the next Skeleton from below as well until it's defeated. Now for the Dark Elf on the left. Move Max three spaces below it on his next turn, you'll be out of it's range. Next turn, move up, and attack it until it's defeated. Approach the other Dark Elf just like we did the last and take it out.

Next we'll take out the remaining Skeletons. Attack the one on the left from below until it's defeated, then take out the one on the right the same way. Next move Max to the right of the Dark Priest and attack until it's defeated. Then take out the Lizardman while attacking from above.

Next head for the two Pegasus Knights on the right. You have to fight both of them at once. Just keep attacking until both are defeated. Use a Healing Seed now, and then head towards the two remaining Pegasus Knights. These two are easier because they don't move.

Our next target is the Lizardman on the right. It may take some time to defeat it because of the Dark Priest behind it. Just keep attacking, it will go down eventually, and don't hesitate to use your remaining Healing Seed if needed. Lastly take out the Dark Priest to bring this battle to an end. Don't enter the bridge to the right yet, doing so starts Battle 11. First return to Bustoke and buy Healing Seeds for Max.

Enemies: Lizardman x 5
Pegasus Knight x 3
Dark Priest x 2
Dark Elf x 3
Silver Knight x 2
Laser Eye

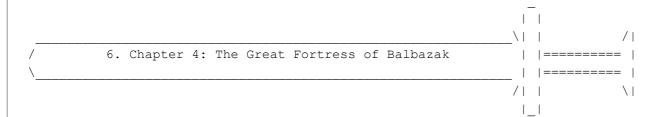
Have Max stay during his first 12 turns. This will give the laser eye time to fire twice, after which it will defeat three of the Lizardmen

standing on the bridge. After that, position Max six spaces to the left of the Lizardman still on the bridge. This will draw the three Pegasus Knights. Have Max attack the closest one on his next turn. You'll have to take out all three now. Get off the bridge if the Laser Eye is going to fire, then resume attacking until all three are defeated. You should have taken more than 20 points of damage by now so it's a good time to use a Healing Seed.

Now what you want to do is position Max two spaces below the Laser Dark Priest standing on the bridge. While there no-one will attack you, and a Silver Knight should move in front of the Laser Eye. Stay there until the Laser Eye fires again. Then on Max's next turn have him take out the Dark Priest, and then the Lizardman on the turn after that. Next move to the closest Silver Knight, he should go down in one hit after being hit by the Laser Eye. Make sure to stay toward the top of the bridge as to avoid the Dark Elves. After taken down the first Silver Knight, move Max to the right and down the first steps. While there take out all three Dark Elves. Now is a good time to use the remaining Healing Seed.

Next head for the last Lizardman and attack it until it's defeated. Then move Max either to the right of the Laser Eye and attack until it's destroyed. It will give Max experience in the teens each time it's attacked and in the forties when it's destroyed. Use Egress at this point and replay up to this point a couple of times. I did so until Max reached promoted level 4. If you don't level now, you'll probably have to during the next battle because there is a boss who regenerates his HP. However there isn't a great source of experience like the Laser Eye in the next battle.

Now we have a Silver Knight and a Dark Priest remaining. Move to and defeat the Silver Knight to end the battle. You should be able to take it down in one attack. After the battle, Pelle joins us, and chapter 3 comes to an end.



Pao

Items Found: Long Sword, Bread of Life, Legs of Haste

When we regain control, we'll be in Pao. Go down and speak to the man standing in front of an empty chest. Sell Max's Middle Sword and Pelle's weapon to him. Head past the tent to the right and enter the next tent. There's an old man and a chest in there. Open the chest to receive a Long Sword and equip it on Max. Now enter the tent to the left, speak to General Elliot, and answer yes to him. Next head up and enter the left wagon. Open the chest there to receive a Bread of Life which you should use on Max. Head right to the next wagon and exit it. Then enter the next wagon to the right. Open the two chests, one is empty, and the other contains Legs of Haste. Use it on Max, then go to the Item Shop and buy Healing Seeds. Give some to your KO'd party members if you want, the shop will disappear before Battle 12 starts, so stock up now. Return to the Wagon we were just in and speak to the Queen here (girl in Pink). Then talk to her again, answer yes, and the Wagons will leave. The Chapel can still be found at the top-left and Shining Force Headquarters at the top-right. When

you're ready to begin Battle 12, exit the area to the right.

<<<<<<<{{---

Battle 12

My Level: 4 (promoted)

Enemies: Lizardman x 5

Pegasus Knight x 4
Dark Priest x 3
Silver Knight x 4

Artillery Elliot

Pelle is in our party now and we don't want him. Have Max stay while you send Pelle towards the enemy. Enter Pao after Pelle is defeated, and exit it again to start Battle 12 with just Max.

Make your way towards the enemy. Before getting too close, head straight up, all the way to the top of the screen. Then continue to the right, this will cause a couple of the Pegasus Knights to come towards you. Let them come to you once they start moving, don't go to them. Once you defeat them, move one space to the right to cause more enemies to come after you. Keep this up until all the Lizardmen and all the Pegasus Knights are defeated.

Ignore the Dark Priests for now. If we attack them, all four Silver Knights will come after us. Head back to the very top of the screen and head right, until two of the Silver Knights come after you. Defeat them, then take out the remaining two Silver Knights as well. Now you can take out the two Dark Priests to the left.

Next head for and take out the Artillery, then the Dark Priest behind it. Use a Healing Seed, then keep attacking Elliot until he's defeated. Enter Pao after the battle ends.

Pao

Items Found: Elven Arrow, Steel Sword

Enter the Queens Wagon and open the two chests there to receive an Elven Arrow and a Steel Sword. Equip the Steel Sword on Max. Then head down to the Item Shop and sell the Long Sword and Elven Arrow. Also buy Healing Seeds while there. Exit Pao and enter the structure to the north to begin Battle 13.

<<<<<<<{{--Battle 13

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My Level: 6 (promoted)

Enemies: Silver Knight x 6

Pegasus Knight x 3
Dark Priest x 3
Hellhound x 2
Artillery

Move up and take out the first two Silver Knights. Head to the top of the ladder and stay. On Max's next turn have him move to and attack the Hellhound. The three Pegasus Knights and a Silver Knight should come towards you now. Take those four out and then head up and take out the next Silver Knight to

the right, then the Dark Priest, and the Artillery.

Head to the next ladder, take out the next Silver Knight, and the next Dark Priest. After they're defeated, we'll have only three more enemies to deal with, none of which will move. Take out the last Silver Knight first, then the last Dark Priest, and finally the last Hellhound to end the battle.

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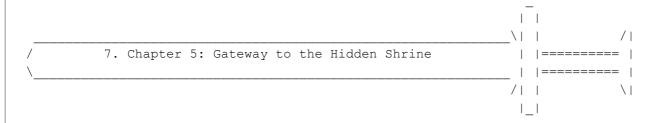
Enter the door the Hellhound was in front of and go down the stairs. Go down again and through the next door to see Earnest defeat a monster. Speak to him in the next room, he'll open a path for you, and unfortunately join the Shining Force as well. Follow the path and we'll be in Town. Go to the Item Shop below, sell Earnests weapon, and buy Healing Seeds. There's also a chapel to the right of the shop. Speak to the Knight standing in front of the door all the way to the right, when you're ready to begin Battle 14.

Enemies: Silver Knight x 2
Hellhound x 2
Dark Priest
Artillery x 3
Seabat x 5
Evil Puppet
Balbazak

We have Earnest in our party, you know what to do, get him KO'd and then restart the battle.

Have Max move to the left corner and stay during his first turn. A Hellhound, two Silver Knights, and a Seabat should move towards Max. Let them come to Max and attack until all four are defeated. Next move straight to the right and take out the remaining Seabats. Then take out the Dark Priest and the three Artilleries.

Now we have three enemies left, none of which should move. First move to the left of the Hellhound and attack it. Then take out the Evil Puppet and all we're left with is Balbazak. Use a Healing Seed now if needed, I didn't. Then attack Balbazak until he's defeated. This ends the battle and chapter 4.



My Level: 10 (promoted)

Enemies: Pegasus Knight x 3
Seabat x 4
Conch x 3

Move Max to the top-right corner to draw a Pegasus Knight and a Seabat over. Defeat them and then go to the top-left corner. This will draw over the three remaining Seabats. After they're defeated, take out the Conch below. Head right and take out another Conch and a Shellfish. Then head down and take out one more of each. Next head to the bottom-right of the ship, to draw over two Pegasus Knight. Defeat them to end the battle.

Items Found: Shower of Cure, Mobility Ring, Bread of Life, Defense Potion,
Medical Herb

When we regain control, we'll be in Waral. Go down and to the left. The Item shop is the counter on the left, and the weapons shop is the counter on the right. Enter the middle door and open the chests on the left and the right to receive the items listed above. Use the Bread of Life and Defense Potion on Max. Give the Shower of Cure to a KO'd teammate, we'll need it for the last battle, and sell the other items. Also use this opportunity to buy Healing Seeds. Next head to the right, across the bridge. Enter the little boat. There's a Priest below. Go down, speak to the Mermaid near the buoys, and answer yes twice. Sail past her and we'll head down a waterfall. Go upstairs and left to the blue structure. Enter the middle of it to be transported. Follow the Skeleton to begin Battle 16.

Enemies: Skeleton x 5
Hellhound x 5
Seabats x 4
Worm x 3
Mastermage

First we'll take out the Seabats. Head up then left to draw two of them to us. Defeat them, then head right and take care of the other two. Next head up and take out the closest Hellhound and Skeleton. Head back down and around. Come straight up the middle and attack the Hellhound there, then the Worm, and the two Skeletons. Then head to the left and take out the Hellhound and the Skeleton there.

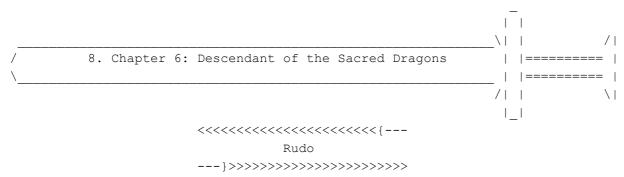
Next head up the middle. Doing so should cause the two remaining Hellhounds to come at you. Defeat them and then use a Healing Seed if needed. Head up and take out the last Skeleton, and then Master Mage to end this battle.

When you regain control head down a little to be transported outside. Get back on the boat and sail up. Buy Healing Seeds at the Item Shop. Then Speak to the King and answer yes twice when you're ready to begin Battle 17.

My Level: 11 (promoted)

Conch x 6
Gargoyle
Shellfish x 4

Have Max stay during his few turns. All the Seabats will come towards you, wait for them, and attack until all five are defeated. Now we have to deal with the Conch and Shellfish. Once you attack one, all of the others will move towards you. What you want to do is attack the lone Conch on the right. Then on the next turn move to that little space to the right where you're between two sides of the boat. While there only one enemy will be able to attack you at a time. Wait there and keep attacking whichever enemy is right next to you, until all the Conch and Shellfish are defeated. Next head down and take out the Gargoyle and then the two Pegasus Knights. This ends the battle and Chapter 5.



Items Found: Healing Seed, Holy Staff

When we regain control, we'll be in Rudo. First speak to the kid blocking our way. Then talk to Karin, the girl in the next room. Exit this house and go to the left. Enter the door above the Dragon statue and go down the stairs there. Speak to the dog blocking our way to have it move. Then enter the next door, speak to Krin, and answer yes to her. Go back outside and head to the far right. Go up the ladder there and through the door. Open the two chests there to find the items listed above. Next head to the bottom-left of town to find the shops. Sell the Holy Staff and buy Healing Seeds for Max. Then head right past the ladder we went up earlier, and speak to the boy there to have him move the rocks blocking Rudo's exit. Exit Rudo to begin Battle 18.

Enemies: Artillery x 5

Master Mage x 4

Durahan

High Priest

Worm x 3

Golem x 5

Head right and take out the first three Artilleries. Continue to the right and more enemies will appear. Take out the three new Master Mages first, then the three Worms. Use a Healing Seed, as you continue to the right. Five Golems will appear, they shouldn't pose a problem. After they're defeated, attack the bottom Artillery to the right. Then take out the Master Mage, followed by the remaining Artillery. Now we're left with two, take out the High Priest first, then Durahan to end the battle. Enter Dragonia to the right.

Dragonia ---}>>>>>>>>>

Items Found: Halberd, Shower of Cure, Broad Sword

To the left of the entrance is the Item Shop, but don't buy Healing Seeds yet, we're going to find the items listed above. Go up the left steps and enter the house up there. Open the chest to receive a Halberd, then go down the stairs in there. Follow the path and go up the next stairs. Enter the door and speak to Bleu twice and Karin once. Open the chest there to find a Shower of Cure. Give it to one of our KO'd teammates, we'll need to save it for the last battle. Then go back to the house to witness Bleu defeat an enemy. Speak to him again and he joins the Shining Force. Speak to Kane back outside. Then go to the Item Shop and sell Halberd we just got as well as Max's Steel Sword. Buy Healing Seeds but leave one space open for the Broad Sword we're going to get now. It's in a chest in the top-right house, don't forget to equip it. When you're ready to start Battle 19, go down to Shining Force Headquarters, then go back outside.

My Level: 13 (promoted)

Enemies: Golem x 4
Gargoyle x 3
High Priest x 2
Master Mage x 3
Durahan x 2
Kane

Have Max stay during his first turn. Then have him move up and take out the three Gargoyles, none of which should move after their first turn. Next head over to the Golems, go under them and take out the bottom Master Mage, and then the top one. Then take out the High Priest and the four Golems.

Continue to the right and use a Healing Seed. Then take out the Bottom Durahan and the Master Mage behind it. Then take out the last Durahan and the High Priest. That leaves us with Kane. You should fall back and use your remaining Healing Seed now. Then return and attack Kane until he's defeated to bring this battle to an end.

Go up the stairs to the right, enter the Shrine, and walk to the door in the back. Then go to the bottom-left of the Shrine and speak to Kane who opens the door along with Max. Go down the newly accessible stairs and through the door to witness a scene. After it go back up and buy Healing Seeds from the Item Shop. Then exit Dragonia and go back to Rudo.

Go and speak to Karin. Talk to Krin next, answer yes to her and then no. Talk to Karin again and exit Rudo to begin Battle 20.

Enemies: Gargoyle x 3
Belial x 3
Bowrider x 2
Golem x 3
High Priest x 2
Master Mage x 4

Have Max stay during his first turn, then take out the Gargoyle that moved towards us. Continue to the right and take out remaining two Gargoyles, a Bowrider, and a Golem. Next head down and take out a Belia who should move towards you. Then take out the first Master Mage, the remaining two Belials, and a Golem who should also move towards you.

Next head right and take out the Master Mage and the Dark Priest. Then head down, take out a Golem, and then further down to take out the remaining two Master Mages. Now there should only be three enemies to the left remaining. Defeat them but don't enter the Castle yet, doing so starts Battle 21. First return to Rudo or Dragonia and buy Healing Seeds.

Items Found: Power Potion, Evil Ring, Healing Seed, Black Ring, White Ring, Shower of Cure, Sword of Light

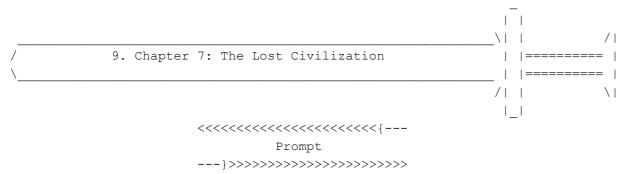
My Level: 15 (promoted)

Enemies: Gargoyle x 3
Bowrider x 3
Durahan x 2
Master Mage x 4
High Priest
Belial x 3
Mishaela

Head straight up and take out the three Gargoyles. Then continue up and take out the three Bowriders. Next head right and take out the closest Master Mage, then the other three, and the High Priest. None will move unless you go past them. After they're defeated, you'll probably need a Healing Seed. Now that we have an open space, head to the lone chest at the bottom-right and use the Power Potion it contains.

Return to where the Master Mages were and head up. This should cause two Belials to come towards you. Defeat them, then open the left chest above us to receive a Shower of Cure, give it to a KO'd member to hold after the battle. The right one contains a White Ring which raises defense by 6. I didn't bother with it, I stuck with the Power Ring. Don't bother with the other two rings found either, both are cursed. The last Belial should move towards you as well, so take it out as well.

Use Max's remaining Healing Seed. To be on the safe side, you can get the Healing Seed from the right chest on the left side and use it as well, it's not a bad idea since her HP regenerates. Head to the ladder. Once you step up the ladder Mishaela will be able to use her spell on you. So you want to go from on the ladder to her in one turn. Forget the Durahan, just keep attacking Mishaela until she's defeated, it took me four attacks. Once she's done for, the battle ends. Open the chest to the right to find the Sword of Light, and to bring Chapter 6 to an end.



When we regain control, we'll be in Prompt. First off, equip the Sword of Light on Max, and give the Shower of Cure to a KO'd teammate. Enter the two shops to the left. Sell Max's Broad Sword and buy Healing Seeds. Shining Force Headquarters can be found below the shops and a School/Chapel to the right. Cross the bridge below HQ, head down, and then right. Go down the steps and head left. Go down the stairs and the next three stairs as well. Go down, then left, up the next stairs you see, and speak to the King. Search the bars when you regain control. Speak to the guy who freed us, go back upstairs, and speak to the King again. Below the stairs leading to the cell we were just in is another room. Speak to the man in bed there and then exit the castle the same way you came in. Go right across the bridge and exit Prompt to begin Battle 22.

My Level: 16 (promoted)

Enemies: Durahan x 4

Belial x 2

Torch Eye x 2

Jet x 2

Wyvern x 2

Minotaur

Head right and take out the two Belials and a Jet. They should move towards Max as he heads right. Continue to the right and take out the first two Durahans, let them come to Max once they start moving. One of them has the Doom Blade which you can get if you have an open space when it's defeated. It's not as powerful as the Sword of Light though so I wouldn't bother. Continue right and take out another Durahan, the remaining Jet, and a Wyvern. All should move towards Max, let them come to you once they start moving. Move one space down, and the Minotaur should move towards max, if it doesn't, move down again during Max's next turn also. The last Durahan should also start moving. Let both come to Max and defeat them.

Now for the two Torch Eyes and the remaining Wyvern. You should use both Healing Seed before attacking them. Move Max six spaces to the left of the top Torch Eye and it should move towards Max. Move to and take it out during Max's next turn. Then you'll have to deal with the other Torch Eye and Wyvern as well. After they're defeated the battle ends.

Items Found: Devil Lance, Turbo Pepper

Enter the Tower and open the chest on the first floor to receive a Devil Lance. The go up to the second floor and open the chest there to receive a Turbo Pepper. If you go down to the next screen, Battle 23 will start.

First return to Prompt, sell the Devil Lance, use the Turbo Pepper on Max, and buy Healing Seeds.

Items Found: Valkyrie

My Level: 19 (promoted)

Enemies: Ice Worm x 5

Jet x 3
Wyvern x 2
Steel Claw x 4
Torch Eye x 3
Demon Master

Head around and up to the steps on the right. Have Max move to and attack the first Ice Worm and then the first Jet. The other two Jets should move towards Max, so they will have to be dealt with as well. Move down and take out the next two Ice Worms. Then move left and take out a Steel Claw and another Ice Worm. Next take out the Steel Claw in front of the steps and use a Healing Seed.

Position Max one space above the Steps to draw over a Steel Claw, let it come to Max and defeat it. After it's defeated, a two Torch Eye should also come to Max, let it, and defeat it as well. Move up and take out the last Ice Worm, and then a Torch Eye. Next head right, and take out the last Steel Claw, and the last Torch Eye, neither should move. Open the Chest to receive a Valkyrie, and use Max's last Healing Seed.

Move Max to the very bottom of the ladder. One of the Wyverns should come towards Max. After it moves towards Max, move to and attack it on your next turn. We don't want to give it a chance to attack back. Go a little further up the ladder to draw over the remaining Wyvern, and then take it out as well. Now all that's left is the Demon Master, move to and attack it, you should easily take it down in one hit. After which the battle ends and we're taken into the tower automatically. When you regain control, return to Prompt.

Items Found: Sword of Darkness

Go to the Item Shop and sell the Valkyrie and the Demon Rod if you won it during the last battle. Also buy Healing Seeds. Enter the Castle and speak to the king to receive the Sword of Darkness. Don't equip it, it's cursed, give it to a KO'd teammate to hold. Go down to the previous floor, then go down the stairs at the top of this floor. Proceed to the wall with the eye on it and use the Orb of Light there. Step on the blue warp thingy, then go to the eye painted on the floor to the right. Use the Orb here as well and then talk to Adam (robot to the left) to start Battle 24.

Enemies: Demon Master x 3
Torch Eye x 4
Jet x 4
Ice Worm x 4
Minotaur x 2
Chaos

Move Max as far right as he can go. This will cause all four Jets to come at him. They should be easily taken care of and give you plenty of experience in the process. I went up two levels after defeating them.

Now you see the steps. Position Max three spaces to the right of them, you'll be in a corner. This will draw over two Torch Eyes. Move up and take out the first one after they start moving. Then take out the other two as well, and use a Healing Seed afterwards.

See the two Demon Masters beneath Chaos. Move up a few spaces and the right one will come towards you. It will keep following you, so back off a little during your next turn. After that, move to and attack it.

Now move Max one space down from the top-right corner. This will draw over a Minotaur and Chaos, use the other Healing Seed as you wait for them to come to you. Defeat Chaos and the battle ends.

Items Found: Chaos Breaker

Go up the newly accessible path and you'll see three Altars. Put the Sword of Light on the left one and the Sword of Darkness on the right one. Then go to the middle Altar and take the Chaos Breaker. Equip it on Max and then go up past the wall that opened. Head right and step on the blue warp pad, then go and speak to the king and Ontrant. Buy Healing Seeds from the Item Shop and then exit Prompt to begin Battle 25.

Enemies: Demon Master x 2

Horseman x 3

Armed Skeleton x 5

Cerberus x 4

Minotaur x 3

High Priest

Head to the left edge of the screen, as far left as possible. Then go straight down, a Cerberus should move towards you when you almost reach the beach. Take it out on Max's next turn. Then you'll have to take out an Armed Skeleton, a High Priest, and another Cerberus.

Use a Healing Seed, then move down while staying along the edge of the beach. The Horsemen, a Minotaur, another Armed Skeleton, and another Cerberus should head your way. Take them out and then continue straight down to the wall. Head right and take out the Armed Skeleton blocking the entrance into Runefaust. After it's defeated the battle ends, and after entering Runefaust the chapter ends.

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/	10. Chapter 8: Rise of the Ancient Castle	=====	=====
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When we regain control, we're just outside Runefaust. Go down and enter. Go left and then up to find the Castle. Enter and speak to Mahato. Then exit the castle and go to the bottom of town. There you'll find Shining Force Headquarters. There's a Chapel to the right of it and shops to the left. Buy Healing Seeds, then go left and we'll be outside a blue castle. Enter it to start Battle 26.

Items Found: Atlas, Halberd

My Level: 29 (promoted)

Enemies: Chimaera x 5
Horseman x 3
Blue Dragon x 3
Cerberus x 3
Armed Skeleton x 3
High Priest x 2

Use the beginning of this battle to do some leveling. Enter, defeat a Chimaera or two or three, exit battle, return and repeat until you think you've leveled enough. I stopped when Max reached 36.

Have Max stay on his first turn. Then move him eight spaces under the left-most Chimaera. Take out the closer Chimaera from underneath on your next turn, and then the other Chimaera on your next. The three remaining Chimaera we'll have to take on at once so use a Healing Seed if you've lost move than 20 HP. Head to the far left wall, then up a little, and the three Chimaeras should move towards you. Once they do, move to, and start attacking them until all are defeated.

The rest of the battle shouldn't be simple because none of the remaining enemies will move. Next take out the middle Cerberus, then the High Priest behind him. Attack the remaining two Cerberus from above until both are defeated.

Next head left and take out the three Horsemen over the next couple of turns. Then take out the three Blue Dragons. Take out the bottom Armed Skeleton first because it can attack from a distance. Then take out the other two and the High Priest to end this battle.

My Level: 39 (promoted)

 This battle will start directly after finishing 26. However you can Egress out and replenish you're Healing Seeds. Then you'll be able to return directly to this battle, you will not have to replay 26.

Forget all the Steel Claws and Torch Eyes. Just head directly up and attack Ramladu. His HP regenerates but you should still have little trouble defeating him. Once he's done for, the battle ends.

Go back to town and do whatever, the return to the castle and go down the stairs to the left. We'll be outside, go all the way to the left, to the green spot where there's no mountain. While there, use the Chaos Breaker to make the Castle of the Ancients Rise. Enter the structure to the right and go up to a warp pad. Step on it to be transported to the Castle of the Ancients and to start Battle 28.

Enemies: Chimaera x 6

Blue Dragon x 3

Armed Skeleton x 3

Horseman x 2

Colossus x 3

Move Max three spaces to the left on his first turn. This will draw over three Chimaera. On the second turn, move Max to the escape spot. Don't escape, just stay there. On the next turn, move to and attack a Chimaera and keep attacking until you defeat the three of them.

Next position Max seven spaces up from his escape point. This will draw over two Blue Dragons. Fallback on your next turn and they will follow. Then move to and attack on you're next turn until both are defeated.

Next position Max eight spaces up from the escape point. This will draw over a Chimaera. You know what to do, fall back and lure it to you, then take it out. At this point I used a Healing Seed.

Move Max nine spaces above the escape point. This will draw over another Chimaera and the last Blue Dragon. Take them out like we did the others. Now for the last Chimaera, move Max 10 spaces above the escape point, then take it out like we did all the rest.

We're about to get surrounded so be prepared. Head up and take out one of the Armed Skeletons. On your next turn take out another. The take out the Jets, and then the Horsemen.

I used another Healing Seed at this point. Head left and take out the last Armed Skeleton. Then position Max eight spaces below the closest Colossus. It will move to you. After it does, move to, and attack it on your next turn.

Then head for the right Colossus. Position Max five spaces below and

three to the right of it. This will draw it to you. Have Max move to and attack it on your next turn.

Now all that's left is the middle Colossus. Position Max directly below it and three spaces to the right. It will move towards you. Have Max move to and attack it on the next turn. Once it's defeated the battle ends.

The final two battles need to be fought back to back. If you Egress out during Battle 30, you will have to replay 29. You can return to Town before going up the stairs and starting Battle 29. Remember the three Shower of Cures I told you to have a KO'd member hold? Take them now. If you don't have them for whatever reason, I guess Healing Seeds will have to do.

Enemies: Torch Eye x 8

Steel Claw x 5

High Priest x 2

Blue Dragon x 2

Darksol

Try and make it through this battle only using one Shower of Cure, each restores about 40 HP. You'll need the other two for the next battle. If things don't go your way, restart the battle and try again.

Move Max up seven spaces from the starting point. On the turn after that, take out a Torch Eye. This will cause the two Blue Dragons to come towards you. Take out one of them from underneath on the next turn and the other should retreat.

When you're ready to continue, take out another Torch Eye. The remaining Blue Dragon will move towards you. Take it out from underneath on your next turn.

Now there should be a Steel Claw in the middle of the stairs. Take it out and two more Steel Claws and a Torch Eye should come towards you. Defeat the Torch Eye first and then the Steel Claws. A High Priest should also come towards you, so take it out as well.

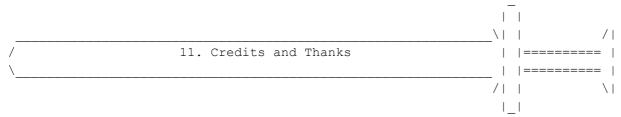
Now for Darksol, you'll want to heal before attacking him. He has 150 HP but it does not regenerate. Move above him and keep attacking until he's defeated. Once he's done for the battle ends and the final battle begins.

Enemies: Dark Dragon x 3

Armed Skeleton x 28

First we have to deal with the Armed Skeletons. On your first turn, move Max up one space, and two to the left. This will draw the left Skeleton towards you. Have Max move to and attack it on your next turn. Once it's defeated another one will appear on that blue square. Position Max under it and keep attacking until the Skeletons stop appearing. When you finish with the left side, go over and do the same on the right side. A total of twenty-six will appear, thirteen on each side.

Now for the Dark Dragons. The left and right ones have 240 HP, middle one has 280. Their HP does not regenerate, so it's safe to fall back and heal at anytime. It's best to take out the side ones first, then the middle. Once all three are defeated, the battle ends, as well as the game. Congrats on beating the game with Max alone.



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