

Shining Force II Game Genie Codes

by THedstrom

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Original Sega Genesis Game Genie codes created by:

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<http://www.angelfire.com/games2/codehut/>

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Version 0.7

Shining Force 2

NOTES: The following codes only work during battle.

These codes are great for leveling-up very quickly!

Also, don't combine these codes with other codes that modify the same item. And remember that the 4 items below won't do their normal function when the code is on (i.e. the Antidote won't cure poison with the code turned on (you will level-up instead)).

EV1A-CAPR

When you use the Medical Herb, you will go up one level! This means that your HP, MP, Attack, Defense, and Agility will all permanently increase! You can repeat as often as you want, as long as you have Medical Herbs.

EV1A-CAP8

When you use the Healing Seed, you will go up one level! This means that your HP, MP, Attack, Defense, and Agility will all permanently increase! You can repeat as often as you want, as long as you have Healing Seeds.

EV1A-CAR8

When you use the Antidote, you will go up one level! This means that your HP, MP, Attack, Defense, and Agility will all permanently increase! You can repeat as often as you want, as long as you have Antidotes.

EV1A-CAS8

When you use the Fairy Powder, you will go up one level! This means that your HP, MP, Attack, Defense, and Agility will all permanently increase! You can repeat as often as you want, as long as you have Fairy Powder.

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2F1A-CTPR

When you use the Medical Herb, it will restore ALL HP to ALL CHARACTERS in your party!!

2F1A-CTP8

When you use the Healing Seed, it will restore ALL HP to ALL CHARACTERS in your party!!

2F1A-CTRR

When you use the Healing Drop, it will restore ALL HP to ALL CHARACTERS in your party!!

FK1A-CTR8

When you use the Antidote, it will restore ALL MP (Magic Points) to ALL CHARACTERS in your party!! (instead of curing poison.)

FK1A-CTS8

When you use the Fairy Powder, it will restore ALL MP (Magic Points) to ALL CHARACTERS in your party!! (instead of curing poison and sleep.)
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NOTES: You may have to unequip, and then equip the weapons below before the change will show.

You can make the weapons below as strong as you want by modifying the code using the method described in the codebook.

Keep in mind that the codes below will also affect any enemy that uses that weapon as well.

FK3T-CNBA

Makes the Wooden Sword MUCH stronger! The Wooden Sword will have 42 ATT (instead of only 3).

FK3A-CNCA

Makes the Short Sword MUCH stronger! The Short Sword will have 42 ATT (instead of only 5).

FK3T-CNBT

Makes the Short Spear MUCH stronger! The Short Spear will have 42 ATT (instead of only 6).

FK2A-CNGA

Makes the Short Axe MUCH stronger! The Short Axe will have 42 ATT (instead of only 5).

FK4A-CNAA

Makes the Wooden Rod MUCH stronger! The Wooden Rod will have 42 ATT (instead of only 3).

FK4T-CNBA

Makes the Short Knife MUCH stronger! The Short Knife will have 42 ATT (instead of only 5).

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973T-D926

Sell the Wooden Sword for \$49,151

973T-D996

Money code. Buy a Wooden Rod for \$60 with the code turned OFF, then turn the code ON and sell it back for \$49,151. Repeat as often as you want.

971A-D97N

Money code. Buy a Medical Herb for \$10 with the code turned OFF, then turn the code ON and sell it back for about \$49,000. Repeat as often as you want.

AB1A-CAF6

Healing Seed is free (instead of \$200).

AB1A-CAGN

Healing Drop is free (instead of \$300).

AB1A-CAG6

Antidote is free (instead of \$20).

AB1A-CAH6

Fairy Powder is free (instead of \$100).

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Visit the Code Hut at:

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