

Shining Force III: Scenario 1 FAQ/Walkthrough

by inoble

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SHINING FORCE III

Produced by Iain and Ann Noble (71154.3234@compuserve.com), with additional and invaluable information from Joe Negrón (constant23@aol.com) who wrote the walkthru for the Japanese version of the game. Some of his information is shown in [square brackets].

This is a general guide to battles and events, with some hints. Also a list of named characters, some tips for exploring Ruins and what the Smith will make for you. Some of the weapon Special Attacks are also listed. Make sure that you talk to everyone, and look at bookshelves, as missed information will affect later events, and of course check everywhere for items.

BATTLES

CHAPTER 1: Nightmare in the Floating City of Saraband

Items to be found in Saraband. Large mithril, healing drop, potion, medical herb, Health bread.

*Saraband Centre - mask monks

*Saraband Pier - bats, mask monks. Hayward joins during the battle. (Tip: destroy the barrel on the gangplank for later access). Chest on ship - Iron bracer.

*Outside Saraband - mask monks, bats. Then Saraband soldiers, Defence commander. Items to be found in Balsamo. Power wine, Hill Ruins map, potion, Brain food. Orbright joins.

*Dwarf Valley - bats, scavens, worms, snipers. (Chest - Steel bracer)

*Hill Ruins - worms, snipers, scavens, Dark mages, bats, thief commander. (Life ring, healing drop in the ruins).

Resume of Chapter 1.

The fiscal problems of the Republic triggered turmoil in Barrand, just the excuse the Empire needed to justify an invasion of the Holy Land, bringing both countries to the brink of full-scale war. A peace conference was called in an attempt to avert the coming war, but the abduction of the Emperor by Bulzome fanatics raised tensions on both sides. Both sides left the peace conference planning for war. Synbios managed to escape Balsamo, and is heading for the town of Raihead where General Produn awaits.

CHAPTER 2: Cross-continental Railway

Items to be found in Railhead. Happy cookie, Blue Ruins map, large mithril x2.

*Cargo area, Railhead - birdmen, goblins, scavens, snipers, Dark mage. Irene joins during the battle. (Tip: go through the right-hand hole to get to Irene before she dies). Find healing drop, healing rain in the barrels.

Julian joins.

*Outside Railhead - birdmen, Imperial mage, snipers, Destonian soldiers, priest, Battalion leader. (Protect ring, Goddess tears in the ruins).

*Switching point - snipers, dwarves, Destonian soldiers etc, etc.

This is an unusual battle as the objective is to save as many of the refugees as possible, both for humanitarian reasons and because everyone in the party gets 10 exp points for each refugee saved. Send Dantares across the tracks towards the field [throw the switch between the tracks on his 3rd turn]. Find Gale ring, large mithril, healing drop.

Cybel joins.

(Before the next battle, stock up with herbs, drops and antidote because you will have to fight the next 4 battles with no access to a shop). Find Chicken Feed and Armor milk. To get a chicken to join you so that you can hatch the egg you buy later, use the Chicken feed on all the chickens until one follows you.

*Train , 3rd cart - assassins, dwarves, birdmen, Dark mage. Find Angels wing, healing drop, fairy powder in barrels.

Eldar joins.

*Train roof - assassins, dwarves, birdmen, Dark mages, Shiraf. Large mithril.

Resume of Chapter 2

The Synbios battalion arrived in Railhead to merge with Produn's army, which was supposed to be waiting there. Instead, they were greeted by a Border Guard unit placed there by Prince Arrawnt to protect the train station. To avoid fighting the Border Guards, Synbios and his crew left. They ran into Prince Medion at a rail switch point. By working together, the two nobles managed to save a band of refugees whose lives were in danger. Synbios and his party then boarded a train, and ruined a gang of bandits' bid to take over the train and its cargo. But with the destruction of the rail tracks, they were forced to disembark.

CHAPTER 3: Target: Guardian statue of Elbesem

Items to be found in Quonus. Brave apple.

*Quonus churchyard - Kyon-Shi (do NOT attack them, Kahn will deal with them), vampire bats, lich, skeleton.

Kahn joins.

*Quonus Mansion - vampire bats, liches, skeletons, succubus, Vandal.

You will find the boss battle much easier if all your characters have been promoted so spend some time on the ground floor getting them up to level 10. (Destroy all the barrels for later access). Dark matter on the floor of the Vandal's room. Vandal drops potion. After the battle you can get through the doors in the mansion (large mithril, Black ring) and go to the mill (Brain food).

Noon joins.

*Border SW Plains - Kaiser guards, Imperial knights, megaloaders, Master mages, vampire bats, Franz. (Head north up the path ignoring the group by the river as

they will be taken out by someone else). Franz drops Silver ring.

Items to be found in Vagabond. Swift boots, Health bread, large mithril, Middle Ruins map. Buy Large egg and hatch it.

*Barrand, North Plateau - vampire bats, succubus, White lords, megaloaders, master mages, lich, Spiriel, who drops a potion. (Healing drop, large mithril, Hope light, potion in the chests, and healing drop, angels wing in the barrels in the ruins). Collect Goddess tears from the Statue after the battle. Julian leaves the party.

*Suspension bridge - Kaiser guards, megaloaders, Imperial knights, wing knights, Master mages, Garzel. He drops Iron bracer. Aspinian soldiers will appear behind you during the battle. (Large mithril on the ground, Chest - White ring).

Resume of Chapter 3

The Vandal was a strong opponent, but Synbios brought back life to Quonus Village by defeating it. They then defeated General Franz and finally escaped Imperial territory. They defeat the Spiriel army who destroyed the Guardian Statue of Barrand, and were close to Republican territory, but two powerful generals, Edmund and Garzel, stood in their way. With the aid of Medion at the railroad switch, a newfound trust was born, and the alliance formed by that trust helped defeat the two powerful generals.

CHAPTER 4: Revolt in the Republic of Aspinia

Items to be found in Aspia. Large mithril x2, small mithril x2, Power wine, healing drop. Recruit Horst.

*Road to Storich - hell hounds, hydra, wing knights, dire wolves, high priest, Aspia mage, Baersol soldiers, Force commander.

Items to be found in Storich. Large mithril, Desert ruins map, Armor milk.

*Desert road to Volcano cave - hydra, hell hounds, Aspia mage, Baersol soldiers, wing knights, mercenary, Commander. Commander drops Revenge mace. (Angels wing, Goddess tears in barrels, large mithril, small mithril, potion and Heat axe in chests in the Ruins). Ratchet joins.

*Volcano cave - blood born, wyverns, hell hounds, hydras, baby dragon. [During this battle you can kill the dragon, or let the dragon live and just exit the cave]. Find Dark matter, and Mithril dirk in treasure chest.

*Outside Volcano cave - wing knights, Aspia mage, dire wolves, hell hounds, hydra, wyverns, mercenaries, high priest, Aspia knights, Fafhard. Get Luster blade from Fafhard.

Items to find in Flagard. Large mithril x2, small mithril, potion. Frank joins.

*Flagard Castle - mask monks, hydra, blood born, hell hounds, Fiale. (If you hit Fiale before he leaves, and manage to survive, you will get the Ship key).

Resume of Chapter 4

Synbios and his compatriots returned to the Republic, where they were greeted by both citizens and high officials happy to see that they were safe. But not all, however, welcomed them, and they received some frigid stares. The financial crisis of the Republic caused internal turmoil in Barrand. This severed the strong sense of unity among the Republican regions, as some lords resorted to radical activities. General Fafhard, whom they reluctantly fought because of a

misunderstanding, was defeated.

CHAPTER 5: Tower ruins of Lookover

Items to find in Flagard after the battle in the castle. Small mithril x2, large mithril, Nimble onion (despite its description, this actually increases Speed not Agility). In the castle, Phoenix sword, large mithril, potion. The Smithy is now open for purchasing weapons and accessories.

*On the road to Lookover - mask monks, wyverns, blood born, lizard men. Small mithril, and Magna glove in a chest.

Items found in Lookover. Large mithril, small mithril, map, potion, ring.

*Lookover Tower - harpies, wyverns, hell hounds, mask monks, Fiale. (Goddess tear, small mithril, large mithril, Nelson lance, Wendigo wand in chests, and healing drop, Fairy powder in barrels in the ruins). In the Observatory, find Dark matter.

*Great Wall - mask monks, harpies, Golem.

This is the battle you were saving your Healing rain for. Plan A is Slow and Steady - luring enemies off the battlements while still being protected from the golem's Rockfall; whereas Plan B is Fast and Furious - sending the strongest people towards the golem. The Slow strategy takes a very, very long time; while Fast gets people killed and their friendship levels go down. The good news is that the golem is fairly easy to defeat once you get to him. Find large mithril, Dark matter on the ground, and Venom blade in the chest.

Vagabond. Items to find. Small mithril, Quick chicken and staff. Stock up on healing items as the shops in Malorie are closed although the Smithy is open.

*Malorie North Marsh - mask monks, harpies, lizard men, cerberus. Then sting worms, Queen worm. (Tip: aim towards the monks in a compact group, don't go towards the mountain).

Resume of Chapter 5.

Intent on avenging his father's death, Synbios headed towards the town of Lookover in pursuit of the Bulzome High Priest Fiale. There, at the ancient tower, he caught up with the priest who murdered Conrad and intended to do the same to Duke Palsis. He and his friends defeated Fiale and rescued the Duke, who then joined them on their journey. Palsis told Synbios the truth about his great father, which renewed and strengthened the young man's commitment to continue his father's mission. To restore peace to the Republic, they must hurry on to Malorie where Synbios' sister Margaret and her noble husband live. Meanwhile, the Empire moves forward with it's invasion of the Republic's heartland.

CHAPTER 6: Colossus of Aspia

Items found in Malorie. Large mithril x2, Kingdom ruins map, Holy ankh, small mithril, Gaia axe, Nimble ring.

*Malorie Castle, Inner Court - giant armour, Silver knights, bow knights, Aspia mages, Wilmer.

You have to keep Synbios and Dantares alive at the beginning of this battle until the rest of the party arrive. Make sure that they have at least 2 Potions each and other healing items. Murasame joins during the battle. (Tip: destroy the barrels for later access). Barrels - Brave apple, large mithril.

After the battle, find Dark matter, Macho maul, Ultra lance in the treasure room and Pretty glove, potion, Happy cookie, large mithril in the rest of the Castle.

*Road between Malorie and Aspia - Silver knights, bow knights, harpies, griffons, sorcerors, Braff. After the battle, find the Statue Gem and the Photon blade.

*Catacombs, Aspia - mask monks, harpies, cerberus, lizard men, minotaurs, griffons, Spiriell, Basanda. [Don't kill Spiriell. Instead surround her and use Kahn's Orb on her, put her to sleep if possible]. In the Ruins, large mithril in barrel, Dark matter and Mithra ankh in the chests.

*Holy place, Catacombs

An optional battleground for increasing your party's levels. Consists of a series of rooms with increasingly powerful enemies who reappear until you defeat the "boss". HP and MP are restored before each new room.

Room 1 - skeletons, succubus. Large mithril.

Room 2 - hydras, hell hounds, harpy.

Room 3 - lizard men, cerberus, harpy, griffon, Giga breaker. Large mithril x2, small mithril

Room 4 - High wizards, blue dragon, Skull mage. Large mithril x2. Chest - wand. Fynnding joins.

*Colossus at the bridge - Silver knights, sorcerors, bow knights, griffons, Gigabreakers, Colossus.

Your party divides in two, with 12 people on the bridge and the rest under Fynnding going up the dam. You will need to hire mercenaries and hopefully will have the secret characters.

Then straight into

*Final battle - bow knights, high wizards, blue dragons, Gigabreakers, Arrawnt.

TO BE CONTINUED...???

RUINS (or, where's Indiana Jones when you need him?)

Make sure you have the Map!

Save before you go in.

As soon as you INSPECT the thieves start moving, so make sure the exploring party is all ready to go and that you can afford to reduce the outside party. Send in people who are fast, cover a lot of ground and can take punishment.

Dantares, Cybel and Eldar are probably the best.

Possibly equip them with weaker weapons because you have to hit the thieves to make them drop the treasure BUT if you kill all the thieves the ruins will collapse. An injured thief will drop 1 item but a dead thief drops everything that he's collected so make sure your character has enough space to carry them. The ruins will also collapse if all the thieves make it to the exit/s OR if you return to the Church.

Usually only the thieves can unlock the chests.

One strategy that can work is to place your characters blocking the exit/s so that the thieves can't escape and then you can gently hit them at your leisure. If you manage to collect all the items, save when you come out. Otherwise have another go.

BATTALION HQ. R&R, STORAGE AND ADVICE.

After Benetram leaves, Dantares acts as the advisor until Palsis arrives.

MITHRIL & THE SMITH

Large mithril is made into user-specific weapons (related to the character's equipped weapon?). Small mithril into accessories and dark matter always curses the wearer. Be prepared to spend some time getting the best items, using Save and Reset. The Smith in Flagard seems to have a smaller range of items on offer but you will probably need to invest in them for certain characters.

SMITH (FLAGARD)

Large mithril
Dantares (Spear, 9000)
Silver spear - raises Crit
Counter spear - raises Counter
Cybel (Halberd, 13000)
Star halberd - SA Road rash
Ratchet (Anchor)
Spin anchor - SA Drill smash
Crash anchor - SA Hammer throw
Grav anchor - SA Gestalt

Dark matter

Synbios (12000 gold) Dark sword - SA Soul eater.
Dantares and Cybel (14000 gold) Dark halberd - SA Death gate.
Masqurin, Grace and Noon (16000 gold) Demon rod - SA Demon breath.
Hayward and Justin (15000 gold) Kantar's bow - SA Poison arrow.
Irene and Kahn (8000 gold) Pokey claw - SA Venom fang
Ratchet can't have anything made for him.

SMITH (MALORIE)

Large mithril:
Synbios (10000 gold)
Counter sword - raises Counter
Shiva sword - inc Spark resist, SA Thunder drop
Leviathan - SA Heat wave, inc fire resist +30
Dantares/Cybel (12000 gold)
Nelson lance
Holy lance - recovers HP at every turn
Masqurin/Noon (13000 gold)
Torture rod - Confuse magic, SA Nine gates
Sleepy rod - Sleep magic, SA Meta dream
Grace (12000 gold)
Silence ankh - Dispel magic, SA Holy silence
Tornado ankh - Tornado magic, SA Fool prayer
Blessed ankh - Support magic, SA Apostle fire
Hayward (15000 gold)
Magnum bow - raises Crit
Storm bow - Agl+5, SA Desert storm
Dragon bow - Def+5, SA Dragon snipe
Moon bow - SA Lunatic, Berserk
Breaker bow - Def +7, SA Spell virus
Orbright/Horst (8000 gold)
Heat axe - Blaze 2, inc fire resist+10
Gigantic axe - def+2, SA Laguna lock
Irene/Kahn (5000 gold)
Mithril claw - raises Crit and Counter
Berserk claw - raises Counter, Berserk
Tiger claw - SA Storm fang
Spiked glove - raises Crit and Counter
Muscle glove - Def +5, SA Sky dance, Attack L1
Spark glove - Spark 2, raises spark resist +40
Eldar (10000 gold)
Counter sword
Shiva sword
Leviathan
Sonic wing
Justin (13000 gold)
Heavy cross bow

Breaker bow
Dragon bow
Moon bow
Murasame (12000 gold)
Wind cutter - SA Kamaitachi, Tornado
Bone eater - SA OniHyakusoku
Rumbling sea - SA Umi Zato

Small Mithril:

Power ring - Atk+5, Def+5
Gale ring - Def+5, Agl+5
Master ring - raises Crit and Counter
Protect ring - Def+5
Apollo pin - Atk+5, Luck+7, raises Crit
Attack ring - Atk+5, attacks if used
Magic ring - raises Def, recovers MP
Artemis pin (female) - Def +5, Luck +2

SPECIAL ATTACKS

Some weapons have a built-in special attack but usually they are given to people using a type of weapon.

Synbios and Julian:

Knife (sword) -
Sword (sword) - Sonic wave, Twin wave,
Rapier (sword) - Triangle, Pentagram, Centurion,
Blade (sword) - After burner, Ice breaker,
Eldar: Sword - Power slash, Sky high,
Wing (sword) - Twister, Cross slash, Bloody spin,

Dantares and Cybel:

Spear (spear) - Side winder,
Lance (spear) - Lance charge, Mega charge, Super charge,
Halberd (spear) - Tornado, Cross break,

Obright and Horst:

Small axe (axe) - Full swing, Power wheel,
Axe (axe) - Full swing, Giga wheel,
Hand axe (axe) - Power throw,
Mace (axe) - Power crash, Stun bomb, Earthquake, Press bomb.

Masqurin, Grace and Noon:

Rod (spirit v. dragons) - Double palm, Stun palm,
Wand (exorcist v. magic users) - Soul shot, Fairy soul,
Ankh (holy v. undead) - Seal of sin, Judgement, Apocalypse,

Irene and Kahn:

Claw (glove) - Dragon fang,
Glove (glove) - Brutal shock, Bullet heel, Vortex kick,
Cestus (glove) - Fist 0' fury, Thunder drop,

Frank:

Claw - Wolf fang, Air fang

Hayward and Justin:

Short bow (bow) - Ice arrow, Mesmer arrow,
Bow (bow) -
Long bow (bow) - Dazzle shot, Armor shot, Explode,
Cross bow (bow) - Double bolt, Sniper bolt, Vulcan bolt,

Ratchet:

Anchor (anchor) - Rocket punch,

Murasame:

Katana (katana) - Cocoon dance, Izuna drop,

SECRET CHARACTERS, and how to get them

Horst the Gladiator. Can be recruited in Aspia.

[Bird. 1) get a chicken to follow you on the train using the Chicken feed; 2)

buy the Large egg in Vagabond and get the friendly chicken to hatch it. Pen will be in Storich and join you].

Ratchet the Steam knight. To have him join the party, you must 1) press the switch in the ground floor room in Vandal's mansion and talk to him; 2) talk to him in Vagabond. He will join before the battle in the Volcano cave.

Frank the Werewolf. You have to physically push him into HQ when you meet him in Flagard.

Hagane the Ninja. Find him hidden behind one of the pillars in the Ruins on the way up Lookover Tower.

(As you really need 24 people for the battle against the Colossus, it seems that there might be one more secret character).

A CAST OF 1000'S!

NAME	DESC	PARTY	
Algernon	Margaret's son		
Arrawnt Middle	son of Emperor		
Barnard			
Basanda	High priest of Bulzome		
Benetram	King. Head of Rep Assembly		
Braff	Son of Fafhard		
Brutus	Lord of Baersol. Vice head of Rep Assembly		
Bulzome Vandal			
Campbell	General, Imp Army		
Conrad	Ex-Imperial General		
Crewart	General, Imp Army		
Cybel	Cavalier under Gen Varlant	JOINS	
Dantares	General, Rep Army		ORIGINAL
Dessheren	High priest of Bulzome		
Domaric	Emperor		
Dongo	Mercenary gladiator	HIRE	
Duncan	Ex-bandit in Balsamo		
Edmund	General, Rep Army		
Elbesem	Guardian deity		
Eldar	Birdsoldier		JOINS
Elrick	Mercenary cavalier	HIRE	
Fafhard	General, Rep Army		
Fiale	High priest of Bulzome		
Frank	Werewolf		SECRET
Franz	General, Imp Army		
Fynnding	Birdsoldier, Malorie		JOINS
Galm	Vandal		
Garosh	Bridge guard, Saraband		
Garvin	Governor General, Saraband		
Garzel	General, Imp Army		
Goriate	High priest of Bulzome		
Grace	Priest		ORIGINAL
Grantack	Advisor to Medion		
Hagane	Ninja	SECRET	
Hayward	Mercenary archer	JOINS	
Horst	Mercenary gladiator	VOLUNTEER	
Irene	Monk	JOINS	
Julian	Soldier	JOINS	
Justin	Bow knight under Edmund	JOINS	
Kahn	Monk	JOINS	
Mageron			
Eldest son of Emperor			
Margaret	Sister to Synbios		
Masqurin	Magician		

ORIGINAL

Medion	Youngest son of Emperor	
Murasame	Ninja	JOINS
Noon	Wizard	JOINS
Palsis	Duke	
Piper	Mercenary wizard	HIRE
Produn	General, Rep Army	
Ratchet	Steam knight	SECRET
Rogan	General, Imp Army	
Shiraf	Bandit chief	
Spiriel	General, Imp Army	
Synbios	Soldier, son of Lord Conrad	OUR HERO!
Syntesis		
Toby	Headman's son in Balsamo	
Tristus	Lord of Malorie, married to Margaret	
Twiggy	Mercenary monk	HIRE
Tybalt	Lord of Barrant	
Uryudo		
Vandal	Boss in Garvin's Mansion	
Varlant	General, Rep Army	
Wilmer	Vice commander, Malorie Army	
Zero	Birdsoldier	

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