

Shin SD Sengokuden: Taishou Gun Retsuden (Import) Beginner's Guide

by TechMaster

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Shin SD Sengokuden Taisyo Retsuden Beginner's Guide

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My guide is currently under my distribution. Current sites that I will distribute this guide to are:

GameFAQs

1. The creation of this guide.
2. The author.
3. Menus.
4. Battles.
5. Status screen.
6. Other information.
7. Special Thanks.

~1. The creation of this guide.~

This guide was created to help people, who don't know Japanese, to play this game. It is a great game with good graphics and gameplay for its time, so I don't want people to miss such a game. I know many people think Japanese is the biggest barrier. They tend to think that because a game is in Japanese and they can't play it and the game suck big time. Well, you can't really judge a game completely if you don't try it out, do you? It's similar to the fox not been able to eat the grapes and says those grapes must be sour. Well, I hope this guide will be able to help people step into games in a different language. Just have fun, I say.

~2. The author.~

Hi. I'm TechMaster. Or just call me Tech is fine. I am not a Japanese, but I am a Chinese. This game has enough kanji with the menus and such I was able to figure out the battle system and menus and such. Well, I won't say too much about myself, so just enjoy the guide.

If you want to contact me, mail me at: techmasterys@yahoo.com or rpgwanderer@hotmail.com

~3. Menus~

Note: All of the menus and sub menus are in their exact order in the game.

Title Screen:

[Begin The Journey] - Leads to the Load Screen.

Load Screen:

A is ok and B is cancel.

[The Beginning] - Start at the beginning of the game.

[Save 1] - Load Save 1.

[Save 2] - Load Save 2.

World Map:

Buttons:

A is ok, B is cancel, Start is menu, the rest of the buttons are useless.

World Map Menu: (press Start in world map)

[System] - Change options in the game.

{Music} - Mono Stereo

{Effects} - Yes No

{Message Speed} - 1 2 3 4 5

[Save] - Save current game status.

{Save 1} - Save into Save 1.

{Save 2} - Save into Save 2.

[Load] - Load into saved games.

{Save 1} - Load into Save 1.

{Save 2} - Load into Save 2.

[Items] - View items. Press R or L to change page.

Town Menu: (press A when going pass a town, this menu will pop up, however, you must complete the scenario first to access this menu for a certain town)

[Villager's House]

[Shop]

[Exit]

[Villager's House] - The villagers will tell you things. Not much though.

[Shop] - You can buy or sell stuff here.

{Buy} {Sell}

{Buy} - You can buy items. Press A to buy and press B to cancel. If you press A, a yes or no menu will pop up. Left is yes and right is no.

{Sell} - Sell the current items you own.

[Exit] - Leave the village.

Battle Map Menu: (press A on an empty space during battle or press Start)

[System] - Same as world map menu.

[Save] - Same as world map menu.

[Load] - Same as world map menu.

[Ally] - If you still have left over spaces for a battle for a troop to come into battle, you can use this command. A is select. Press A again on the same character to cancel. Press Start to call the troop. Press B to exit. Also, you can't use this command if you already used up all the spaces for troops, even if a troop dies.

[Retreat] - You can exit a scenario this way. However, you will lose half of your food to execute this command. (not suggested unless it's an emergency)

Character Battle Menu: (press A and A again when selecting a character that can move, does not apply to troops that can't be moved yet, to determine if a character can be moved, move the cursor over him and if he is shaking, then he can be moved)

[Attack] - Execute attacks against enemies.

{Normal} - Basic attacks. These attacks will not increase as the character levels up.

{Killer} - Killer techniques. Characters will learn them as they level up.

Generally more powerful than the normal attacks.

[Special] - This is to execute spells or transformations.

{Spells} - The main characters will gain these either by transformation or special story events.

{Transformation} - The main characters can use this command to transform into a stronger form with stronger stats. The downside on this form is that you lose some HP each turn. Character sprite, killer technique, and spells will change as well.

[Talk] - You can either talk to your own troops to earn minimum EXP or talk to enemies. Some enemies will join you if you use this command.

[Items]

{Recover} - Use recovery items.

{Equip} - Equip a certain item. The equipped item will not be lost after battle.

{Attack} - Use items to attack enemies.

[Status] - Call status screen.

[Wait] - Wait for the turn.

~4. Battles~

To enter a scenario, just press A on the scenario position. A menu will pop up. The left choice is yes and the right choice is no.

After pressing yes, you will lead to the battlefield and some briefing info will appear. Skip them. Then the character selection will appear. Here's the translation:

Choose the warriors for the battle

Number of warriors allowed:

(In this space, there will be heads of characters that

Remaining: (A number in Kanji) you can choose from)

Remaining food (each troop requires food to be used in battle, except for the main character)

Remains: (A number in Kanji) Stones (the value of food)

(Head of Character chosed) (Number in Kanji) LV

(Name of character)

Food Requires: (A number in Kanji) Start Battle

[Translation Ends]

Choose your troops and then press Start. You will then be in the scenario battle. There will be more dialogs. Just keep on pressing A to skip them.

Movement:

To move a character, you must first make sure he's the movable character. The game will automatically pin point the moveable character as they will move your cursor to that character automatically when that character's turn arrives.

Press A and you will see green squares covering movable ground. You can move anywhere in that green square. Move to the place you want your character to go to and press A again to bring up character battle menu. If you don't like where you selected, just press B to cancel.

Commands:

A - Ok

B - Cancel or View ground bonus

X - Wait (don't press this button)

Start - Call battle map menu.

View Troop Status:

To do so, press A on an enemy troop or your own troop but is currently unmovable. This will bring up the status menu of the selected troop.

Attack: When you choose an attack or spell, you will see blue squares appearing after you chose the attack or spell. This is the range of the selected attack or spell. You can only attack enemy in this range. If a yellow square appears, that means this is a ranged attack and every troop in the selected area will be affected. Some attacks will have blue square first then yellow squares following the blue squares.

Note: Your own troops or allied troops will be in blue. Enemy troops will be in red.

~5. Status screen.~

(Character picture)

(Character name)

Identity: (Character's identity or rank)

Attribute: (attribute in Kanji)

Type: (Type of troop)

Status: (usually it's normal)

MP: (Max MP value in Kanji)
Kanji)

LV. (number of levels in

Technique: (Technique value in Kanji)
EXP)

EXP: (current EXP)/(Needed

HP: (Max HP value in Kanji)
item)

Equipment: (name of equipped

Aim: (Value in Kanji)

Dodge: (Value in Kanji)

Attack: (Value in Kanji)

Defence: (Value in Kanji)

Movement: (Value in Kanji)

Reaction: (Value in Kanji)

Food Required: (Value in Kanji)

???: (Value in Kanji)

[Translation Ends]

Note: I'm not really sure what Reaction and ??? is, but they don't have significant effects during battles, so don't need to worry about it.

~6. Other information~

- Some scenarios (well, currently I only found one) can be done over and over again to train weaker characters. Scenario 2 is a good example.
- If an enemy boss doesn't attack you, that generally means that you can enlist him into your own troops. Talk to him and he'll join you.
- If you have NPC allies, save as many of them as possible, because they may become your own troops.
- Sometimes enemies will drop items. They appear in the form of a treasure box. Sometimes these boxes will appear on the battle maps as well. Just stand on them and end the character's turn and you will receive the item.

~7. Special Thanks~

- Thanks for Interbec for making and releasing this game in 1995.

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