

GAME BOY ADVANCE™

SHINING FORCE

Resurrection of the Dark Dragon

AGB-AF5P-UKV

INSTRUCTION BOOKLET

SEGA
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CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ ΤΗΝ ΣΥΣΚΕΥΑΣΙΑ.
FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
CONSERVA QUESTO INVOLUCRO.

PROLOGUE

In the land of Rune, peace reigned as folk and creatures of many nations, races and tribes lived together in happiness and harmony.

1000 years earlier, the Dark Dragon had brought the land to the brink of destruction, but was vanquished by the Powers of Light. Though he vowed to return, the tale has since been forgotten as myth.

One day a young man was washed up on the coast of Guardiana in the Western reaches of Rune. Despite serious wounds, he was saved from the clutches of death by an apprentice healer named Lowe. However, the severity of his injuries cost him his memory, and now he can only recall his name.



PROLOGUE

Since that time, the young man, whose swordsmanship greatly impressed the Commander of Knights Lord Varios, has trained tirelessly in developing his skills. Meanwhile, in the far eastern kingdom of Rune Faust, an evil plot was taking form. There in the depths conspired Strategist Darksol. Having deceived the King and gained his confidence, his planned invasion of Guardiania was but a heartbeat away.

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BASIC CONTROLS



Town Mode (towns, maps etc.)

A button	Talk/Open Treasure Box/Search /Decide (Menu Mode)
B button	Cancel Menu
Control Pad	Move/Choose from Menu
B button + Control Pad	Move quickly
START button	Open Menu (p.8)
L button	Open Menu (p.8)

Battle Mode

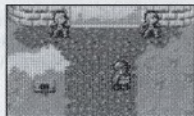
A button	Decide/Open Command Menu (p.20)
B button	Cancel Menu (Menu Mode)
Control Pad	Move/Move Cursor
START button	Open Menu (p.10)
R button	Display movement range (press twice for Status)
L button	Open Menu (p.10)

GAMEFLOW

The Shining Force adventure begins in the kingdom of Guardiana, and progresses over much of the land of Rune. The story is divided into 8 Chapters.



The story also alternates between the saga of the Shining Force led by the Hero, and the journey of Princess Narsha of Runefaut.



The game progresses in line with the diagram. Before entering battles, the towns provide many riddles to solve and friendly faces to speak with.



Town: Gather information, make purchases

Field: Engage in battle

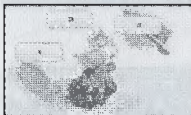
Defeat enemies/Accomplish mission

SCENARIO CLEARED

GAME START / SAVE / LOAD

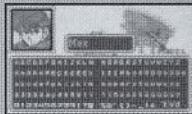
STARTING A GAME

After selecting a language, press START at the Title Screen to view the opening introduction and Save File Selection Screen. Select "New" to begin a new game.



Choose a Save File from 1 to 3. Game progress will be saved into the selected file.

Enter the Hero's name (up to 7 characters). Use the Control Pad and A button to select a highlighted character, and B button to delete a character. Select END when complete.



CONTINUING A GAME

To continue from a previously saved game, select "Continue" at the Save File Selection Screen. When the Save Files are displayed, select the game you wish to play. Choosing "Delete" erases a Save File, and "Copy" makes a copy of the Game to another Save File.



RECORDING PROGRESS (SAVE)

When you finish a game, and save and load. Make a record of your adventure (Save)
When you wish to finish your game, there are two save methods.

TOWN MODE SAVE

Saves can be performed at the town Abbey (p.13). Speak to the priest and select "Record."

When the Save is complete, you will be asked if you wish to continue your journey. Selecting "No" returns you to the Title Screen.

BATTLE MODE SAVE

Press START or the L button during a battle to display the Menu (p.10). Select "Quit" to save the present circumstances and return to the Title Screen.



MENU ICONS

Pressing START or the L button during gameplay displays the Menu in the form of icons. Use the Control Pad to choose an icon, and the A button to select.

TOWN MODE MENU



ITEM/EQUIP

This menu relates to Items, Weapons and Equipment. Select to display the Equipment Select Screen.

In the Equipment Select Screen a list of characters is displayed. Use the Control Pad $\uparrow/\downarrow$ to choose a character, and the A button to select them. Choose a blank space under EQUIP or ITEMS and press the A button to equip or carry an Item from the Item Box. Selecting a space that already has an Item equipped brings up the Equipment Menu (p.9).



EQUIPMENT MENU

Icons- Item / Equip menu

USE

Use the selected Item.

REMOVE

Remove the selected Item. Items set under EQUIP will be moved to ITEMS, and those set under ITEMS will be put in the Item Box.

DROP

Throw away the selected Item. Rare Items accidentally thrown away or sold can sometimes be found at stores as a Deal (p.12).

GIVE

Pass the Item to another character. Select from the menu which character should receive it.

EQUIPMENT MENU



CARDS

A list of the Cards collected. More details can be found on p.29.



STATS

View the status of the Hero and allies. More details can be found on p.15.



BATTLE MODE MENU

TURN

Displays the order that characters act during Battle Mode. Faster characters are listed earlier.

QUIT

Record progress and return to the Title Screen (p.7).



MAP

Display a map of the battle area. Marks flashing in blue represent your allies, and marks flashing red are enemies. Press the A button again to confirm details of the Clear Bonus.

TEST

CONFIG

Make changes to various gameplay settings.

MESSAGE SPEED

Select the speed at which messages appear. Choose from "SLOW," "NORMAL," and "FAST."

SOUND BALANCE

Adjust the volume balance of sounds. Use the Control Pad  to select whether SFX (sound effects) or MUSIC should take priority.

VOICE FX

Set conversation sound effects as text is displayed to ON/OFF.

WINDOW COLOUR

Adjust the colour scheme for the game window.

WINDOW BRIGHTNESS

Adjust the brightness level for the game window.

TOWNS AND VILLAGES

In the towns and villages, you can gather information, find allies, and purchase items.

AT THE STORES

In the towns are stores that sell various items. When you talk to the storekeeper, the following menu is displayed.

BUY

A list of items available for sale is displayed. Use $\leftarrow/\rightarrow$ to choose an item and a button to select. When buying items, use $\uparrow/\downarrow$ to change the purchase quantity in tens, and $\leftarrow/\rightarrow$ to change by single unit.

REPAIR

Weapons can break easily when used as tools (p.21). If they become Damaged, it's advisable to have them repaired.

SELL

Sell your possessions. The Sale Select Screen will be displayed, so choose what, and belonging to which character, will be sold.

DEALS

Occasionally Deals will appear in the store. Sometimes these are Rare Items you've found or sold on.

TOWNS AND VILLAGES

ABBEY

TOWNS AND VILLAGES

There is an Abbey in every town and village. Here you can record (Save) your progress and heal your colleagues. By speaking to the priest, the following menu is displayed.

RECORD
Record your progress. Details can be found in the Abbey.

CURE
Heal cursed allies. A priest can only cure a limited number of allies.

REVIEW
Review the progress of your allies. Details can be found in the Abbey.

RECORD
Record

Record your progress. Details can be found on p.7

CURE

Heal cursed allies. A variable fee is charged for this service.

REVIVE
Restor

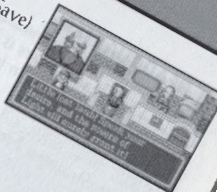
REVIVE ... A variable fee is charged for this service.
Restore wounded allies to health. A variable fee is charged for this service.

PROMOTE ... character (excluding special characters) on reaching L...
anced and can accept promotions. By taking a p...
but with the advantages of greater avail...
vel.

17

PROMOTE
Each char
dy

Each character (excluding special characters) on reaching Level 10 takes the Advanced and can accept promotions. By taking a promotion, the character moves to Level 1 but with the advantages of greater available weaponry and allies to health. A variable fee is charged for this service.



TOWNS AND VILLAGES

AT HEADQUARTERS

The Headquarters is where the Hero and allies equip themselves for battle. The Headquarters is built beneath the towns, and allies rest there between battles. You can hear various tales and advice here, so take time to ask around.

Speak to Strategist Nova at the entrance to display the following menu.



ADVICE

Receive tactical advice from Nova that refers to the next battle.



FORMATION

Decide who will join the next battle. A maximum of 12 characters including the Hero can be chosen. Press the A button to select a member, and a circle will appear next to their name. When there are less than 12 allies, all characters are selected by default.



BANK

If the Hero is injured in a battle, money will be forfeited, so deposit it here in advance.



STATS
View the status of each character. Use $\leftarrow/\rightarrow$ to switch display, $\uparrow/\downarrow$ to select a character, and A button to display details (p.16).

VIEWING STATUS

STATUS LIST

RANK:

LV:

EX:

HP:

MP:

AT:

DF:

SP:

MV:

WINS:

ATTACKS:

LOSSES:

Present Rank.

Present Level.

Experience gained at present level.

Hit Points. Unable to battle when drops to 0.

Magic Points. Reduces damage when high.

Attack. Inflicts greater damage when high.

Defence. Less damage received when high.

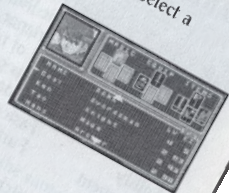
Speed. During battle, faster characters move first.

Movement. Further distances can be moved when high.

Number of battles won.

Number of enemies defeated.

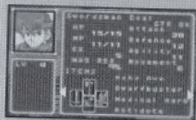
Number of battles lost.



TOWNS AND VILLAGES

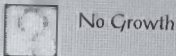
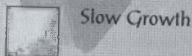
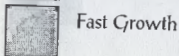
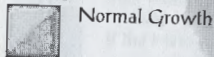
DETAILED STATUS SCREEN

LV	Present level
HP	Hit Points. Left is present, right is maximum.
MP	Magic Points. Left is present, right is maximum.
EX	Experience gained at present level.
MAG RES	Level of resistance to magic.
Attack	Inflicts greater damage when high.
Defence	Less damage received when high.
Agility	Faster characters move first.
Movement	Further distances can be covered when high.



Use ⇐/⇒ to switch displays between EQUIPPED -> ITEMS -> GROWTH CHART -> SPELLS.

The icons displayed in the Growth Chart are read as follows.

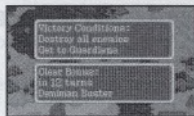


BATTLES

Battles begin after events occur in the town or on the map. Before the battle begins, Clear Conditions and Clear Bonus (awarded if cleared within a specified number of Turns) are displayed.



When these are confirmed, the preparation menu is displayed. Assemble your allies, check the map, and form a battle strategy.



**START BATTLE
FORMATION**

MAP

**CLEAR CONDITIONS
RETREAT**

Close the Preparation Menu to begin the battle.

Decide who will participate in the battle. This is the same menu as found at Headquarters (p.14).

Display the complete Map of the battlefield. Marks flashing blue show allies, while marks flashing red show enemies. When the Clear Condition is to reach a location, that area will be marked with a cross. Displays the Clear Conditions and Clear Bonus.

Withdraw from battle and return to the town or village. Some battles do not allow retreat.

BATTLES

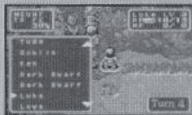
BATTLE MODE GAMEFLOW

- Actions are limited to one Turn - one move.

Characters on both sides, starting with the fastest, perform one move and action each. This is one Turn.

Please refer to the TURN display in the Battle Mode Menu.

- Actions available in one move.



Move



Choose action from
Command Menu



Employ Attack/Magic/
Defence/Tool



Next character's
Turn.

BATTLES

1) MOVE

When it becomes each character's turn to move, their colour will start to flash, and a cursor appears at their feet. Press the A button to highlight their mobility range.



Use the Control Pad to choose a space to move to, and press the A button to position the character. When complete, the Command Menu will be displayed.



Pressing the B button during movement switches back to cursor mode. Position the cursor on an ally or enemy and press the R button to display their mobility range and status. Pressing START or the L button at any time brings up the Battle Mode Menu.



Mobility is affected by different terrain and the characteristics of each character. Knights can only travel short distances off flatlands, while those born in the forest can travel an equal distance regardless. Defence capabilities are also greater in mountainous and forest regions. Damage is reduced by the percentage shown in the TR FX (Terrain Effect) window.

BATTLES

2) CHOOSE ACTION FROM COMMAND MENU

After the move is completed, select an action from the Command Menu. Use the Control Pad to choose a menu item, and the A button to select.

- Until an action is selected, you can press the B button to return to Move or Cursor Mode.



ATTACK

Attack using equipped weaponry. The attack range is highlighted, so use the A button to select an enemy to strike.

Sword, Axe and Stick attacks have a short range, and can only be used against enemies directly next to you.



Bow and Spear attacks have longer ranges, and can be used to strike enemies further away.



BATTLES

MAGIC

Cast a spell.
When Magic is selected, the range of the spell is highlighted, so choose the enemy or character you wish to cast a spell on and press the A button to confirm.

As the level of learned magic rises, the range and number of characters you can cast spells on will increase. After you choose the spell you wish to cast, use $\leftarrow/\rightarrow$ to change the level.

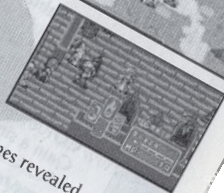
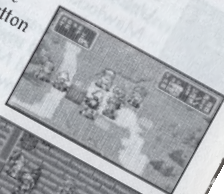
Magic is divided into Attack Magic, Restore Magic, and Auxiliary Magic. Details on each kind can be found on p.25.

TOOLS/EQUIPMENT

Attack or revive using an Item. By choosing a weapon in the ITEM/EQUIP screen and selecting USE, special uses are sometimes revealed.

DEFENCE

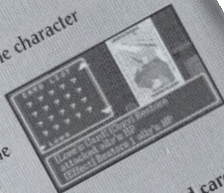
Leaves character in a position of defence (increasing Defence capabilities the character's Turn is over.



BATTLES

CARD

Unlock the power of the Cards. This action is only available to the character Mawlock.



Cards can be found in various places, and those with pictures of characters on them hold mysterious powers. As you progress through the story, a character named Mawlock will become your ally, and during Battle he can use the power of the Cards as a special action.

- Special actions available in the Card Menu

By selecting the Card Menu, 4 special actions become available. Among the collected cards are a variety of different effects, but not all are available at the same time.

COPY

Gain a single ability of the character illustrated on the Card. For example, if the illustrated character can cast certain spells, the Card can enable Mawlock to use the same magic.

BATTLES

EFFECT (USES MP)
Use a Special Effect unique to the selected Card. Different Cards have different effects.

MOVE
The character illustrated on the Card can perform two actions within the Turn. This effect is not possible with some Cards.

IMITATE
Creates a dummy manifestation of the illustrated character. This effect is not possible with some Cards.

Whether or not you choose to unlock the power of the Cards is entirely up to you, but worry not, for I will offer advice on their use when I meet you on your quest.

Some of the Cards are not easy to get hold of, but if you keep trying, I'm certain you will find them.

BATTLES

3) PERFORM ATTACK/MAGIC/DEFENSE/USE TOOL

The chosen action is performed.

On performing an Attack or Spell, the character will receive Experience Points. The value of Experience is dependent on the result of the action.



DEFEAT/RETREAT

When the Hero becomes unable to do battle, it ends in Defeat. Money in possession during the Battle will halve, and you will be returned to the Abbey.



When the Hero returns to the town or Headquarters they set out from, the whole party retreats as well (some Maps do not allow retreat). When the outlook appears bleak, a graceful retreat can sometimes be the best strategy.

MAGIC LIST

Magic is broadly divided into three categories; Attack, Restore and Auxiliary. Try to remember the effects of each spell.

ATTACK SPELLS

Attack spells damage enemies. At higher levels, your spells will do more damage, and/or damage multiple enemies.



BLAZE (LV1-4)

Spell of Fire. This is particularly effective on decayed and shrivelled enemies such as skeletons and zombies.

FREEZE (LV1-4)

Spell of Ice. This chilling tornado inflicts damage by freezing enemies.

BOLT (LV1-4)

Spell of Lightning. Inflicts a lot of damage, but depletes MP rapidly, and can only be used by an experienced magician.

SUPERNOVA (LV1-4)

A powerful attack method only available to the Hero, for reasons that may be related to his forgotten past...

DESOUL (LV1-2)

Summons the spirit of death who takes the lives of an unlucky proportion of enemies. This spell is secret knowledge and can only be used by the most powerful magicians.

MAGIC LIST

RESTORE SPELLS

Used to heal the injuries of your allies. When tackling stronger enemies it is essential that at least one character can cast these spells.

HEAL (LV1-4)

Restores the health of one character using faerie magic.

AURA (LV1-4)

Advanced healing spell. Restores to health several allies at once.

DETOX

Neutralises the effects of poison infections.

AUXILIARY SPELLS

Take control of the battlefield with spells that increase your allies' abilities and decrease your enemies' defences. These spells are very powerful when used correctly.

SHIELD

Renders enemy magic ineffective.

DISPEL

Binds the magic of a proportion of enemies.

ELUDE

Places a thick cloud around enemies reducing their range of vision and the effectiveness of their attacks.



MAGIC LIST

ATTACK (LV1-3)

QUICK (LV1-2)

SLOW (LV1-2)

SLEEP

EGRESS

STEP (LV1-3)

BOOST (LV1-3)

Increases an ally's strength temporarily making attacks more powerful.

Maximises an ally's metabolism increasing their speed.

Opposite to Quick, this reduces an enemy's metabolism slowing them down.

Sends an enemy to sleep rendering them unable to fight (miss one Turn).

Abandon the battle and retreat to the town. As with Supernova, only the hero can use this spell.

Makes an ally's body lighter enabling them to travel further distances.

Increases the effectiveness of an ally's magic.

COMBINING THE EFFECTS OF MAGIC AND CARDS

When combining 2 or more spells or Cards, the more powerful will take priority. For example, if a spell is used to increase mobility +4, at the same time a Card is used to increase mobility +3, the effect will be a +4 increase (not +7).

ITEMS AND WEAPONS

Selection of the Items and Weapons available are listed below.

ITEMS

MEDICINAL HERB
HEALING SEED
ANTIDOTE
ANGEL WING
POWER POTION

Slightly recovers HP.
Recovers more HP than Herbs.
Neutralises poison infections.
Retreat to the Abbey during Battle Mode.
Increases potency of attack.

WEAPONS

SHORT SWORD
BRONZE LANCE
SPEAR
HAND AXE
WOODEN STAFF
WOODEN ARROW

Easy to carry sword. Standard weapon for swordsmen and warriors.
Standard weapon for knights.
Useful for attacks over long distances. Can be carried by knights.
Can only be carried by powerful races such as dwarves.
Standard weapon for mage and healers. Inflicts very little damage.
Useful for attacks over long distances. Standard weapon for

RUNEFAUST ARMY

Chief of the Silver Knight Army, and recognizable by his peculiar mask. With the Dark Sword in his hand, he does all in his power to hamper the Forces of Light. May have been connected to the Hero in his forgotten past.

MISHAELA

Goblin Unit Commander. Always watching the Shining Force, she may be seen appearing from time to time.

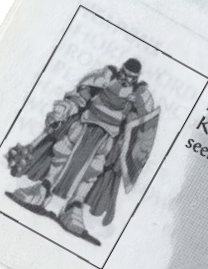
ELIOT

Commander of the Cavalry. Popular and respected as the strongest soldier in the Force. His reputation has even reached as far as Gardiana.



RUNEFAUST ARMY

DARKSOL
A mysterious character that appeared in Runefaut one day. Was appointed by the monarch as strategist, and now has the kingdom in his grasp.



RAMLADU
King of Runefaut. Though praised for his wisdom, the arrival of Darksol has seen him expand the power of Runefaut through military might and fear.



THIS IS SHINING FORCE!

GATHER YOUR ALLIES AND RAISE AN ARMY!

As you progress through the story, you will find an increasing number of characters to ally with. Just as some potential allies are actively seeking the Hero, others are in towns waiting to be found. Collect information, talk to the townsfolk, and build the Forces of Light. Here follows a brief introduction to some of the characters and would-be allies you'll meet on your adventure.



MAX

Race: Human
Class: Swordsman
Promotes to: Hero

Washed up on the shores of Guardia injured and without memory. Having impressed the king with his sword skills, he is sent to investigate the Gate of Ancients.

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LOWE

Race:
Class:

Promotes to: Vicar

Apprentice healer training at the Guardiania Abbey. Became close friends with the Hero after saving his life. Proficient in spells of restoration.



LUKE

Race:
Class:

Promotes to: Gladiator

Soldier in the Guardiania army. Innocent, generous minded, and drives the Shining Force with aggressive fighting skills.

KEN

Race:
Class:

Promotes to: Paladin

The most junior apprentice in the knighthood. Secretly admires the Hero. Watches enthusiastically as his destiny unfolds.

TAO

Race:
Class:

Promotes to: Wizard

Serves Princess Anri of Guardiania as a handmaid. She is the only mage training at the castle, and specialises in spells of fire.



THIS IS SHINING FORCE!



HANS

Race:

Class:

Promotes to: Elf Archer
Bowmaster

Though his skills with a bow are well respected, he doesn't like to fight. Better suited to long distance attacks from the rear.

MAWLOCK

Race:

Class:

No Promotion

Unknown
Card Master

A mysterious being that assisted Narsha's escape. He also appeared before the Hero leaving a fateful prophecy. His role is wrapped in mystery, and he is the only character that can unlock the power of the Cards.



NARSHA

Race:

Class:

Promotes to: Human Shaman
Guru

Daughter of Ramladu, King of Runefaust. After her life was threatened by Darksol, she set off to join the Shining Force. Her battle skills are minimal, but is proficient in auxiliary spells to aid her allies.

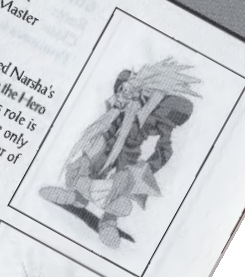
ZUIKA

Race:

Class:

Promotes to: Insector Assassin
Terminator

An enigmatic warrior insect cast inside ancient remains. Occasionally appears to assist Narsha. Cannot equip weapons, but is unrivalled in speed and mobility.



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GONG

Race: Giant
Class: Monk
Promotes to: Master Monk

In keeping with teachings he carries no weapons, but can attack enemies with his vigorously trained body. He can also cast spells of restoration.



MAE

Race: Centaur
Class: Knight
Promotes to: Paladin

The only daughter of Lord Varios. Because of her pride, she took an instant dislike to the Hero. She joined the Shining Force after the tragic attack on Guardiana.

GORT

Race: Dwarf
Class: Warrior
Promotes to: Gladiator

Retired warrior who longs for the taste of battle once again. Spends his days indulging at the tavern, and brings a wealth of battle experience to the Shining Force.



KHRIS

Race: Centaur
Class: Healer
Promotes to: Vicar

Altarone nun, proficient in restoration and auxiliary spells. With her mild and gentle character, she often comes to the aid of her allies.



THIS IS SHINING FORCE!



ANRI

Race: Human

Class: Mage

Promotes to: Wizard

Princess of Guardiania presently studying in Manarina. She is well known for her golden locks, and she is proficient in spells of ice.



ARTHUR

Race: Centaur

Class: Knight

Promotes to: Paladin

Presently in charge of laundry at Manarina, but actually a knight of noble blood. On meeting the Hero, he once again sets out for battle. Occasionally dabbles in magic.

BALBAROY

Race: Birdman

Class: Birdman

Promotes to: Sky Warrior

Is injured from the attack by Rune Faust when he meets the Hero. Because he can fly, his movement is not hindered by landform.



AMON

Race: Birdman

Class: Birdman

Promotes to: Sky Warrior

Wife of Balbaroy. Continues to seek the remainder of her kind with her husband.



THIS IS SHINING FORCE!



DIANE

Race: Elf
Class: Archer
Promotes to: Bowmaster

Lived as a hunter since infancy in the mountainous nation of Bastoke. Her bow has seen a lot of action.



ZYLO

Race: Werewolf
Class: Werewolf
Promotes to: Wolf Baron

Tribal leader of Bastoke, and worshipped as king of the mountains and spirit of the forests. Carrying no weapons, he attacks with his fangs and claws. Has superior mobility in forest regions.

PELLE

Race: Centaur
Class: Knight
Promotes to: Paladin

Mercenary knight that roams throughout the lands. Were it simply for money, he would even serve Runefaust, but his pride is not for sale.



KOKICHI

Race: Human
Class: Winged Knight
Promotes to: Sky Lord

Finally realises his dreams of flying after 50 years research. With machinery mounted on his shoulders, he can swoop down from the skies to attack enemies. Mobility is unrestricted by landform.



THIS IS SHINING FORCE!



VANKAR

Race: Centaur
Class: Knight
Promotes to: Paladin

Was previously a knight in another kingdom, but now works as a henchman. Drinks heavily, but has a strong sense of pride.



GUNTZ

Race: Armadillo!
Class: Steam Knight
Promotes to: Steam Baron

Pupil of the inventor Crock. While wearing the armoured Steam Suit, he becomes a powerful force to be reckoned with. The equipment is heavy though, so his movement is slow.

DOMINGO

Race: Magical Being
Class: Magical Being
No Promotion

The most powerful magical being created by a mage. Domingo was born of an egg, can cast potent spells of ice, and because he floats in the air, his mobility is unaffected by landform.



EARNEST

Race: Centaur
Class: Knight
Promotes to: Paladin

A brave knight that led his troops gallantly against the Runefaut armies, but was defeated by overwhelming military might. This was the impetus for joining the Shining Force.



THIS IS SHINING FORCE!



LYLE

Race: Centaur
Class: Assault Knight
Promotes to: Strike Knight

Because of his clan, he was unable to join a legitimate knighthood. As an apprentice of Inventor Crock, he carries a mechanical bow and arrow as powerful as a bazooka.



BLEU

Race: Dragon
Class: Dragon
Promotes to: Dragon Lord

Among the last of the dragons in the service of the Ancients. Still a child, he often tends to cry, but is strong in both attack and defence. Through flight, his mobility is un-hindered by landform.

ALEF

Race: Foxling
Class: Mage
Promotes to: Wizard

Foresaw the plot by Darksol, and proficient in the spell of lightning, which is reputed for being particularly difficult to learn.



TORASU

Race: Hobbit
Class: Healer
Promotes to: Vicar

Has been aware of the destiny of the Shining Force from long ago, and trained hard for the day their paths would cross. Very old and wise.



FREQUENTLY ASKED QUESTIONS

How many characters can become allies?

There are more than 30 in total. Among them are a number of characters that are particularly hard to ally with, but by talking to people in the towns, examining books on the shelves etc. you will almost certainly find some useful hints.

How do you raise a character's level?

Level is based on Experience, so the more enemies each character attacks, the higher their level will become. However, experience gained is proportional to the strength of the enemy.

Why can't I achieve a Clear Bonus?

Some characters can only move short distances through difficult terrain, and others have no problems. Some characters use machines to fly, and are perfect for attacking airborne enemies. By thinking carefully about each ally's characteristics, enemy types etc. you should be able to reduce the Turns necessary to succeed.

Are there any weapons with special powers?

Among the available weapons, there are some that are particularly effective against specific enemies. When used correctly, these can be more powerful than regular weapons.

FREQUENTLY ASKED QUESTIONS

Will something special happen if I collect all the Cards?

A specific character will obtain a special Item when the collection is complete, so good luck finding them all.

Who is the character Yogurt near the Gate of Ancients?

Yogurt's identity is a mystery, but by fulfilling certain conditions can become your ally. Further, when moving through the towns in each chapter, an event can be viewed where Yogurt appears. These events progress throughout the story.

Are there any hidden Items?

Yes. Search carefully around the castles and towns etc. and you will certainly find some useful hidden Items.

What is the Growth Chart in the detailed Status Screen?

This shows the relative growth of each of your allies according to their own parameters. Some characters are nocturnal, some are precocious etc., and looking at the chart, and considering each character's special skills is the key to becoming more effective in battle. Even those that begin weak, if employed correctly can become strong in battle.

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QUICKSTART SUOMEKSI

PERUSOHJAUKSET

L-painike

Ristiohjain

R-painike

A-painike

B-painike



Kaupunkitila (kaupungit, kartat jne.)

A-painike

Puhu/Avaa aarrearkku/Etsi/
Valitse (Valikkotila)

B-painike

Peruuta valikko

Ristiohjain

Liiku/Valitse valikosta

B-painike +

ristiohjain:

Liiku nopeasti

START-painike

Avaa valikko

L-painike:

Avaa valikko

Taistelutila

A-painike

Valitse/Avaa komentovalikko

B-painike

Peruuta valikko (Valikkotila)

Ristiohjain

Liiku/Liikuta kohdistinta

START-painike

Avaa valikko

R-painike

Näytä liikkuma-alue (paina

kahdesti,

jos haluat nähdä tilannetiedot)

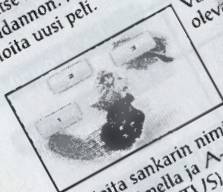
Avaa valikko

L-painike

ALOITA / LATAA / TALLENNÄ

PELIN ALOITUS

Valitse kieli ja paina START aloitusikkunassa, jos haluat katsoa pelin johdannon. Näkyviin tulee myös tallennusikkuna. Valitse "New" (uusi) ja aloita uusi peli.

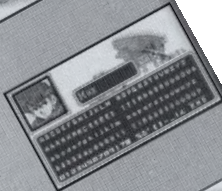


Kirjoita sankarin nimi (enint. 7 kirjainta). Valitse Tallenna tiedosto kohdista 1-3. Käynnissä oleva peli tallentuu valittuun tiedostoon.

Kirjoita sankarin nimi (enint. 7 kirjainta). Valitse korostettu kirjain ristihajaimella ja A-painikkeella. Poista kirjain B-painikkeella. Valitse END (LOPETUS), kun olet valmis.

PELIN JATKAMINEN

Jos haluat jatkaa aikaisemmin tallentamaasi peliä, valitse "Continue" tallennusikkunasta. Kun tallennetut tiedostot ovat esillä, valitse peli, jota haluat jatkaa. Jos valitsit "Delete" (poista), tallennettu peli poistetaan. Jos haluat aloittaa pelistä toiseen tallennuskohtaan, valitse "Copy".



QUICKSTART PÅ SVENSKA

GRUNDKONTROLLER

L-knappen

Styrknappen

R-knappen

A-knappen

B-knappen



Stadsläge (städer, kartor mm)

A-knappen	Prata/öppna skattkista/sök/välj (menyläge)
B-knappen	Avbryt meny
Styrknappen	Flytta/välj från menyn
B-knappen + styrknappen	Flytta snabbt
START-knappen	Öppna meny
L-knappen	Öppna meny

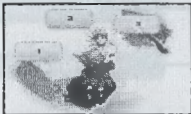
Stridsläge

A-knappen	Välj/öppna kommandomeny
B-knappen	Avbryt meny (menyläge)
Styrknappen	Flytta/flytta markör
START-knappen	Öppna meny
R-knappen	Visa rörelseområde (tryck två gånger för status)
L-knappen	Öppna meny

STARTA/SPARA/LADDA SPEL

STARTA ETT SPEL

När du har valt språk trycker du på **START** på titelskärmen, så visas inledningen och skärmen för sparade filer. Starta ett nytt spel genom att trycka på "New" (ny).



Välj en sparad fil från 1 till 3. Framsteg i spelet sparas i den utvalda filen.

Ange hjältens namn (upp till 7 tecken). Välj en markerad spelfigur med hjälp av styrknappen och A-knappen. Ta bort en spelfigur med hjälp av B-knappen. Avsluta med END.



FORTSÄTTA ETT SPEL

Fortsätt ett tidigare sparat spel genom att trycka på "Continue" (fortsätt) på skärmen för sparade filer. När de sparade filerna visas väljer du vad du vill spela. Om du väljer "Delete" (ta bort) raderas en sparad fil. Om du väljer "Copy" (kopiera) kopieras ett spel till en annan sparad fil.



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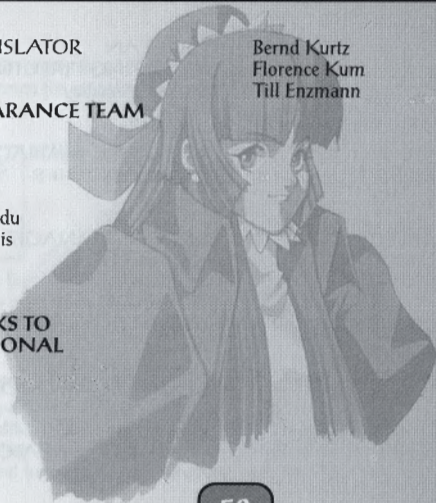
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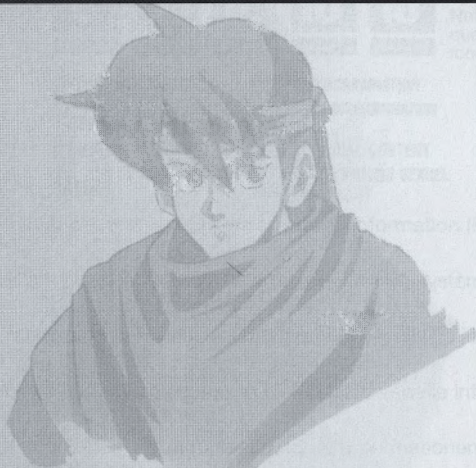
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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

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LA DISCRIMINATION



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