

# Shining Force Game Walkthrough

## Guardiana

You start the game in a state of unconsciousness, having been training with Lord **Varios**. After the soldier comes to call **Varios** away you should go inside the building where you'll find **Lowe**. You decide to find out what's going on, and from here the game truly begins. Talk to the **priest** and he'll tell you about a nightmare he had last night, talk to the other people and the scene will become clearer. If you wander to the right of the town and up a little pathway you'll find the **local pub**, and in it an old warrior named **Gort**. He'll join later on, and it's important that you speak to him now. Wander up around the **castle** next and in one of the buildings outside you'll meet a female centaur named **Mae**. She too will join later. If you now go to the **castle** itself you'll overhear a little of the conversation and be roped into saving the world. The **King** will tell you to gather your troops, and so you should head back towards the **town**. **Lowe**, **Hans**, **Ken**, **Tao** and **Luke** will come running up behind you, eager to join. Then return to the **castle** and you will be given **100 gold** with which to purchase equipment and supplies. You should get **medical herb** for everyone and at least one spare piece. My advice for the next part is that as soon as you reach the first battle, you should exit the battle and go right, towards the **small hut**.

## Gong's Hut

Outside the hut you'll find a muscly looking guy chopping up wood. Talk to him and he'll join you. His name is **Gong**. On the right of the area you'll find a strange creature wearing a helmet, his name is **Jogurt**. He won't join yet, but talk to him anyway if you like. Inside the **hut** you can save game. Then you should head back out into the battle.

## Battle 1

### The Ancient Gate

Monster	#	HP	MP	AT	DF	AG	MV
Rune Knight	1	14	0	7	7	7	7
Dark Dwarf	2	12	0	5	8	5	4
Goblin	5	12	0	4	6	5	5

## Battle 2

### Return to Guardiania

Monster	#	HP	MP	AT	DF	AG	MV
Rune Knight	2	14	0	7	7	7	7
Dark Dwarf	3	12	0	5	8	5	4
Goblin	6	12	0	4	6	5	5

## Guardiana

You return to find **Guardiana** in ruins, having been attacked while you were away. If you return to the **pub**, **Gort** will tell you that the attack made him want to fight again, and he'll join the Force. Now go to the **castle** and you'll find **Kane** there, he'll kill **Varios** and the **King**. To avenge the deaths, **Varios' daughter Mae** will join. In and around the **castle** you'll be able to find the following items: **50 gold**, **power potion**, **defence potion**, **angel wing** and an **antidote**. Save the **potions** for later. They boost stats permanently, but it's best to use them after promotion. Now you should head north towards **Alterone**.

## Battle 3

### To Alterone

Monster	#	HP	MP	AT	DF	AG	MV
Rune Knight	5	14	0	7	7	7	7
Dark Dwarf	5	12	0	5	8	5	4
Giant Bat	5	14	0	11	6	9	7

## Alterone

Around the **town** you'll be able to find: **50 gold**, **50 gold**, **70 gold**, **medical herb**, **2 healing seeds**, **power potion** (*push the cart into the girl, then she'll push you into the water so you can reach the chest on the little island*), a **middle sword** and a **bronze lance**. As before, save the **potions** for later. After you have gathered all these items, go to the bar and talk to everyone. You'll be asked if you come from **Guardiana**. You'll be able to enter the **castle** if you answer **yes** to both questions asked. Now go to the **castle**.

## Alterone Castle

Before you talk to the **King**, have a scout around for these items: **100 gold**, a **healing seed**, some **bread of life**, a **defence potion**, a **wooden staff**, a **wooden arrow** and a **middle sword**. While exploring you'll probably meet **Khris**, a blonde-haired Kyantol (half-dog). Now, talk to the **King**. He will ask you to follow him, do so to meet **Kane**. You will then be thrown in **jail**.

## Alterone Prison

In the **prison cell** is a **priest**, who is of course able to save your game, raise, cure etc. If you search the cell door, **Khris will come along and unlock the door**. It's too dangerous to head out that way though, so she will show you a **secret passage** that leads to your **HQ**. When you leave **HQ** you will find **Alterone** town full of **monsters**, so go ahead and fight battle number 4!

## Battle 4

### Inside Alterone

Monster	#	HP	MP	AT	DF	AG	MV
Dark Mage	1	13	26	6	6	9	5
Sniper	2	13	0	7	5	7	5
Rune Knight	4	14	0	7	7	7	7
Dark Dwarf	4	12	0	5	8	5	4
Giant Bat	4	14	0	11	6	9	7

## Alterone Castle

When you win, go to the **castle**. You can find **50 gold** and a **healing seed** in some chests that you couldn't get to before. Then speak to the **King**, who'll apologise for his actions. He'll go on to explain to you to use the **Dragon's Head** to leave. This part seems to cause trouble for a lot of players, perhaps they didn't listen to the **King**. The **Dragon's Head** is a carving on a wall in the bottom left of the castle, around **the pools**. Search it and you'll find a **chain**. You'll be asked if you want to pull it – say yes and enter the **passageway** to complete Chapter 1 and move on to Chapter 2...