



SEGA CLASSICS for Palm Handhelds

With SEGA Classics, you'll enjoy a blast from the past with games that are just as fun the second time around! The first part of this manual refers to the Palm version of this game. The latter pages contain the vintage manual from the Sega Game Gear version of this game.

For a full catalog of SEGA Classics games for Palm devices and customer support resources, see: <http://www.palm.com/sega>.

Shining Force II: The Sword of Hajya ©2003

Object:

Three months have passed since Prince Nick and his group began their expedition. Their land, known as Cypress, was taken over by Warderer, the leader of the Iom army. That fierce battle, in which Nick lost the use of his right hand, was only the beginning. The Iom army is ruthless and very ambitious. Knowing this, Prince Nick must set off with his team to defeat the Evil Iom and regain the land of Cypress.

Game Controls:

Start button: (First button from the left)
Start, pause, and un-pause the game.
The Start Button removes the Status Bar.

Button 1: (Third button from the left)
Select a command.

Button 2: (Fourth button from the left)
Cancel a command.

Directional Pad Controls:

The directional control pad moves the selected character, and moves the selection cursor on menu screens.

Displays:

In Combat Mode:

L.E. - Land Effect - Character's mobility depending on the terrain encountered.

HP - Hit Points - The number on the Left represents current life force and the number on the right shows your maximum life force.

NOTE: If your character attacks a Monster with HP of "????", that means the HP are above 100.

MP - Magic Points - If your character's MP run low, then the character cannot cast any Magic Spells.

In Status Mode:

Class - Race of the character.

EXP - Experience each character receives when in Combat. When you EXP reaches 100, the character's Level increases by 1.

ATT - Character's Attack Strength.

DEF - Character's Defense Strength.

AGI - Character's Agility and determines the order of movement among your characters.

MOV - Character's range of movement.

NOTE: In Combat, if it is your character's turn, you are able to check the status of your enemy by pressing Button 2 and selecting the specified enemy(s).

Command Menu:

After moving a character, the following commands will appear:

BTL - Attacks an enemy within range of the character's weapon.

MGC - If character is able to cast magic, casts a magic spell.

STY - End a character's turn without doing anything.

CHK - Opens treasure chest, and secrets

ITM - Item Command Menu appears

Item Command Menu:

USE - Use any item that the character has acquired.

EQP - Equip any weapon/ring that the character has acquired. NOTE: Some weapons can only be used by specific characters.





SEGA CLASSICS for Palm Handhelds

Shining Force II: The Sword of Hajya ©2003 (manual continued)

Item Command Menu:

(continued)

GIV - Character can give any item to any character next to them.

DRP - Drops any selected item. Dropped items cannot be recovered.

Game Menu:

When your character is highlighted, press Button 2 and move the cursor to any position that is not occupied by a character. Now press Button 1 and the Game Menu will appear.

STT - Status of any character in combat.

MES - Turn ON/OFF message bars during combat.

SPD - Set the speed of scrolling text messages.

QIT - Quits the game.

Between Combat:

CAMP - Takes your character to the Shining Force Camp.

SHOP - Takes your character to the Town Shop.

EXIT - Leave the camp and enter the next battle.

In CAMP:

HLP - Make sure all your characters are ready for battle.

RAS - Resurrects all characters that have been defeated in combat.
20 Gold X Level = Total Cost.

CUR - Cures poison and curses.

PRM - Character can be promoted to the next Class once the character has reached Level 10.

CNG - Change active members. Select character to remove, then select character you want to join the group.

In SHOP:

BUY - Purchase an Item(s).

SEL - Sell back an item(s) at 75% the purchasing value.

DLS - Can purchase back weapons/items sold previously.

FIX - Fix broken weapon(s).

Program Options:

Tap the Options button to access the sound option: Tap the Sound On checkbox to clear the check and play without music and sound effects. Select OK to set this option, or Cancel to return to the game with the option unchanged.

Exiting and Saving the Program:

Tap the Quit button. The "Do you want to save this game?" overlay will appear with the following options:

YES - The game will save your progress and then exit.

NO - The game will exit without saving the game.

CANCEL - The overlay will disappear and the game will resume.

Note: If the game is a demo version, the game will not offer the option to save your progress.

Resuming a Saved Game:

With a game saved in memory, if the user starts the game, the "Resume saved game?" overlay will appear with the following options:

YES - Resumes saved game.

NO - Begins a new game.

DELETE - Deletes saved game.

ORIGINAL GAME GEAR MANUAL ON FOLLOWING PAGES



SEGA™

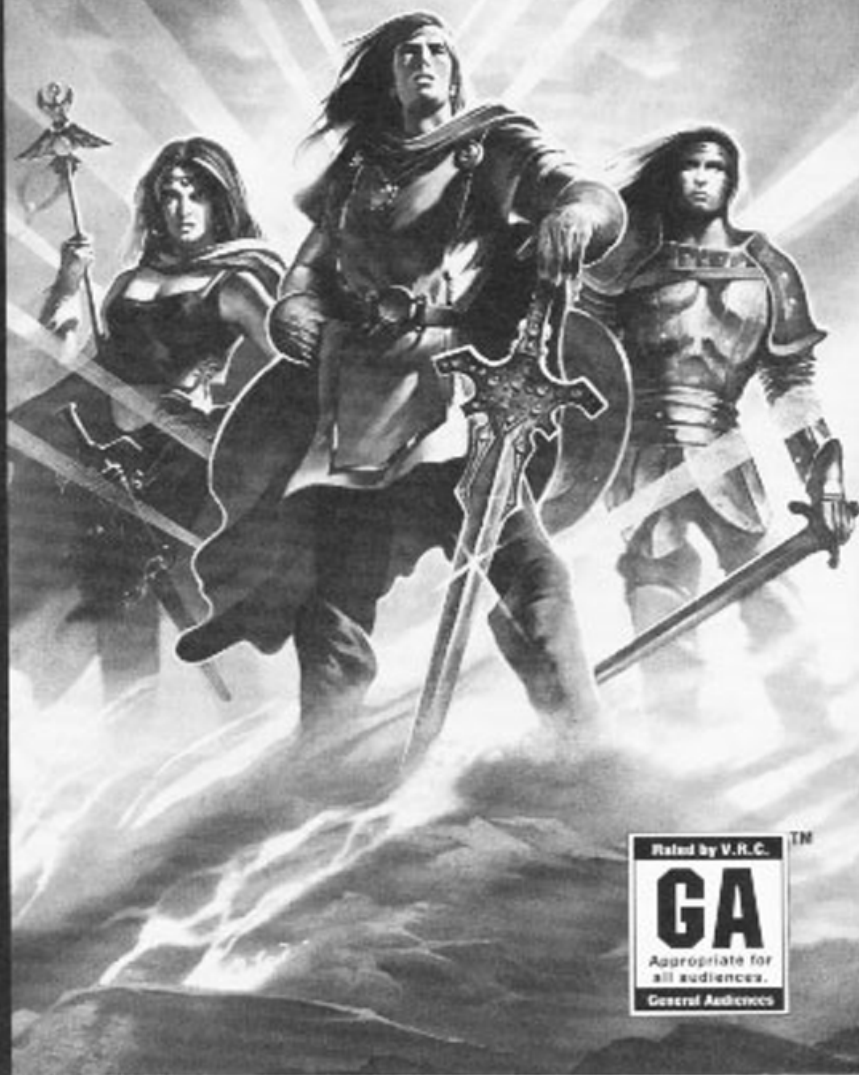
GAME GEAR™

INSTRUCTION MANUAL



SHINING FORCE™

THE SWORD OF HAJYA



PROLOGUE

Three months have passed since Prince Nick and his group began their expedition. Their land, known as Cypress, was taken over by Warderer, the leader of the lom army. That fierce battle, in which Nick lost the use of his right hand, was only the beginning. The lom army is ruthless and very ambitious. Knowing this, Prince Nick must set off with his team to defeat the Evil lom and regain the land of Cypress.

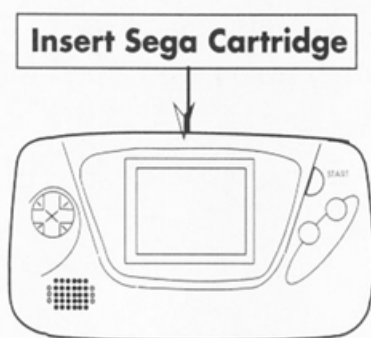
Defending the land in the absence of the regular army is a group of young warriors in training. They diligently guard their home, and peace reigns for a time. But soon, the novice soldiers discover that they, too, are within grasp of the hand of evil. The lom army has begun an invasion! While the trainees struggle to push back the invading forces, the Sword of Hajya, which is rumored to contain vast magical powers, has been stolen! The stalwart youths set out to retrieve the sword, unaware of just how powerful the lom army is . . .

STARTING UP

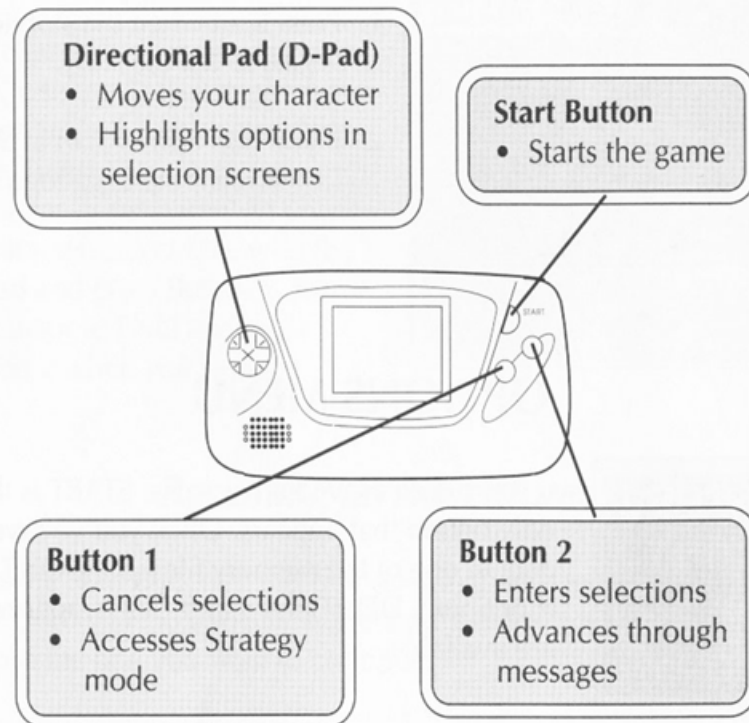
1. Set up your Sega™ Game Gear™ System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Shining Force: The Sword of Hajya*™ cartridge into the Game Gear.
3. Turn the power switch ON. In a few moments, the *Shining Force: The Sword of Hajya* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Shining Force: The Sword of Hajya* is a 1 Player game.



TAKE CONTROL!



GETTING STARTED



Press the Start Button when the Title screen appears. The storyteller asks if you'd like to read the story with her.

When START appears in the top right corner of the screen, press Button 2.



Notes

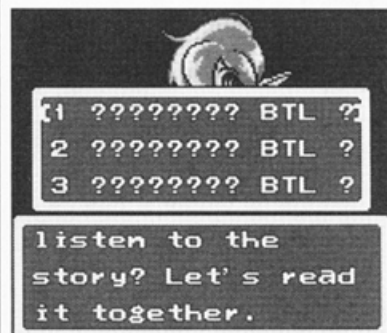
1. Press Start when the storyteller begins to tell the story.
2. If you don't press Start at the Title screen, the Sega logo reappears.

OPTIONS MENU



If you haven't saved any games, START is the only option that appears. Once you've saved data in one of the memory files, the CONT (Continue), DEL (Delete) and COPY options are available.

Save File



Now you need to choose a file in which to store your adventures. Place the cursor around the desired file and press Button 2. To resume a saved game, see "Resuming an Adventure" on page 7.

Name Entry

The Name Entry screen appears next. Use the D-Pad to place the cursor around a character, then press Button 2 to enter that character in the name. To change a character, select DEL with the D-Pad and press Button 2. Move the cursor to END and press Button 2 when you're done.



Resuming an Adventure

Press the Start Button at the Title screen, then select CONT when the Options Menu appears. If there are several adventures saved, choose the one you wish to continue.

Transferring/Erasing Data

If you wish to move an adventure from one of the saved files to another, select COPY. Choose the number of the file in which the adventure is currently saved, then choose the number of the file to which you want to transfer the data. This can only be done when you have fewer than three games saved.

To erase unwanted data, select DEL, then use the D-Pad to choose the saved file you want to empty. Press Button 2 to erase.

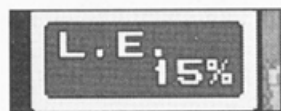
BATTLE SCREEN

Screen Signals



1. Land Effect indicator shows how current terrain affects your character's movement.
2. Shows current status of selected character (Name, Hit Points and Magic Points).
3. Displays commands used during battle.

About Terrain



You will have to negotiate many different types of terrain during your journey. The L.E. (Land Effect) indicator shows how the current terrain hinders your character's movement. The higher the percentage displayed, the more your character is affected.

Battle Commands

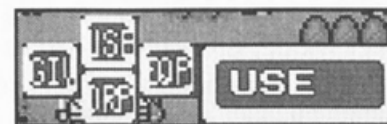
You control each of your characters in turn. Use the D-Pad to select a command, then press Button 2.



BTL (Attack): Attack by selecting an enemy that's within striking distance.

MGC (Magic): Cast a spell by using the D-Pad to select it, then pressing the D-Pad LEFT or RIGHT to determine its strength.

ITM (Items): For this command, there are four subcommands:



- **USE:** Use one of your character's items. After selecting USE, select the item to be used.
- **GIV (Give):** Select the item you want to give away, then select the character to whom you'll give the item. The character giving the item and the character receiving it must be next to each other.
- **EQP (Equip):** Equip the character with an item.
- **DRP (Drop):** Throw away an item your character no longer needs.

STY (Stay): This signifies the end of a character's turn without making a move.

CHK (Check): Use this command when your character is standing in front of a treasure chest.

Strategy Mode

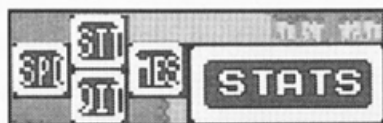
When it is one of your characters' turn, press Button 1 to enter Strategy mode. A white cursor appears around the character whose turn has come. Press and hold the D-Pad in any direction to look at the surrounding area.



To check the status window of any character in the scene, move the cursor to that character and press Button 2. Press again to close the status window.

Special Subcommands

After entering Strategy Mode, press the D-Pad to move the cursor to a spot not occupied by any character, then press Button 2. Four helpful subcommands appear:



STT (Status): Check the overall status of the selected character.

SPD (Speed): Adjust the speed of game action by pressing the D-Pad LEFT or RIGHT.

MES (Message): Choose whether or not messages will appear during battle scenes.

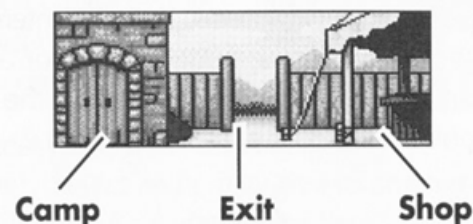
QIT (Quit): Save your current journey to continue play at another time.

Experience and Promotions

All characters are awarded Experience Points as they attack/defeat enemies, use Magic and perform other actions while advancing through the game. Amassing 100 Experience Points raises a character's level by one.

Once a character has reached Level 10, he or she can be promoted to a higher rank. This promotion allows the character to use more powerful Weapons that weaker characters can't use.

VILLAGE COMMANDS



During your adventure, you will come across many Villages. In each Village you can save the data from your adventure, purchase items in the Shop, and take care of other important tasks. Select the place you want to go to using the D-Pad, then press Button 2. (Pressing Button 1 moves the cursor to EXIT.)

The Shop

You can purchase weapons and items at the Shop. Use the D-Pad to select one of four commands:



BUY: Buy something you might need on your journey. Browse through the weapons and items and their prices, and check the number of Gold Coins you have. Once you've decided on something, select it with the D-Pad and press Button 2. Next, select the character who will carry the weapon or item.

SEL (Sell): Receive gold for a weapon or item you no longer want. Select a character, then select a weapon or item to sell.

DLS (Deals): The Shopkeeper sometimes gets his hands on special or used weapons or items. If you're interested, you can purchase these using the same steps as for BUY.

FIX: Have a damaged weapon serviced. Select the character whose weapon needs work and press Button 2.

Camp

This is where the characters in your group prepare for battle. You can save data, heal characters who have been injured, select/change the characters who will battle, and prepare weapons and items to be carried on the journey.



HLP (Help): Make sure all your characters are ready for battle.

There are four subcommands, as follows:



- **RAS (Raise):** Bring back a character who is resting from exhaustion.
- **CUR (Cure):** Cure characters who have been cursed or poisoned.
- **PRM (Promotion):** Upgrade characters who have reached Level 10 or above.
- **STT (Status):** Check a character's overall status. Choose the character you want to check and press Button 2. (See page 14 for more information on Status.)

CNG (Change): You can have a total of 12 characters in your battle group, including the hero. To change active members, first select the one you want to remove, then select the one you want to join the battle group.

ITM (Item): Each character can carry up to four items. There are four subcommands:



- **USE:** Select items that can be used.
- **GIV (Give):** Select an item to give to another character.
- **EQP (Equip):** Equip a weapon or item.
- **DRP (Drop):** Throw away unneeded weapons or items.

SAV: Save the data from your current adventure. This is a good idea, especially before heading into battle. Should you encounter trouble, you can always come back and try again.

Exit

Once all preparations have been made, leave the village and head for the battle that awaits you.

USING THE STATUS SCREENS

There are two types of Status screens. One can be selected while in camp, and the other can be viewed during battle.

Camp Screen

While in a village, select CAMP with the D-Pad and press Button 2. Then select HLP and press Button 2. Finally, select STT and press Button 2 again. Choose the character whose status you wish to review using the D-Pad. The following information is displayed:



1. Character's Name
2. Character's Class
3. Current Level
4. Weapon Currently Equipped

HP Hit Points
MP Magic Points
AT Attack Points
DF Defense Points
AG Agility Points
MV Range of Movement

Battle Screen

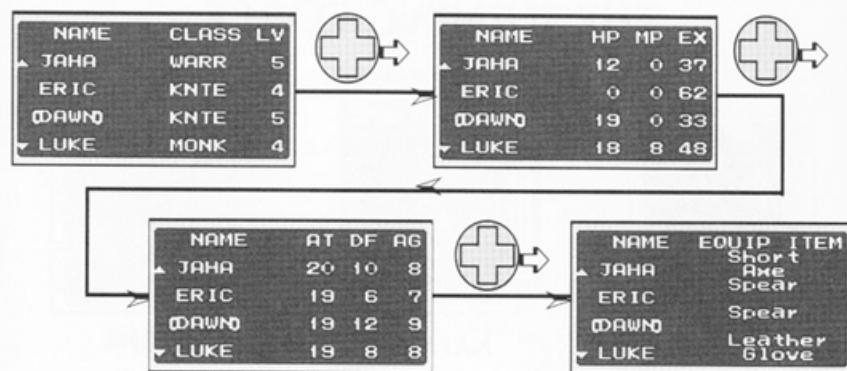
Enter Strategy mode as explained on page 10, select STT and press Button 2. There are two ways to view the status of the members of your team:

NAME	AT	DF	AG
JAHA	20	10	8
ERIC	19	6	7
DAWN	19	12	9
LUKE	19	8	8

GOLD	890
------	-----

1. Place the brackets around the name of the character whose status you want to check and press Button 2. Information is displayed as shown.

2. Four names can appear at one time. Use the D-Pad to scroll UP and DOWN the list. Press the D-Pad to the RIGHT to bring up new information as shown:



CLASS

Whether or not a weapon can be equipped and used depends in part on the class of the character. Be sure to choose the most powerful weapon your character can use.

CLASS
 Hero/Airman
 Horseman
 Soldier
 Priest/Sorcerer
 Archer/Ranger
 Monk/Manbeast

WEAPON
 Sword
 Lance/Spear
 Axe
 Staff/Rod
 Bow
 Glove

THE SHINING FORCE



THE HERO (YOU)
 Race: Human
 Class: Swordsman



NATASHA
 Race: Human
 Class: Sorceress



JAHA
 Race: Dwarf
 Class: Soldier



ERIC
 Race: Centaur
 Class: Horseman



LUKE
 Race: Giant
 Class: Monk



DAWN
 Race: Centaur
 Class: Horseman

As you forge on toward the confrontation with the Iom army, you'll meet others who'll join your crusade. Learn their class, weapon and skills as you travel with them.

IOM

These are the most powerful members of the evil group that plundered the prized Sword of Hajya. They have monsters at their disposal, as well as magical powers. You must defeat them to recover the Sword of Hajya!



BARBARA



WARDERER



SOLO



GORDON



HINDEL

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

FRENCH INSTRUCTIONS

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

SEGA'S GAMEPLAY HOTLINE

1-415-591-PLAY

CONTENTS

Prologue	2
Starting Up	4
Take Control!	5
Getting Started	5
Options Menu	6
Save File	6
Name Entry	7
Resuming an Adventure	7
Transferring/Erasing Data.	7
Battle Screen	8
Screen Signals	8
About Terrain	8
Battle Commands	9
Strategy Mode	10
Experience and Promotions	11
Village Commands	11
The Shop	12
Camp	12
Exit	13
Using the Status Screens.	14
Camp Screen	14
Battle Screen	15
Class	16
The Shining Force	16
lom	17
Tactical Tips	18
Weapons	19
Items	21
Magic	21
Credits	23
Shining Force Notes	24

TACTICAL TIPS

- Each time you visit a village, be sure to restore all characters to their best possible conditions.
- Make sure all characters have the most powerful weapons they can use, and that you have plenty of healing items.
- When characters bunch together, they become an easy target for enemies with Magic powers. Keep your characters safely spaced out whenever possible.
- The SRC (Search) command appears when one of your characters is standing in front of a treasure chest. Don't miss this chance to acquire an item. You never know what you might find!

WEAPONS

NAME	GOLD	RNG	WHO CAN EQUIP?	CURSE
Short Sword	100	1	Swordsman/Airman	No
Middle Sword	180	1	Swordsman/Airman	No
Long Sword	350	1	Swordsman/Airman	No
Steel Sword	680	1	Swordsman/Airman	No
Broad Sword	1200	1	Hero/Birdman	No
Critical Sword	????	1	Hero/Birdman	No
Katana	????	1	?	No
Shining Sword	????	1	Hero	No
Sword of Hajya	????	1	?	No
Dark Sword	????	1	Hero/Birdman	Yes
Wooden Arrow	80	2	Archer/Ranger	No
Iron Arrow	110	2	Archer/Ranger	No
Steel Arrow	300	2	Archer/Ranger	No
Robin's Arrow	700	2-3	Archer/Ranger	No
Assault Shell	???	2-3	Sniper/Bow Knight	No
Great Shot	???	2-3	Sniper/Bow Knight	No
Buster Shot	???	2-3	Sniper/Bow Knight	No
Bronze Lance	250	1	Horseman	No
Steel Lance	400	1	Horseman	No
Chrome Lance	1500	1	Paladin	No
Halberd	????	1	Paladin	No
Evil Lance	????	1	Paladin	Yes
Spear	120	1-2	Horseman	No
Power Spear	780	1-2	Horseman	No
Valkyrie	???	1-2	Paladin	No

WEAPONS (CONT.)

NAME	GOLD	RNG	WHO CAN EQUIP?	CURSE
Short Axe	120	1	Soldier	No
Hand Axe	200	1	Soldier	No
Middle Axe	380	1	Soldier	No
Battle Axe	800	1	Soldier	No
Heat Axe	1600	1	Warrior	No
Great Axe	????	1	Warrior	No
Atlas Axe	????	1	Warrior	No
Evil Axe	????	1	Warrior	Yes
Wooden Rod	60	1	Sorcerer/Priest	No
Bronze Rod	140	1	Sorcerer/Priest	No
Iron Rod	240	1	Sorcerer/Priest	No
Power Stick	600	1	Sorcerer/Priest	No
Flail	1400	1	Priest	No
Guardian Staff	3200	1	Wizard/Pastor	No
Holy Staff	????	1	Pastor	No
Demon Rod	????	1	Wizard/Pastor	Yes
Leather Glove	180	1	Monk	No
Power Glove	500	1	Monk	No
Thorn Glove	1200	1	Master Monk	No
Iron Claw	????	1	Master Monk	No
Evil Claw	????	1	Master Monk	Yes

ITEMS

NAME	GOLD	EFFECT	CURSE
Medical Herb	10	MAX 10 HP restored	No
Healing Seed	200	MAX 20 HP restored	No
Antidote	20	Cures effects of poison	No
Angel Wing	40	Returns all members to camp	No
Healing Rain	???	Same as Aura level 4	No
Power Water	???	2- to 4-point increase in attack strength	No
Protect Milk	???	2- to 4-point increase in defensive ability	No
Quick Chicken	???	2- to 4-point increase in quickness	No
Running Pimento	???	2- to 4-point increase in agility	No
Cheerful Bread	???	2- to 4-point HP restored	No
Power Ring	???	10-point increase in attack strength	No
Protect Ring	???	10-point increase in defensive ability	No
Quick Ring	???	10-point increase in quickness	No
Running Ring	???	Range-of-movement increase of 2	No
White Ring	???	15-point increase in defensive ability	No
Black Ring	???	15-point increase in attack strength	Yes
Evil Ring	???	15-point increase in attack strength	Yes

MAGIC

SPELL	LVL	AFFECTS	MP	EFFECT
Blaze	1	1 Enemy	2	MAX 6 HP damage
	2	All Enemies	5	MAX 10 HP damage
	3	All Enemies	8	MAX 15 HP damage
	4	1 Enemy	8	MAX 40 HP damage
Balls of fire rain down on enemies.				

MAGIC (CONT.)

SPELL	LVL	AFFECTS	MP	EFFECT
Freeze	1	1 Enemy	3	MAX 10 HP damage
	2	All Enemies	7	MAX 12 HP damage
	3	All Enemies	10	MAX 18 HP damage
	4	1 Enemy	10	MAX 50 HP damage
Surrounds enemy/enemies with freezing cold.				
Bolt	1	All Enemies	8	MAX 14 HP damage
	2	All Enemies	15	MAX 16 HP damage
	3	All Enemies	20	MAX 25 HP damage
	4	1 Enemy	20	MAX 60 HP damage
Powerful lightning bolt zaps enemies.				
Heal Aura	1	1 Member	3	MAX 15 HP restored
	2	1 Member	5	MAX 15 HP restored
	3	1 Member	10	MAX 30 HP restored
	4	1 Member	20	ALL HP restored
	1	All Members	7	MAX 15 HP restored
	2	All Members	11	MAX 15 HP restored
	3	All Members	15	MAX 30 HP restored
	4	All Members	18	ALL HP restored
Restores HP to one or more members.				
Detox	1	1 Member	3	Cures poisoning
Return	1	All Members	8	Returns members to camp

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