

GAME BOY ADVANCE

AGB-AF5E-USA

SWINNING FORCE™

Resurrection of the Dark Dragon



INSTRUCTION BOOKLET

ATLUS
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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D (L)



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PROLOGUE

In the land of Rune, peace reigned as people of many nations, races, and tribes lived together in happiness and harmony. 1,000 years earlier, the Dark Dragon 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 vanished into myth.

One day, a young man washed up on the coast of Gardiana 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 the man's injuries cost him his memory, and he knew only his name.

The young man, whose swordsmanship greatly impressed Lord Varios, Commander of Knights, trained tirelessly to develop his skills. Meanwhile, in the far eastern kingdom of Runefaust, an evil plot took form. There in the depths conspired the vile Darksol. Having deceived the king and gained his confidence, Darksol's invasion of Gardiana was but a heartbeat away...



BASIC CONTROLS

L Button

R Button

Control Pad

A Button

START

B Button



Town Mode (towns, maps, etc)

A Button	Talk/Open Treasure Box/Search /Decide (Menu Mode)
B Button	Cancel Menu/Run (while pressing Control Pad)
Control Pad	Move/Choose from Menu
START	Open Menu (p.8)
L Button	Open Menu

Battle Mode

A Button	Decide/Open Command Menu (p.19)
B Button	Cancel Menu (Menu Mode)
Control Pad	Move/Move Cursor
START	Open Menu (p.8)
R Button	Display movement range (press twice for Status)
L Button	Open Menu (p.8)

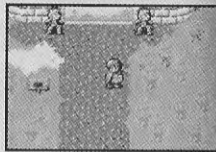
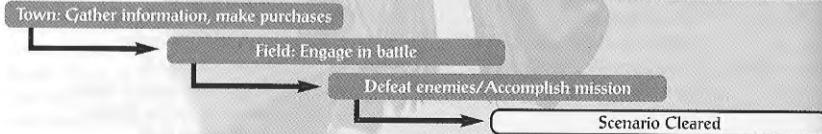
GAMEFLOW

The Shining Force adventure begins in the kingdom of Guardia, 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 Runefaust.

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



GAME START / SAVE / LOAD

STARTING THE 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 in the selected file.

Enter the Hero's name (up to 7 characters). Use the Control Pad and A Button to select a highlighted letter, and B Button to delete a letter. 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 data to another Save File.



RECORDING PROGRESS (SAVE)

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 Church (p.12). 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 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 icons. Use the Control Pad to choose an icon, and the A Button to select it.

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 ↓/↑ 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.8).



MENU ICONS FOR THE ITEM / EQUIP MENUS



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 Items. Rare Items accidentally thrown away or sold can sometimes be found at stores as a Deal (p.11).



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



CARDS
A list of the Cards collected. More details can be found on p.21.



STATS
View the status of the Hero and allies. More details can be found on p.14.

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.6).



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

BATTLE MODE MENU



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 \leftarrow/\rightarrow 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 COLOR

Adjust the color scheme for the game window.

WINDOW BRIGHTNESS

Adjust the brightness level of the game window.

TOWNS AND VILLAGES

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

AT THE STORE

In town are stores which 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 \downarrow/\uparrow 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 which character has something to sell, and then which item will be sold.



DEALS

Occasionally, Deals will appear in the store. Sometimes these are rare items you've dropped or sold.

TOWNS AND VILLAGES

AT THE CHURCH

There is a Church in every town and village. Here you can record (Save) your progress and heal your allies. By speaking to the priest, the following menu is displayed:



RECORD

Record your progress. Details can be found on p.6.



CURE

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



REVIVE

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



PROMOTE

After reaching Level 10, most characters can be promoted. By taking a promotion, the character returns to Level 1, but with the advantages of greater weaponry and a higher maximum ability level. Promoted characters become far stronger than unpromoted ones.



TOWNS AND VILLAGES

AT HEADQUARTERS

The Headquarters is where the Hero and allies equip themselves for battle. The Headquarters is built beneath town, 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.



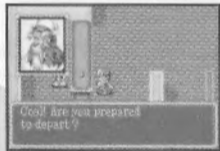
FORMATION

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 fewer than 12 allies, all characters are selected by default.



BANK

If the Hero is injured in battle, he loses half of his gold. Money deposited in the bank will not be affected.



TOWNS AND VILLAGES



STATS

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

VIEWING STATUS

STATUS LIST

- CLASS:** Present Class.
LV: Present Level.
EX: Experience gained at present level.
HP Hit Points. Character dies if HP falls to 0.
MP: Magic Points. Reduced when magic is used.
AT: Attack. Determines how much damage is inflicted.
DF: Defense. Determines how much damage is taken.
SP: Speed. During battle, faster characters move first.
MV: Movement. Determines how far characters can move.
KILLS: Number of battles won.
ATTACKS: Number of enemies fought.
KOs: Number of battles lost.

NAME	CLASS	LV	EX
CHAR	SWARFBUSTER	M	5
KAB	EDWIGHT	M	53
TAD	MAGE	M	13
KAS	GRUNT	M	30

TOWNS AND VILLAGES

DETAILED STATUS SCREEN

- LV:** Present level.
HP: Hit Points. Left is current, right is maximum.
MP: Magic Points. Left is current, right is maximum.
EX: Experience gained at present level.
MAG RES: Level of resistance to magic.
ATTACK: Determines the damage inflicted.
DEFEND: Determines the damage received.
AGILITY: Faster characters move first.
MOVEMENT: Determines how far a character can move.

HP	15/15	DEFEND	30
MP	12/12	AGILITY	10
EX	5	MOVEMENT	11
MAG RES	5		
ITEMS	7%		

Use \leftarrow/\rightarrow to switch displays between EQUIPPED \rightarrow ITEMS \rightarrow GROWTH CHART \rightarrow SPELLS.



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



Normal Growth



Slow Growth



Fast Growth



No Growth

BATTLES

Battles begin after events occur in the town or on the map. Before the battle begins, **Clear Conditions** and **Clear Bonus** are displayed. **Conditions** denote what must be done to complete the Battle. **Bonus** displays an item which will be earned if the Battle is completed in a set number of turns.



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

START BATTLE
FORMATION

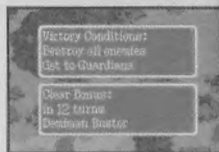
Close the Preparation Menu to begin the battle. Decide who will participate in the battle. This is the same menu as found at Headquarters (p.14).

MAP

Displays 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 is marked with a cross.

CLEAR COND
RETREAT

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 movement and action each. This is one Turn. Please refer to the TURN display in the Battle Mode Menu.

*Actions available in one move.

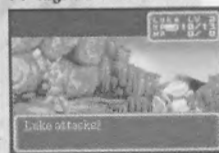
Move



Choose action from Command Menu



Employ Attack /Magic/Defense/Item



Next character's Turn.



BATTLES

1) MOVE

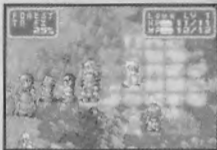
When it's a character's turn to move, they will begin to flash, and a cursor appears at their feet. Press the A Button to highlight their mobility range.



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 characteristics of each character. Knights can only travel short distances outside of flatlands, while those born in the forest can travel an equal distance regardless. Defense capabilities are also greater in mountainous and forested regions. Damage is reduced by the percentage shown in the STAT (Affected Status) window.



BATTLES

2) CHOOSE ACTION FROM COMMAND MENU

After the character has moved, select an action from the Command Menu. Use the Control Pad to choose a menu icon, 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 the equipped weapon. The attack range is highlighted, so use the A Button to select a target in range.

Sword, Axe, and Staff 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 farther away.



BATTLES



MAGIC

Cast a spell.

When magic is selected, the range of the spell is highlighted, so choose the target 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 ←/→ to change the level.

Magic is divided into Attack Magic, Restore Magic, and Auxiliary Magic. Details on each kind can be found starting on p.24.



TOOLS/EQUIPMENT

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



DEFENSE

Leaves character in a position of defense (increasing Defense capabilities). Once selected, 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 in 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 special effects, but not all can be used 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 may 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 one Turn. This effect is not possible with non-character Cards.



IMITATE

Creates a dummy manifestation of the illustrated character. This effect is not possible with non-character cards.

Whether or not you choose to unlock the power of the Cards is entirely up to you, but worry not, for Mawlock will offer advice on their use after he joins the party.

Some of the Cards are not easy to get ahold of, but if you keep trying, you're sure to find them.

BATTLES

3) PERFORM ATTACK/MAGIC/DEFENSE/ITEM USE

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 fight, the battle ends in Defeat. Money in the party's possession during the battle will halve, and you will be returned to the nearest Church.



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 (LV 1-4)** Spell of Fire, particularly effective on decayed and shriveled enemies such as skeletons and zombies.
- FREEZE (LV 1-4)** Spell of Ice. This chilling tornado inflicts damage by freezing enemies.
- BOLT (LV 1-4)** Spell of Lightning which inflicts a lot of damage, but depletes MP rapidly. Can only be used by an experienced magician.
- SUPERNOVA (LV 1-4)** A powerful attack method only available to the Hero, for reasons that may be related to his forgotten past...
- DESOUL (LV 1-2)** Summons the spirit of death, who takes the lives of several unlucky 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 (LV 1-4)** Restores the health of one character using faerie magic.
- AURA (LV 1-4)** Advanced healing spell. Restores the health of several allies at once.
- DETOX** Neutralizes the effects of poison.

AUXILIARY SPELLS

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

- SHIELD** Renders enemy magic ineffective.
- DISPEL** Binds the magic of several enemies.
- ELUDE** Places a thick cloud around enemies, reducing their range of vision and their attack effectiveness.



MAGIC LIST

- ATTACK (LV 1-3)** Increases an ally's strength, temporarily making attacks more powerful.
- QUICK (LV 1-2)** Maximizes an ally's metabolism, increasing their speed.
- SLOW (LV 1-2)** Reduces an enemy's metabolism, slowing them down.
- SLEEP** Sends an enemy to sleep, rendering them unable to fight (skip the Turn).
- EGRESS** Abandon the battle and retreat to town. As with Supernova, only the Hero can use this spell.
- STEP (LV 1-3)** Makes an ally's body lighter, enabling them to travel greater distance.
- BOOST (LV 1-3)** 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, and at the same time a Card is used to increase mobility +3, the effect will be a +4 increase (sorry, not +7).

ITEMS AND WEAPONS

ITEMS

- MEDICINAL HERB** Slightly recovers HP.
- HEALING SEED** Recover more HP than Herbs.
- ANTIDOTE** Neutralizes poison infections.
- ANGEL WING** Retreat to the Church during Battle.
- POWER WINE** Increases potency of attack.

WEAPONS

- SHORT SWORD** Easy to carry sword for swordsmen and warriors.
- BRONZE LANCE** Standard weapon for knights.
- SPEAR** Useful for attacking at long distance.
- HAND AXE** Can only be carried by powerful races, like Dwarves.
- WOODEN STAFF** Standard weapon for mages and healers.
- WOODEN ARROW** Useful for archers, attacking at long distance.

FREQUENTLY ASKED QUESTIONS

How many characters can join the Shining Force?

There are more than 30 allies total. It may be difficult to find every character, but you will receive hints by talking to people, examining books, and keeping your eyes open.

How do you raise a character's level?

Levels are based on Experience, so the more enemies each character attacks, the higher their level will become. Experience is gained in proportion to an enemy's level, so you can't get stronger by whomping on weaklings.

How can I meet the Clear Bonus?

Think carefully about each ally's characteristics, and the type of enemy they are attacking. Some characters can only move short distances, or may be hampered by hills and forests. On the other hand, some characters may be able to fly and bypass obstacles completely. By carefully thinking ahead to where you want each character, and when, you should be able to win battles in a short number of turns.

FREQUENTLY ASKED QUESTIONS

Will something special happen if I collect every Card?

A certain character will obtain a special Item after your collection is complete—so good luck finding them all.

What's the Yogurt creature near the Gate of Ancients?

Yogurt's identity is a mystery, but he may join your party if you do the right things. In addition, you may see more of Yogurt if you're in the right place at the right time each chapter. Look around and see if you can find Yogurt!

Are there any hidden items?

You bet! Search carefully in each castle and town, and you will certainly find useful hidden items.

What is the Growth Chart in the detailed Status Screen?

This shows the relative growth of each ally according to their own parameters. Some characters are nocturnal, some are testy, etc. By looking at the chart, and considering each character's special skills, you may find ways to be more effective in battle. Even characters who start out weak may become valuable if used properly.

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For more game information, visit www.atlus.com.



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