



# Shining Force™ EXA



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT 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, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing *Shining Force EXA™*. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

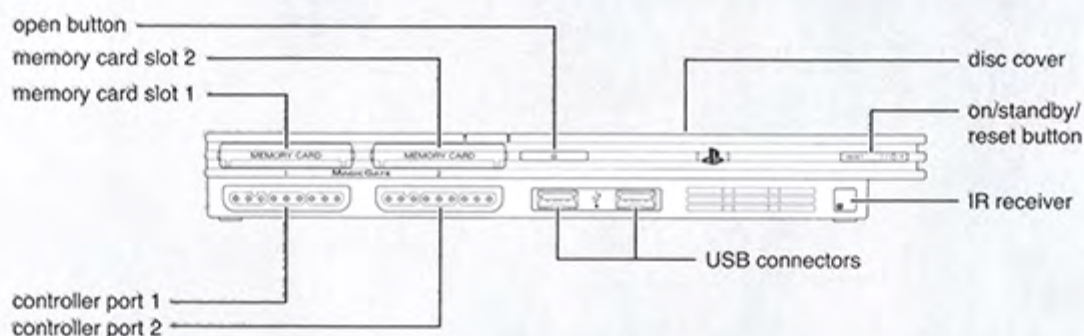


# Shining Force™ EXA

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# GETTING STARTED



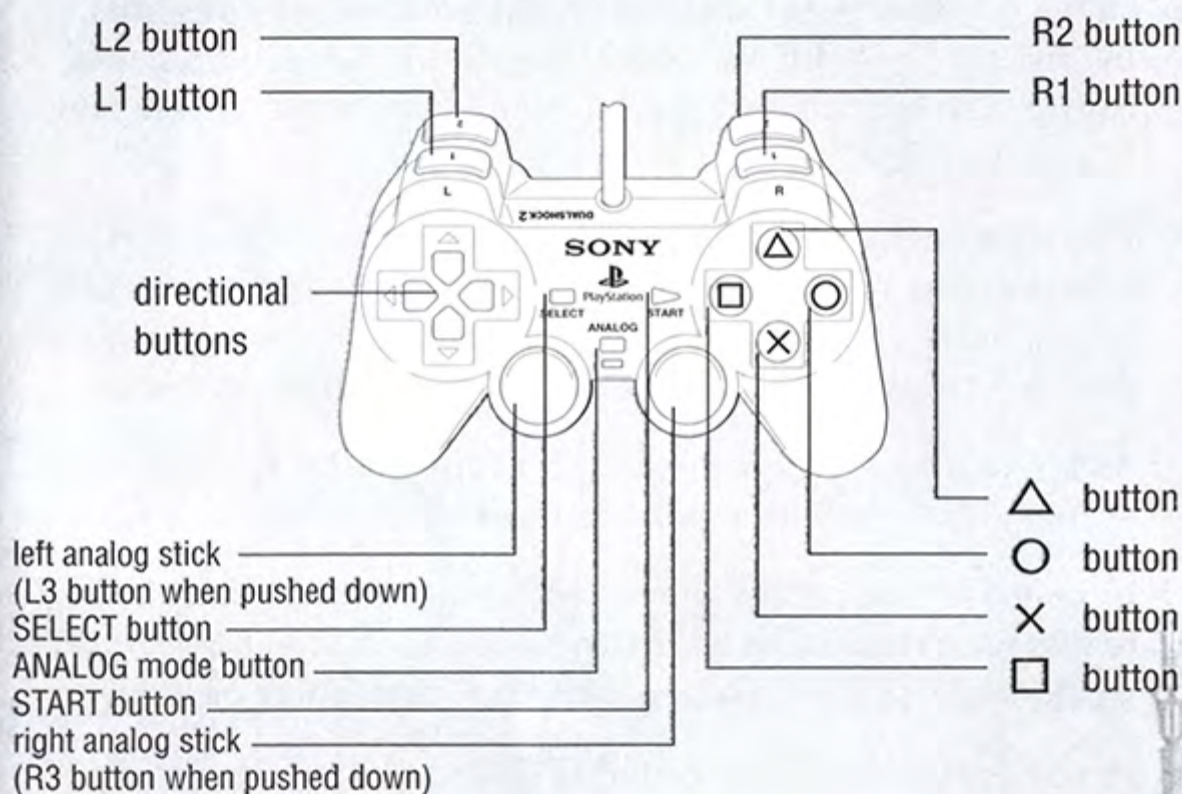
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Shining Force EXA™* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- Controls are all set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode using the ANALOG mode button.
- This game supports the vibration function of the analog controller. This can be deactivated from "Options" detailed on P.11.
- All explanations in this manual assume Type 1 configuration.

### MENU AND NON-ACTION CONTROLS

left analog stick	Select Menu Item
directional buttons	Select Menu Item
⊗ button	Select
⊙ button	Cancel
START button	Skip Movie Scenes and Conversations

# PROLOGUE

In a world inhabited by humans, beasts, and Magnus, there is a continent divided into two opposing regions. In the north is the Noswald Empire of the humans, and in the south is a territory known as Fyrlandt, where the Magnus reside.

There has always been some conflict between the two powers, but the rivalry of the two nations has noticeably increased since the new rulers of the respective parties decided to prepare massive weapons for their defense.

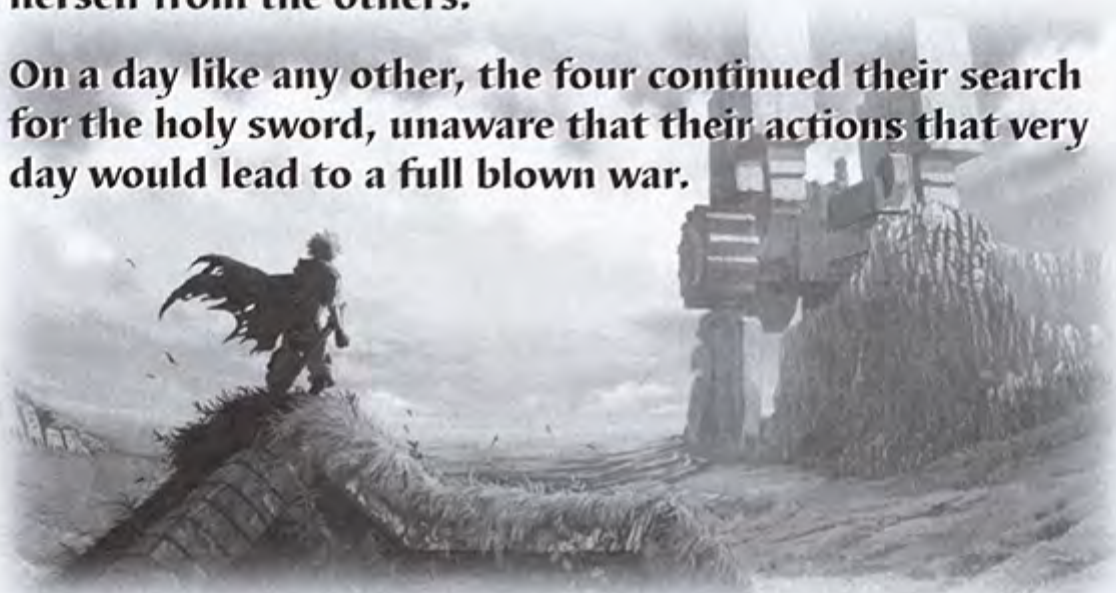
As strife and carnage spread to many of the regions, the scenes of war became part of their daily life.

In a search for refuge in the outlying region, a handful of rebels who refused to adapt to such a distorted state of the world were quietly starting a revolution of their own.

In the forgotten place called Il'Gonia Valley, the four rebels met with a common mission to find the holy sword, Shining Force.

There was Toma, a young lad; Gadfort, a knight; Maebelle, an elf; and Cyrille, a sorceress who distanced herself from the others.

On a day like any other, the four continued their search for the holy sword, unaware that their actions that very day would lead to a full blown war.

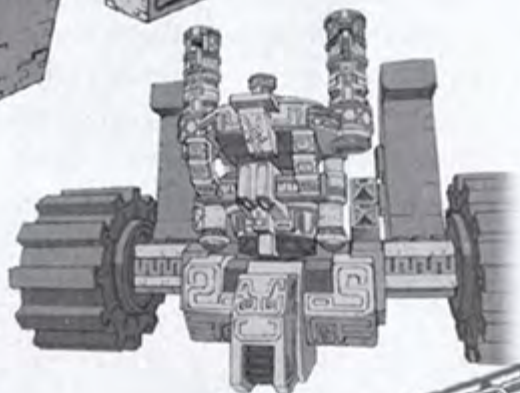
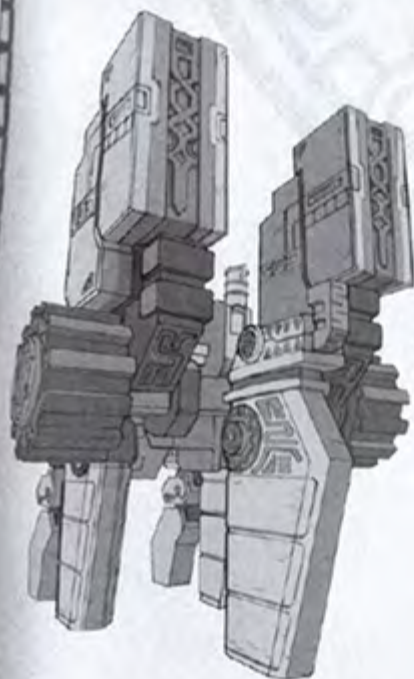
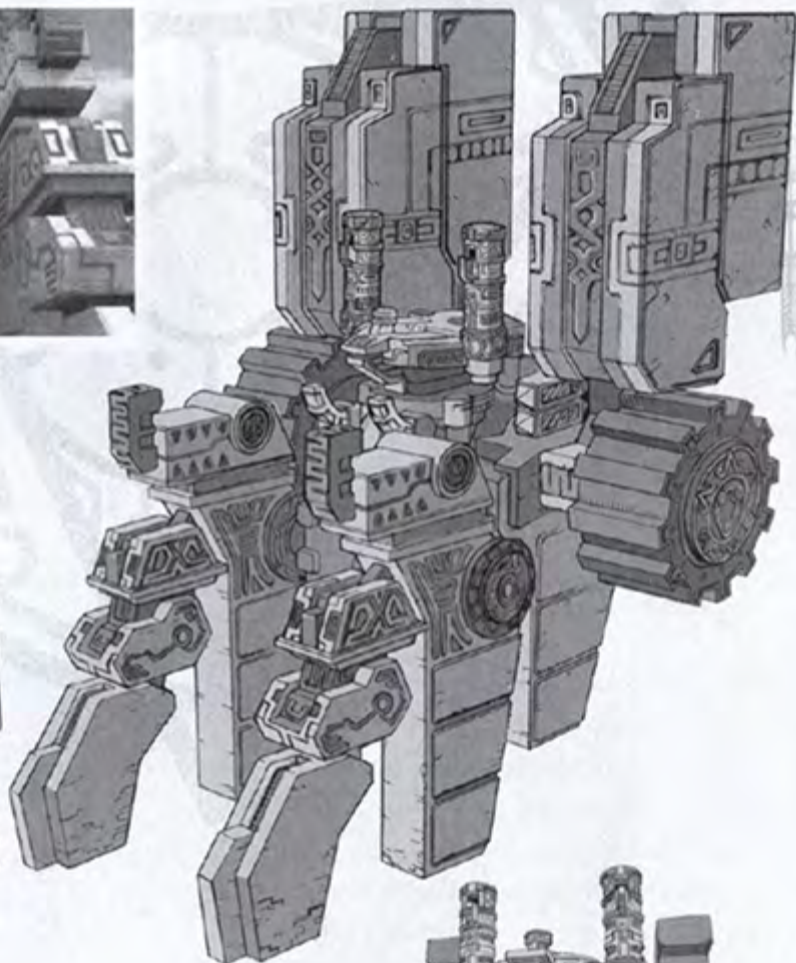


# CHARACTERS & SETTINGS

## GEO-FORTRESS

An ancient fortress that was buried under the great canyons in the outlying regions. The fortress is operational when it receives the energy emitted from the holy sword, Shining Force. Features of the fortress such as cannons, defense shields, radar, and a transport device can all be upgraded by a natural resource known as the Core Metal. In addition to powering up the basic features, the fortress can structurally transform itself to adapt to different tactical needs.

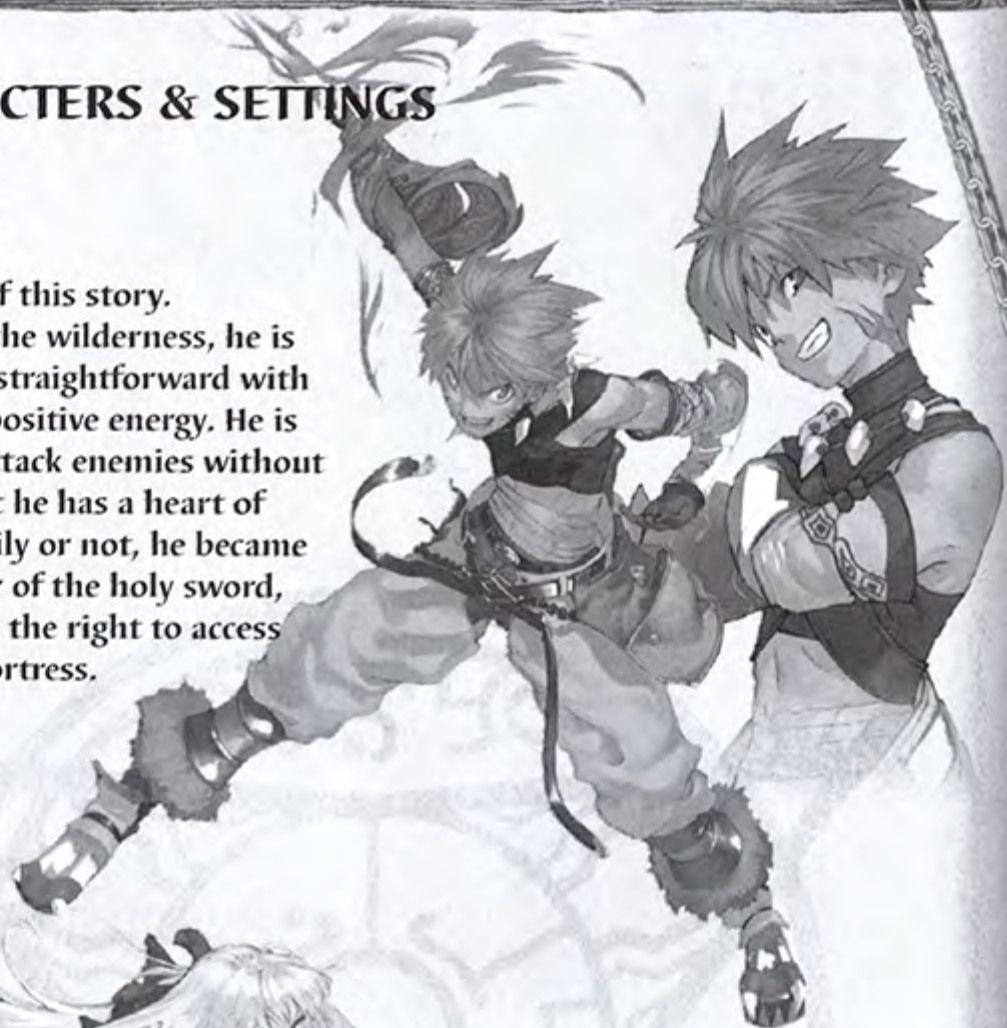
Internally, the fortress has a Control Room, Medical Facilities, Training Ground, Robot Factory, Library, Armory, cafeteria, and individual rooms. This is the most powerful fort in the world, installed with plenty of mysterious capabilities.



## CHARACTERS & SETTINGS

### TOMA

The hero of this story. Raised in the wilderness, he is extremely straightforward with plenty of positive energy. He is quick to attack enemies without a plan, but he has a heart of gold. Luckily or not, he became the master of the holy sword, giving him the right to access the Geo-Fortress.



### CYRILLE

The heroine of this story. A girl from the Noswald Empire who has been dedicating her time studying history and magic. She loves books, especially the big Magic Book she carries in her left hand. Although she is joining Toma and the others in their search for the holy sword, she seems to have her own agenda. She has a sweet tooth, but this is also unknown to the other members.



### ZHIRRA





## CHARACTERS & SETTINGS



### GADFORT

A centaur knight, formerly a warrior of the Noswald Empire. He deeply values and trains hard to improve his combat abilities, but he is a little out of touch when it comes to dealing with the ladies.

He is warm to his friends, acting as a mentor to Toma, and he is second to none on the battlefield with his excellent offense, defense, and mobility.



### MAEBELLE

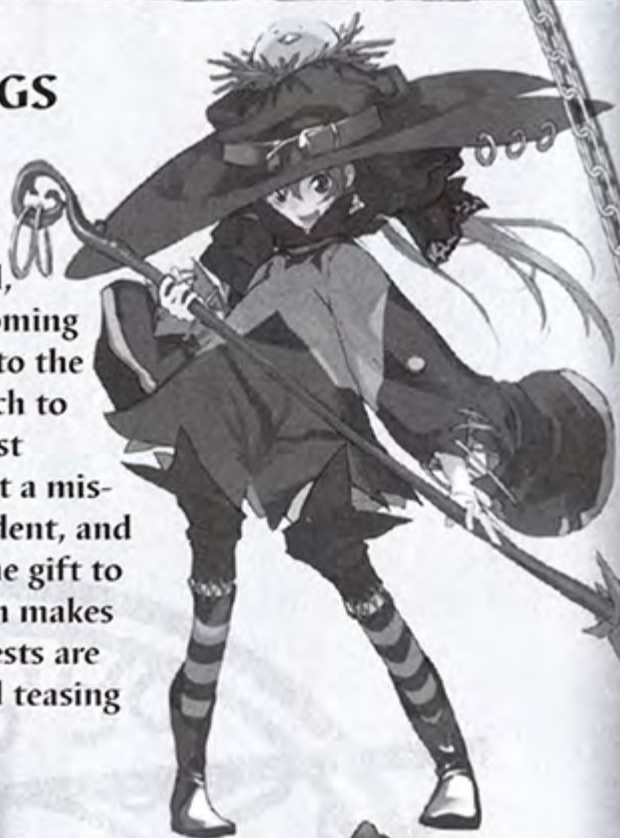
A gentle lady elf. She is the cheerful one who can comfort her friends with a friendly smile, but she becomes an imposing fighter when it's time to battle. Using her gigantic harp-like bow, she can take care of a whole group of enemies by unleashing a torrent of arrows in one powerful volley.

She is a great cook, but her equally great appetite can be a concern at times.

## CHARACTERS & SETTINGS

### AMITALIRI

She calls herself the genius witch gal, though she dreams of someday becoming the chief Magnus herself. She came to the Geo-Fortress with Faulklin in a search to find the holy sword, but now she just seems to be hanging around without a mission. She is irresponsible, overconfident, and temperamental. However, she has the gift to cast explosive offensive magic, which makes her even more dangerous. Her interests are taking care of her trusty broom, and teasing Faulklin.



### FAULKLIN

A Quintol boy who has a furry dog-like tail. He is physically inferior, and slow on the run, but he can be counted on when it comes to his defensive magic. He cleans, washes, and does other chores for Amitaliri all day, but he seems to enjoy taking care of her work. His life revolves around Amitaliri and nothing else.

## CHARACTERS & SETTINGS

### NOSWALD EMPIRE

The Noswald Empire is the great empire that conquers the Northwestern territory of the continent. Humans, centaurs, wolflings, and Cantores reside in this cold and mountainous region. It is told that three thousand years ago, a courageous man established this now-powerful empire.

#### ■ GRANTAAL

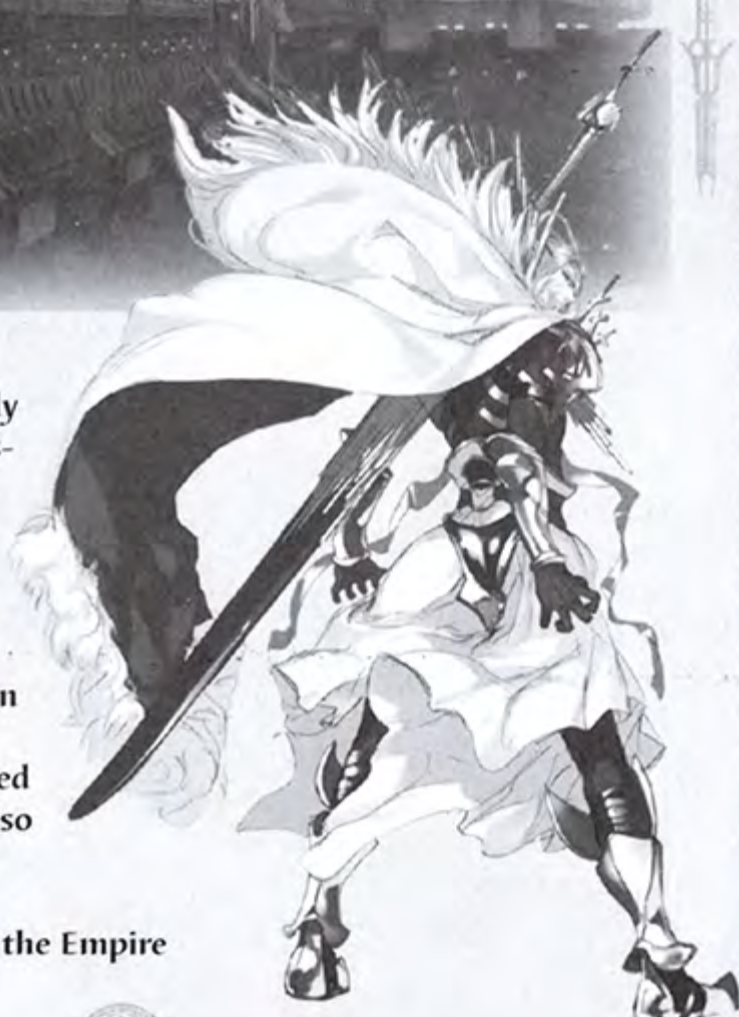
The imperial capital of the Noswald Empire is a floating fortress city established in the middle of an iceberg sea. The capital is secured by four forts that are built on every corner of the city to defend against any attacks from the Magnus. The upper level is the urban district where a comfortable life can be enjoyed by the power of the steam engine that is running on natural gas. The palace of Ragnadaam III can also be found in the same area. Note that the great fully armed bridge is the only path that connects the main-land to the capital.

#### RAGNADAAM III

The current Emperor of the Noswald Empire who is widely known for his intense swordsmanship and determination unlike any other man. Since his rule, the empire secured half of the territories on the continent. He personally led the campaign when the nation was facing a crisis.

Internally, he managed to weed out the dishonest officials, also showing his strength in the political arena.

He is known as "The Lion" in the Empire due to his valor.



## CHARACTERS & SETTINGS

### FYRLANDT

Magnus are humanoid creatures gifted with body features and capabilities beyond humans and beast creatures. Some Magnus have wings, some are invincible, and others can even transform themselves. They reside in the Southeastern part of the continent, and prefer the desert and volcanic region.

The Magnus consider themselves a superior life form, and because of this attitude, the humans abominate the Magnus. The humans and Magnus have clashed several times in the past, and now with Emperor Ragna on the other side, the friction between the two sides has never been greater.



#### ■ CRIMSON PALACE

The palace of the chief Magnus which is built inside a volcano, surrounded by a pool of lava somewhere in Fyrlandt. The Magnus can live comfortably in extreme conditions where humans could never survive.

### RIEMSIANNE LA VAES

The chief Magnus of Fyrlandt. Historically, the youngest Magnus to become its leader, earning the power through her own abilities and works. The value of the Magnus is solely based on how strong they are, and whoever becomes the chief will proudly reign over their world. The tale of how the last chief was instantly defeated by her Purgatory Hellfire spell is now a famous story.



# OPTIONS

## CHANGING OPTIONS

The Options Menu can be accessed directly from the Title Screen or from the Camp Menu while you are on the field. Here you can make changes to various game settings. Select an item to change and press the **X** button to make changes, or the **△** button to return to default settings. Press **START** or select **OK** to save settings, or select **Back** to exit without saving.



### ■ Music

Change the volume of background music.

### ■ Sound Effects

Change the volume of sound effects and character speech.

### ■ Event Voice

Toggle voices during events **ON/OFF**.

### ■ Sound

Set sound output to **STEREO/MONO**.

### ■ Vibration

Set the controller's vibration function **ON/OFF**.

### ■ Magic Shortcuts

Select **ON** to display all Magic, and **OFF** to display only those selected.

### ■ Item Shortcuts

Select **ON** to display all available Consumable Items at the bottom of the screen, or **OFF** to display only the one selected.

### ■ Key Configuration

Select from Controller Type 1, 2 or 3.

### ■ Brightness

Displays a test card for reference when adjusting your television's brightness. Note that the actual adjustments must be made from your TV set.

### ■ Adjust Screen

Move the screen position up/down/left/right.

### ■ Load (Camp Menu only)

Select and load your previously saved game data.

## GAME DATA

The following space is required on a memory card (SMB) (for PlayStation®2) to save a game data.

**GAME OPTIONS DATA (for saving game settings): 17KB or more**

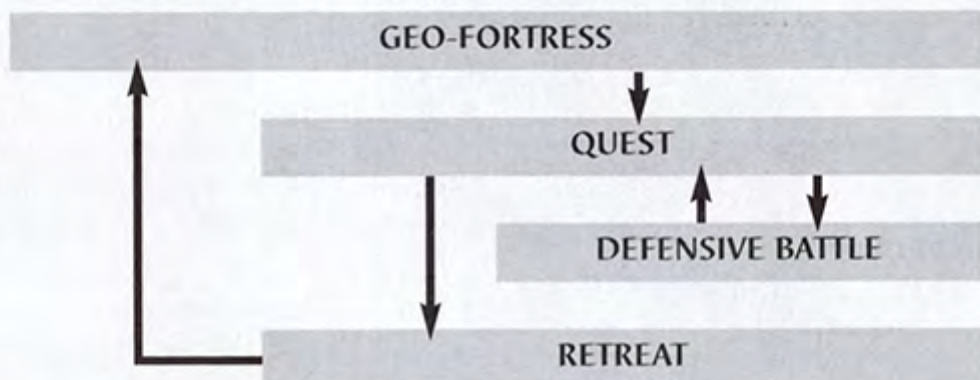
**GAME DATA (for saving game progress): 111KB or more**

Never turn OFF the power or remove the memory card (SMB) (for PlayStation®2) while your data is being saved.

# GAME FLOW

You will take the role of Toma and Cyrille and advance the story of this game. Once the Geo-Fortress is introduced in the story, your game will be played according to the following flow.

## FLOW WITH THE GEO-FORTRESS



### GEO-FORTRESS



The mobile fortress is where you may purchase and sell items/equipment, change your party members, and upgrade the fortress itself. Your quest will begin whenever you walk out of the fortress or use the Warp System. You may select either Toma or Cyrille for your quest, and the character who isn't selected will remain behind.

### QUEST



Explore various regions of the world with the members you've chosen. Defeat the creatures that appear along the way to earn EXP, Coins, and Items.

## DEFENSIVE BATTLE

- ◆ During your quest, the Geo-Fortress can face attacks from approaching creatures. Protect the Geo-Fortress by fending off and terminating the attackers.
- ◆ When the Defensive Battle commences, you will now play the role of Toma or Cyrille inside the fortress. Zenus will report which section of the fortress is under attack, so promptly find your way to the scene of the attack.
- ◆ During the battle, you must defend the Photon Converter from the creatures with your party members. The game is over when the HP of the Photon Converter reaches zero. Victory is yours when the boss is defeated.



## RETREAT



Use the Warp System (P.28) or the Warp Gate (P.31) to return to the Geo-Fortress when your party members are overwhelmed in battle, or when you wish to reorganize your possessions. Note that you are not allowed to retreat during the Defensive Battle.

## GAME OVER

The game is over when Toma or Cyrille's HP reaches zero. A Game Over menu with the following options will appear:

### ■ Continue

Retry from the point you entered the Defensive Battle (available during Defensive Battle only). This option will be removed from the menu if you choose to load another game.

### ■ Load

Access the list of saved games and restart the game with different data.

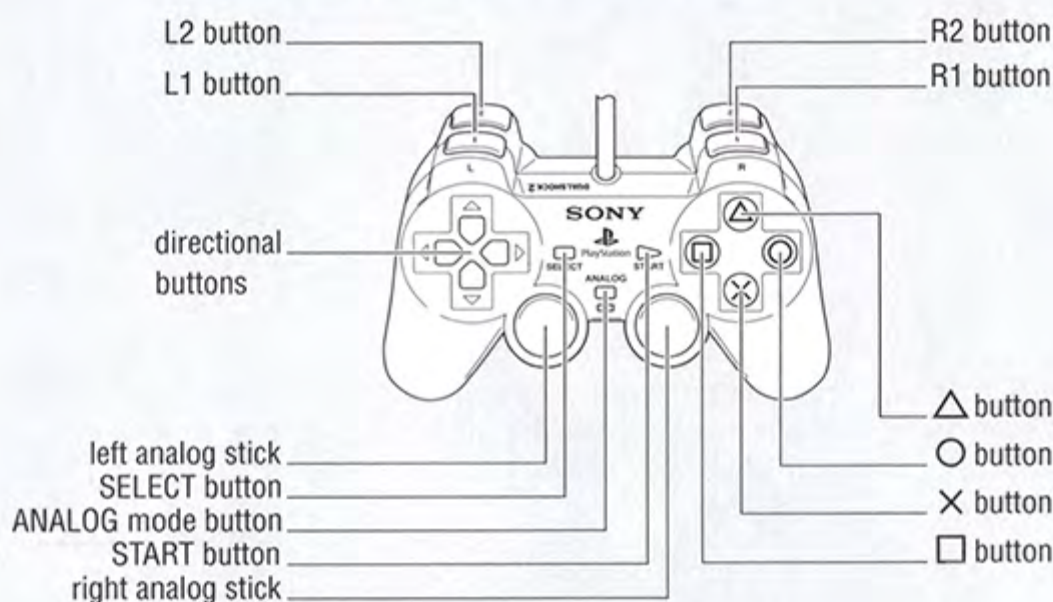
### ■ End Game

Quit your story and return to the Title Screen.



# BASIC CONTROLS

## CONTROL GUIDE



<b>left analog stick</b>	Run. Move the stick a little to walk.
<b>X button</b>	Attack with equipped Weapon.
<b>○ button</b>	Speak to character. Open doors. Pick up Items.
<b>△ button</b>	Use selected Magic. Use Cannon of Geo-Fortress.
<b>Ⓜ button</b>	Use selected Consumable Item.
<b>directional buttons</b>	↑↓ Select Cannon/Magic Icon. ←→ Select Consumable Item.
<b>L1 button</b>	Enlarge Radar Map display. Zoom in (map display).
<b>R1 button</b>	Hold to fix player to current position. Zoom out (map display).
<b>L2 button</b>	Display map of the gamefield.
<b>R2 button</b>	Hold to fix party members to their current positions.
<b>R3 button</b>	Return to Geo-Fortress.
<b>START button</b>	Pause/Camp Menu. Skip story event.
<b>SELECT button</b>	Creature information. ←→ to select the creatures.

Note any Geo-Fortress related actions on the field are available once the fortress itself is introduced in your story. See P.16 for details for these actions.



## BASIC CONTROLS

### SPEAK TO CHARACTERS/OPEN DOOR/PICK UP ITEM

In order to speak to people (marked with a cursor), open doors, and pick up items, press the **○** button. You can also open unlocked cases and read sign posts.

### ATTACKS/COMBO STRIKE

Attack with the weapon(s) your character has equipped. Press the **⊗** button repeatedly at the right time to perform Combo Strikes. Depending on your weapon, there is a limit to how many times you can perform the Combo Strikes. Toma and Cyrille have different abilities, therefore, different weapons are made available to them. It is recommended that you change your weapons according to your battle conditions.



#### TOMA'S WEAPONS

##### One-hand Sword

For quicker attacks. Can be equipped with a shield.



##### Two-hand Sword

Slow during Combo Strike, but greater damage per cut.



#### CYRILLE'S WEAPONS

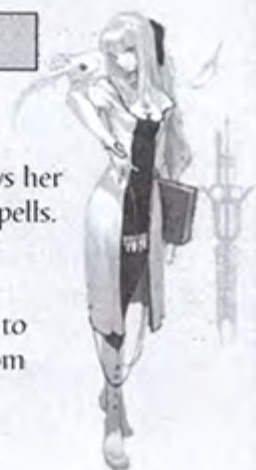
##### Magic Book

Not a great melee weapon, but allows her to cast powerful spells.



##### Crossbow

Projectile weapon to attack enemies from a distance.



### CHARGE ATTACK

Hold down the **⊗** button to charge the power of your attack and release the button to unleash a greater attack. The Charge Attack is even easier to use during the Combo Strikes, since it takes a shorter time to perform the attack. Note that the attack style of the Charge Attack will vary depending on the weapon.

### SPECIAL ATTACK

Hold down the **⊗** button to use Special Attack available after three Combo Strikes (or two strikes with a Magic Book). Note that this attack will consume some of your character's MP, but the destructive power of the attack is even greater than your Charge Attack.

## BASIC CONTROLS

### USING WEAPON SKILLS

Depending on your Weapon Skills (P.20), pressing the **X** button with the correct timing after the Charge Attack will allow your character to use the add-on abilities of the weapon. Note that you may also use the Special Attack after using the Weapon Skill by pressing the **O** button, if the required Special Attacks are performed.

### USING MAGIC

Use the directional buttons **↑↓** to select a Magic, and press the **△** button to cast it. Magic use consumes MP. If you use a Magic when there is insufficient MP, the gauge will glow yellow showing that it is overheating. MP recovery will slow to a crawl and Magic will become unavailable for a time.

### USING ITEMS

If you find Consumable Items such as Healing Water or Keys, they will appear automatically at the bottom left of the screen. Use the directional buttons **←→** to select an Item, and the **□** button to use the Item. Note that Consumable Items cannot be used at the Camp Menu (P.18).

### RETURN TO GEO-FORTRESS

Once the Geo-Fortress is restored to a certain level in your story, you can press the **R3** button (right analog stick) to instantly return to the Control Room of the Geo-Fortress by using the Warp System while you are in the open field. Note that there are places on the map where you cannot access the Return System. After you return to the Control Room, stand at the gateway in the center of the room and press the **O** button.

### CANNON ATTACKS

Once the Cannon is activated, your party members on the field will be supported with a highly destructive firearm. Use the directional buttons **↑↓** to select the Cannon, and hold down the **△** button to display the target area. Whenever the aim is set, release the **△** button to fire the Cannon. Remember that your Cannon has an attack range, but this will be increased by changing the Mode (P.25) or when the Cannon itself is upgraded. Note that you also cannot fire the Cannon while your characters are indoors.

# DISPLAY GUIDE

Status of Toma/Cryille and his party members which can be confirmed during the game.

## VIEWING THE GAME SCREEN

**MP: Magic Points**  
**HP: Health Points**

**RETURN ICON**

**CANNON ICON**  
The gauge shows the ammunition.

**MAGIC ICON**  
Shows the currently selected Magic.

**PARTY MEMBER**  
The green gauge shows his/her HP.



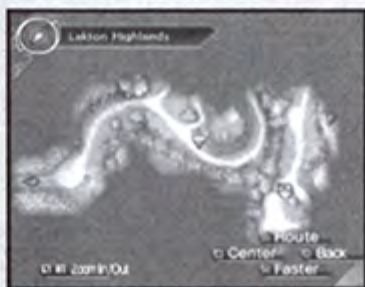
**ITEM ICON**  
Shows currently selected Consumable Item.

**GEO-FORTRESS**  
HP, Level, and Radar of the fortress. Color of the Radar will change whenever enemies are nearby.

**RADAR MAP**  
Areas are mapped automatically as you explore. Press the **L1** button to expand the map.  
▲ (red): Player  
▲ (yellow): Party  
● (green): Item

## MAP SCREENS

During gameplay, you can display a full size map of the gamefield by pressing the **L2** button. Use the left analog stick to navigate the map and get a feel for your surroundings. Position the cursor over icons to see an explanation. Only the areas you've passed through will be displayed on the map. Press the **△** button to highlight the passage and confirm which areas can be walked through.



- Overall Map -



- Detailed Map -

## DISPLAY GUIDE

### CAMP MENU

While in the gamefield, press the START button to bring up the Camp Menu. Here you can check the characters' status, change Weapon and Armor settings, and organize your Items.



### EQUIPMENT



Change the settings of equipped Weapons and Armor. Choose the category of the Item you'd like to change and press the **X** button. Then choose the Item you'd like to equip under the selected category. Press the **L2** button to check the result (increase/decrease) of your status from the changes. Also, press the **A** button to remove any equipped Items other than the Weapons and Armor.

\* The plus number (e.g. "+1") indicates the added strength of each Item.

### ITEMS



Organize, examine and discard your possessions. Choose an Item from your inventory, and press the **L1** / **R1** button to highlight it with a color to make it easier to find, or press the **X** button to discard the Item.

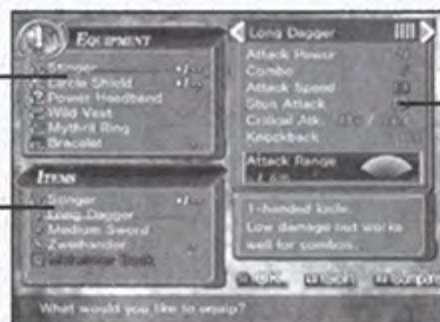
### VIEWING THE EQUIPMENT/ITEMS SCREEN

#### EQUIPMENT

Shows currently equipped Items.

#### ITEMS

Items held in your possession. Items in gray cannot be equipped.



#### STATUS

Parameters based on equipped Items. Parameters are highlighted in blue when ability increases, and in red when it decreases.

# DISPLAY GUIDE

## READING THE STATUS PANELS

At the Equipment/Items screen, the right panel displays the changes to Status according to the selected equipment. Use the directional buttons or left analog stick  $\leftarrow\rightarrow$  to switch views as follows:

### ATTACK

Shows the attack strength of the selected Weapon.

#### ■ Attack Power

Character's attack strength.

#### ■ Combo

Number of Combo Strikes possible.

#### ■ Attack Speed

Quickness in attack. S is fastest, E is slowest.

#### ■ Stun Attack

Chances of knocking out an opponent with one hit. S is most likely, E is least likely.

#### ■ Critical Atk.

Chances of hitting a vital point, and the extra damage it would give.

#### ■ Knockback

Chances of sending enemies flying.

#### ■ Attack Range

The maximum strike distance.



### SPECIAL POWERS/CHARGED ATTACKS

Shows any additional power contained in certain Weapons. Typical Special powers are as follows:

#### ■ HP Absorb

Draws HP from enemies being attacked.

#### ■ MP Absorb

Draws MP from enemies being attacked.

#### ■ Stone Attack

Can turn enemies to stone.

#### ■ Knockback Attack

Attack capability which blows the enemies back.

#### ■ Element Attack

Deals damage with elemental attributes.



### MAGIC

Shows any Magic embedded in certain Weapons. The higher the level of Magic, the greater the effects. See. P.16 for details on the use of Magic, and P.32 to see the list of Magic.



## DISPLAY GUIDE

Element	Atk.	Res.
None	3	0%
Flm.	3	7%
Ltn.	3	7%
Frt.	3	7%
Lot.	3	7%
Drk.	3	7%

### KNOWLEDGE OF MAGIC

Shows the attack and resistance power of each Magic Element. Damage received from Magic attacks is reduced by the percentage displayed under **Res.** for each magical Element. Note that **None** under the Elements refers to non-elemental attacks (physical attacks).

### DEFENSE

Shows your defense condition.

#### ■ HP

Character's maximum Health Points.

#### ■ MP

Character's maximum Magic Points.

#### ■ Defense

Reduces the amount of damage you sustain when attacked. Damage from Magic attacks is not effected.

#### ■ Stun Res/Recv.

Resistance to Stun Attacks and recovery time.

#### ■ Resist Knockback

Resistance to Knockback Attacks.

#### ■ Resist Knockdown

Resistance to Knockdown Attacks.

Power Headband	
HP	211
MP	75
Defense	21
Stun Res/Recv	79% / E
Resist Knockback	58%
Resist Knockdown	19%
Resist Critical	41%
Recover Stone	10
Move	A

Simple, red headband. No defense. Improves attack a little.

#### ■ Resist Critical

Resistance to vital point attacks.

#### ■ Recover Stone

Recovery time when turned to stone.

#### ■ Move

The speed the player can move. S is fastest, E is slowest.

### WEAPON SKILLS/SECRET ARTS

Shows any Weapon Skills or Secret Arts held in a given Weapon. When such a Weapon is equipped, the status is adjusted accordingly. Note that Secret Arts can be embedded from the Art System (p.26) of the Geo-Fortress.

\*Weapon Skill is indicated by a red dot and Secret Arts are indicated by a yellow dot in the Equipment Screen.

Stinger	
Accelerate	Raises weapon attack speed slightly
Rush Blade	Consecutive thrusts (activate by attacking after a Charge Attack)
Spark Lv. 1	Casts Spark (activate by attacking after a Charge Attack)

Weapon Skill

Secret Arts

## DISPLAY GUIDE

### STATUS

Check the status of Toma or Cyrille. Use the left analog stick or directional buttons  $\leftarrow \rightarrow$  to switch between Attack/Special Attack/Defense/Magic screens.

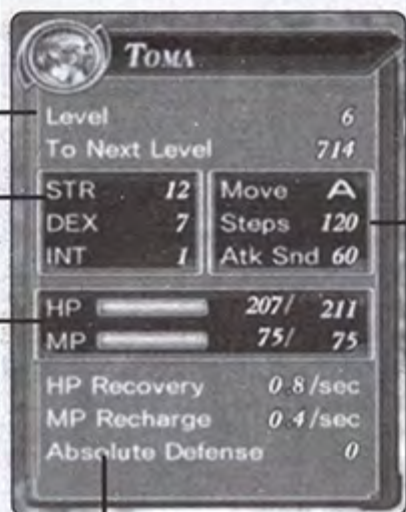
**STR: Strength**  
Power to attack and launch enemies.

**DEX: Dexterity**  
Attack speed and ability to use Special Attacks.

**INT: Intelligence**  
Ability to use Magic.

**HP: Health Points**  
**MP: Magic Points**  
Current level/  
Maximum level

**Current Level and EXP**  
needed to raise a Level.



**Move:**  
Speed of mobility. S is fastest, E is slowest.

**Steps:**  
Noise you make when you walk. Louder noises attract enemies.

**Atk Snd:**  
Noise made when attacking. Loud noises are easily heard by enemies.

**HP Recovery:**  
Amount HP recovers per second.

**MP Recharge:**  
Amount MP recovers per second.

**Absolute Defense:**  
Force power to defend against all attacks.

### PARTY STATUS



You can also check the status and profile of other party members. Use the left analog stick or directional buttons  $\leftarrow \rightarrow$  to switch between characters. You may change the equipment of the character by pressing the  $\otimes$  button. Any changes made here will also effect the character's parameters.

# THE GEO-FORTRESS

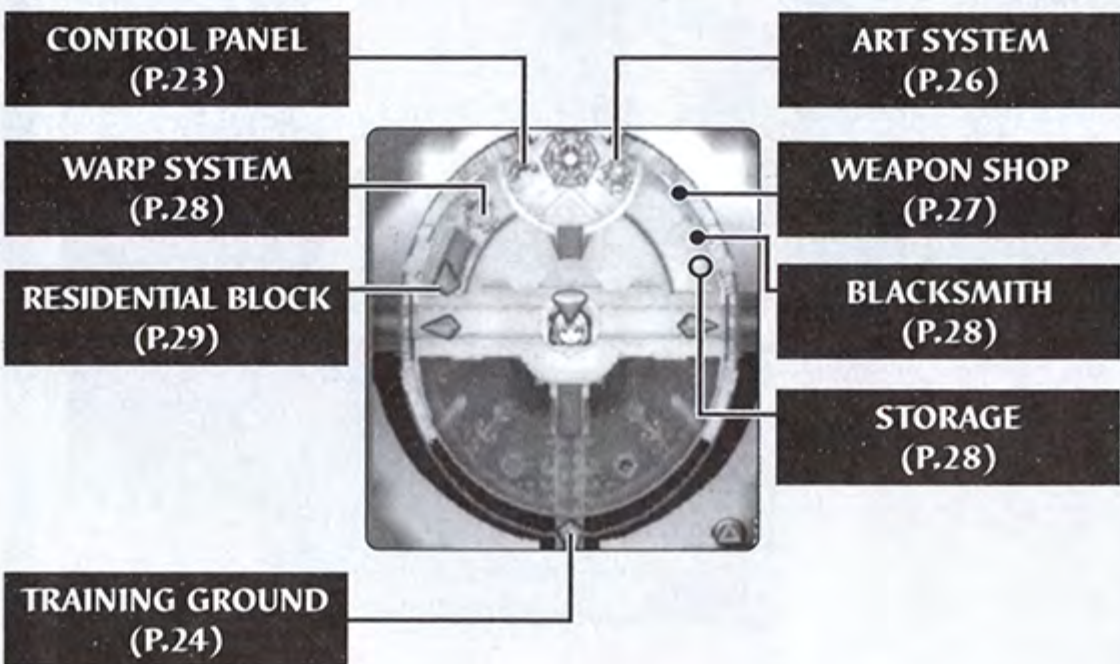
The Geo-Fortress is an ancient mobile castle that was raised from the ruins when Toma became the owner of the holy sword.

Features of the Geo-Fortress will prepare your characters for their next quest. Note that the facilities are activated and upgraded by using Core Metal (P.30)



## FEATURES OF THE CONTROL ROOM

All of the key features of the Geo-Fortress can be accessed from the Control Room.



## ROBOTS OF THE FORTRESS

Some of the working robots of the fortress are what you would call the "general staff." Talk to these robots to get useful hints about how you could develop your characters according to your preference, or learn how to improve your fighting techniques.





## THE GEO-FORTRESS

### CONTROL PANEL (FORTRESS MENU)

You may upgrade any of the activated features of the fortress or repair damage to the fortress from the Control Panel.




### UPGRADE

#### ◆ Energy Generator

The heart of the Geo-Fortress. Raising the level of the generator will increase the maximum HP level of the Photon Converter, as well as raising the Level of other features. The Level of other features can never be higher than the Energy Generator's Level.

#### ◆ Cannon

The Geo-Fortress can fire Blaster Attacks with its Cannon to distant locations. The destructive power of the Cannon will increase as the Level raises. Press the  button to use the Cannon while your party members are out on the field.

When the fortress is in Cannon Mode (P.25), the Cannon can fire even further. Note that the Cannon Range can be confirmed from the Radar (see below) or Warp System (P.28).

#### ◆ Barrier

A unit that produces a protective barrier around the Geo-Fortress to lower the damage of the Photon Converter. If you haven't decided which feature to upgrade next, this basic feature should be one of the top items on your list.

#### ◆ Radar

Radar that allows you to see most of the Treasure Chests and creatures from the Radar Map and the Map Screens (P.17). Utilize the radar and find the hidden Treasure Chests and rare creatures. The Radar's range will expand whenever its Level is raised.

# THE GEO-FORTRESS

## ◆ Training Ground

A dungeon is produced in a simulated space for your training. The layout will be different each time you enter, and a powerful boss will make an appearance in every fifth floor of the dungeon. The depth and the challenges will be increased whenever you raise the Level of the facility.

## ◆ Robot Factory

A factory that manufactures and repairs Defense Robots that protect the Geo-Fortress. The number of robots available for Defense Battle and type of robots manufactured will increase by raising the Level of the factory. The setting for the factory will be made available from the Fortress Menu when the Level of this facility is above Level 1.

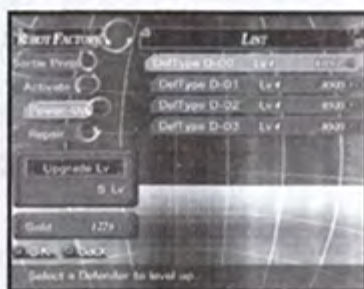
## ◆ Repair Function

A facility that enhances the recovery of the Energy Generator. The Energy Generator will automatically recover the HP of the fortress with time, and raising the Level of this facility will improve the rate that the generator recovers the HP.

## RECOVERY

Restore the HP of the damaged Geo-Fortress and the condition of the Energy Generator. An energy item known as Cure Metal (P.30) is required for the recovery.

## ROBOT FACTORY



The following settings are made available to manage the Defense Robots who will support you during the Defense Battles.

## ◆ Sortie Preparation

Select the robots to be deployed during the Defense Battle. The gauge next to the name will indicate their condition. If you want support from the selected robot, press the ⊗ button and leave the GO icon displayed.

## THE GEO-FORTRESS

### ◆ Activate

Activate the Defense Robots from the list of available robots. There are offensive and defensive types of Defense Robots, each with their own strengths and behavior patterns. Raising the Level of the factory will increase the number of robots you can activate.

### ◆ Power-up

Upgrade and power-up the Defense Robots you've already activated. Raising the Level of the factory will allow you to upgrade your Defense Robots to a higher Level.

### ◆ Repair

Repair damaged or destroyed Defense Robots. The repair cost will vary by the Level of your robots (higher level robots cost more to repair).

## SELECT MODE



When the necessary features of the Geo-Fortress are activated, the Geo-Fortress is able to transform into a different Mode. The transformation of the fortress will allow you to adapt to various situations. In the Basic Mode (default Mode), the fortress will provide a close range Cannon attack and an automatic recovery feature.

### ◆ Cannon Mode

Utilizes the long range Cannon attack, but weakens its defense.

**Quest:** Long range Cannon attacks

**Defense Battle:** Cannon attacks

### ◆ Recovery Mode

Defensive option to protect and recover your fortress.

**Quest:** Automatic recovery feature for greater amounts of damage.

**Defense Battle:** Defense Robots support /

Automatic recovery feature for greater amounts of damage.

### ◆ Search Mode

Uses advanced Radar features and more information on map (**L2** button).

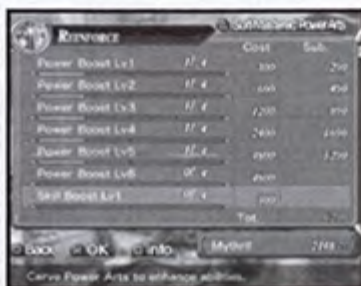
**Quest:** Treasure Chests, Rare Creatures, Monster Generators on the map.

**Defense Battle:** Monster Generators and bosses on the map.

# THE GEO-FORTRESS

## ART SYSTEM

From the Art System, you can strengthen your character's abilities and embed special powers in your Weapons and Armor.



### ◆ Enhance Power

Your character's body can obtain magical powers known as Power Art that increases his/her parameters by consuming Mythril. Use the left analog stick or directional buttons  $\leftarrow \rightarrow$  to adjust the amount you wish to enhance and press the  $\otimes$  button to confirm.

You will gain a new Power Art whenever your character find a new Power Art Tablet (P.31) in the field.



### ◆ Secret Arts

Upgrade your Weapons and Armor by enhancing an embedded power known as the Secret Arts. Select the Item you wish to enhance, and the Secret Arts you wish to embed.

Note that you will have no Secret Arts in the beginning, and the same Secret Arts can be embedded into more than one Item.



### ◆ Extract

Items with Weapon Skills can be dissolved to extract Mythril. Items that have not been appraised will yield 100 Mythril, but when it's appraised, the value will increase based on the strength of its Weapon Skills.

Once the Item is dissolved, you cannot return the Item to its original form.

# THE GEO-FORTRESS

## WEAPON SHOP

### BORNAY

A Foxling merchant who owns the Weapon Shop. He stocks Weapons and Armor, as well as Magic Books and other useful Items. If you have any unwanted Items, he will also accept them for the right price.



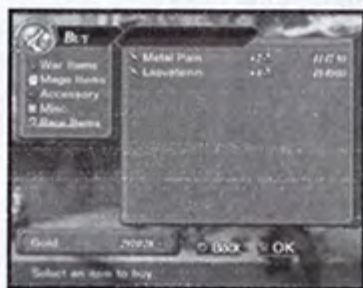
### BUY/SELL



Purchase anything you can afford in the shop, or sell your own possessions. Select an Item you would like to buy or sell and confirm.

### DEALS

Items you sell will often be resold as Deals. Some can be repurchased at the original sale price, but the Items will disappear from the list if you walk out of the Control Room or quit the game.



### IDENTIFY



Appraise the attributes of Items marked **?** that cannot be used in their current state for a nominal fee. Find out the hidden abilities, as well as the value of the Item to avoid an unfair deal at the shop, or to avoid extracting only the standard value of 100 Mythril from Items with hidden abilities.

# THE GEO-FORTRESS

## BLACKSMITH

### GANTETSU

At a certain point in the story, Gantetsu, a blacksmith from Lakton Village, will join in as a crew member.

If you want to upgrade the attributes of your Weapons and Armor, Gantetsu is your man. Any Items that are upgraded by him will have "+1" (or above) displayed in the list. By supplying him the Mythril he needs to increase his work Level, you will be able to upgrade the same Items for additional improvements.



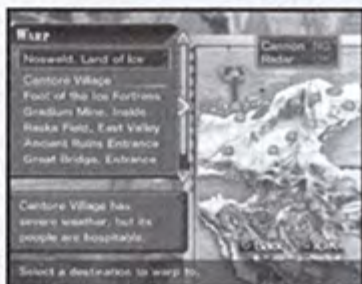
## STORAGE

Store up to 250 Items. Choose an Item from your inventory listed in the left panel and it will be placed in Storage. By pressing the **L1** / **R1** button, you could switch to Toma or Cyrille's possessions, and even trade their Items.



## WARP SYSTEM

You may use this device to travel between the Geo-Fortress and the various Warp Gates in the world that you've already visited. Areas where the Warp Gates (P.31) are currently activated will be displayed, so select your destination for immediate transportation.



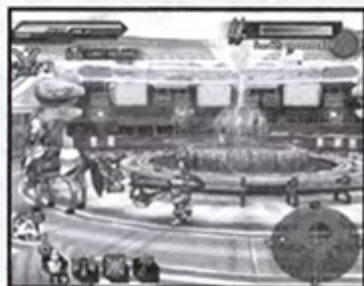
## THE GEO-FORTRESS

### CHANGE CHARACTER / PARTY MEMBERS

Talk to Toma or Cyrille who will be standing by in the Control Room to switch your main character. If you want to change your party members, go talk to Zenus. Feel free to mix and match your party members to find the right style for your quest.

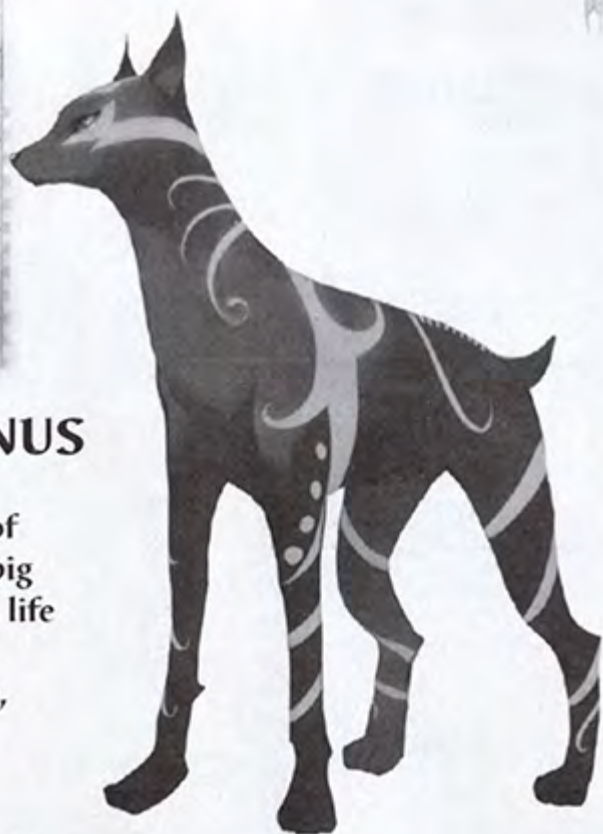
### RESIDENTIAL BLOCK

In the Residential Block, you will find friends and various people who are now living in the Geo-Fortress. Make an occasional visit in between your quests to get acquainted with your crew members in a personal setting. The Armory of your stored weapons and the Library of books from around the world can also be found in this sector.



### ZENUS

A navigator who assists the master of the holy sword. Zenus appears as a big hound, but it is actually an artificial life form created by ancient technology. It has a calm and composed attitude, and speaks the truth without ever changing expression.



# OBJECTS IN THE FIELD

Various kinds of objects are found in the field where your party will travel. Use the following Items/features accordingly to fulfill your quests.



## Gold Coins (G)

Can be gathered from fallen enemies or from jugs and Treasure Chests in the field. Use Coins to purchase, upgrade and identify Weapons and other Items.



## Mythril

A magical element that is used to embed Power Art. Mythril can be collected by breaking a larger block of Mythril, or from Treasure Chests and fallen enemies in the field.




## Rare Metal (Core Metal/Cure Metal)

A liquid-crystal resource that empowers the Geo-Fortress. Two types of metal that are used for the fortress are Core Metal which activates features of the fortress, and Cure Metal which repairs the facilities already in operation.



## Treasure Chests

Press the  button to open the chest. Some Treasure Chests require a Key to open. If the Key mark appears, then select a Key from the Item selection (bottom of screen) to unlock the chest. Note that some chests are set up with a trap. Back off immediately if the chest starts to glow.



## Save Point

The Memory Stone on the magic circle is a Save Point. Here you can save your progress. From the list of save games, you can either overwrite game data, or create new game data in the vacant slot.



## OBJECTS IN THE FIELD



### Goddess Spring

Approach the blessed waters of the Goddess Spring and press the **○** button to restore the MP and HP of your entire party, and refill any used vessels of Healing Water and Goddess Tears.



### Warp Gate

Warp Gates allow instant transportation between the Control Room of the Geo-Fortress and other towns and dungeons. Once a gate has been activated, simply approach and press the **○** button to transport.



### Power Art Tablet

A stone tablet that holds the secret of a Power Art. Examining the tablet will allow you to gain a new Power Art which will be made available from the Art System (P.26).



### Monster Generator

An ancient device that produces creatures. Destroying the Monster Generator will stop its activity, but most generators will require you defeat a group of or all of the existing enemies in that area.



### Prison of Rock

A large rock that magically imprisons a hazardous creature. If you wish to challenge the concealed enemy, attack the rock to break its seal. If you can overcome its vicious attacks, you might be rewarded with valuable Items.



### Ancient Arena

Underground battle arena of an ancient civilization where a pack of wild creatures are set loose. Earn valuable Items by defeating all of the enemies in the arena.

# ITEMS AND MAGIC

## ITEMS



### Healing Water

Restores HP of party. Can be refilled at the Goddess Fountain.



### Goddess Tears

Restores MP of party. Can be refilled at the Goddess Fountain.



### Fairy Dust

Neutralizes Stun, Float, Knockback, and Knockdown for a limited time.



### Defense Charm

Neutralizes Stone for a limited time.



### Light Charm

Allows party to be invincible for a limited time.



### Darkness Rune

Item that will open the way to one of the many Ancient Arenas.



### Key

Unlocks Treasure Chests.

## MAGIC



### Blaze

Hurl a ball of flame at the enemy.



### Inferno

Creates a wall of fire. Will consume your MP rather quickly.



### Spark

Fire a bolt of lightning. Multiple lightning fires when Lv. increases.



### Spark Bomb

A magical electric mine that will explode when stepped on.



### Freeze

Pillars of ice will dance about, wounding those who come near.



### Ice Spike

Icicles break forth from the ground and impale the enemy.



### Shine

An orb of light that can be reflected off walls.



### Holy

A ring of divine power damages enemies and wards off projectiles.



### Dark Arrow

Sends a wave of darkness rippling across the ground.



### Chaos Gate

Throws up a field of blackness, turning all enemies to stone.



### Hell Blast

Creates a tornado around you, tossing enemies into the air.



### Invisible

Become invisible and hide your presence, with the exception of certain enemies.



### Puppet

Controls up to three slain enemies and makes them fight for you.

# CREDITS

The following credits list the staff responsible for the localization and marketing for the North American release of Shining Force™ EXA. See in-game credits for the complete list of the development staff.

## Sega of America, Inc.

### **CEO**

Naoya Tsurumi

### **President/COO**

Simon Jeffery

### **Vice President of Product Development**

Dave Cobb

### **Localization Manager**

John Merlino

### **Localization Producer**

Kevin Frane

### **Localization Consultant**

Osamu Shibamiya

### **Vice President of Sales**

Sue Hughes-Taigen

### **Vice President of Entertainment Marketing**

Scott A. Steinberg

### **Senior Publishing Manager**

Klayton Vorlick

### **Director of Marketing**

Don Mesa

### **Product Marketing Manager**

Yosuke Moriya

### **Marketing Intern**

Grant Matson

# CREDITS

## **Associate PR Manager**

Denny Chiu

## **Creative Services**

Jen Groeling

Heather Lucchetti

Bridget Oates

Marco Garcia

## **Head of Operations**

Tom Dudley

## **QA Manager**

Deni Skeens

## **QA Supervisor**

Josh Morton

## **Senior QA Lead**

Shawn Dobbins

Demetrius Griffin

## **QA Lead Tester**

Nestor Protacio

## **Assistant QA Lead Tester**

Teresa Guest

## **Compliance Lead Analyst**

Stephen Akana

## **Compliance Assistant Leads**

Lawrence Mann

Joe Floyd

## **Compliance Testers**

Junior Sison

Eduardo Camacho

John Belcher

## **Mastering Lab Coordinator**

Rhianna Kellom

## **Mastering Lab Technicians**

Rey Buzon

Andrew Byrne

## **International Business and Product Development**

**(SEGA of Japan)**

Yuka Yoshida

Shinobu Shindo

## **Recorded at**

Webtone

## **Cast and Directed by**

Greg Weber

## **Engineer/Editor**

Benjamin Trapp

and Team

## **Voice Cast**

**Toma**

Nick Tagas

**Cyrille**

Erin M. Cahill

**Gadfort**

Michael C. Fox

**Maebelle**

Melissa Hutchison

**Faulklin**

Kai Smith

**Amitaliri**

Melissa Hutchison

**Duga**

Jeff Kramer

**Adam**

Gary Martinez

**Ragnadaam III**

Roger L. Jackson

**Riemsianne La Vaes**

Amy Provenzano

**Zenus**

Jeff Kramer

**Zhirra**

Abigayle Ashby

**Lurnaezel**

Deborah Eliezer

**Avalon**

Gary Martinez

**Garyu**

Roger L. Jackson

**Narrator**

Gary Martinez

**Phillip**

Michael C. Fox

**Catheana**

Brandy Collazo

**Bornay**

Roger L. Jackson

**Gilnay**

Amy Provenzano

**Hikanay**

Evelyn Huynh

**Gantetsu**

Roger L. Jackson

**Yoseph**

Gary Martinez

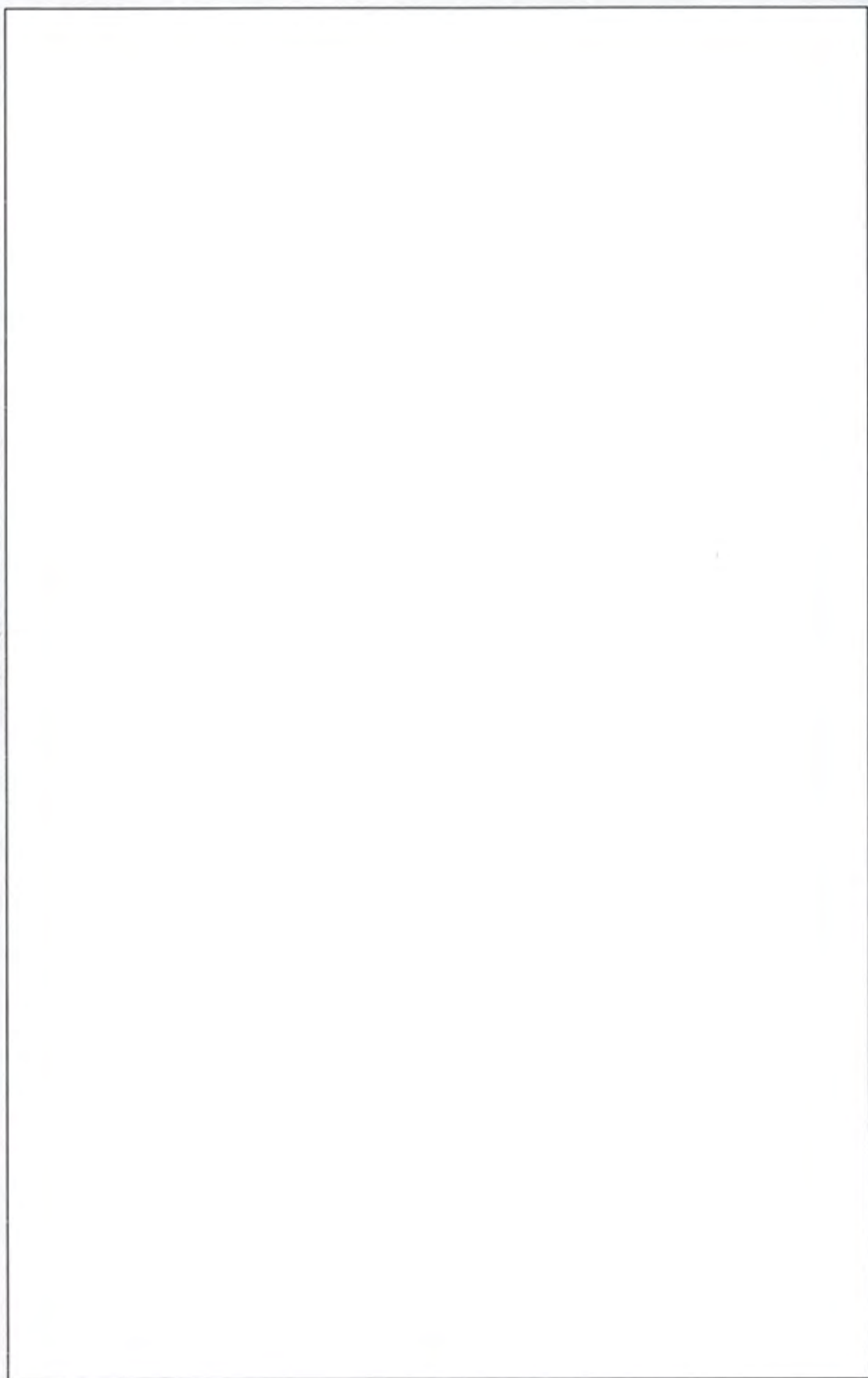
**Additional Voices**

Benjamin Trapp

Greg Weber

Kevin Frane

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