

WING FORCE



TORA! TORA! TORA!

Attacks come in several forms. As a rule, the further into the game, the more powerful the attacks you will receive. Hopefully, your HP level will advance enough to handle this. Here are the range of offensive manoeuvres:

MELEE

The most common attack. Unit uses a hand-



held, close-range weapon (sword, club, axe, etc.). Lots of high-powered weapons later in the game make this the most damaging attack form.

MISSILE

Used by archers, spear-carrying knights and artillerymen.

Longer range than melee, but compensated for by less attack power and greater chance of 'fumble' (ie. missed attack).



MAGICAL

Mages use powerful offensive spells like Blaze and Freeze. These have a long range, and at higher levels take in more than one target. Magical attacks are less effective against magical creatures, and have a limited number of uses in each battle.



POISON

Certain gruesome creatures may attack with poisoned means. These have a prolonged effect, reducing the HP of victim until an antidote is taken.



CREATURE

This category covers many of the other quirky methods used in battles. Creatures like Peter Phoenix use mystical energy sources. These physical attacks cannot be 'damaged' in the way weapons can, but they don't increase so much in offensive value.



▼ Jippo alone knows the secret of the Black...Magic....sealed door to the gates of Hell! Grunt!



MEGADRIVE REVIEW

COMMENT



PAUL

RPGs certainly are a low-key breed in this country, and this is a terrible shame when you consider the quality

of games like *Shining Force II*. It is so chock full of monsters, puzzles, and character interaction, that it would keep even the most adept RPG fan glued to their Megadrive for ages. The plot, central to any RPG, is so engrossing that makes you want to get just a little bit further before saving. The characters are beautifully varied in ability, making the battles heart-thumpingly strategic. However, on a slight downside, the control during the overhead view tends to overcompensate, and this can lead to a lot of disembarking and re-embarking when navigating the rivers. Whether you're an RPG novice or pro, this is one to make you shine.



Greeting, Granseal scum!

LEARN BY EXPERIENCE

Any positive action your characters take, particularly dealing the 'final blow' is rewarded by eXperience points. XP is used to climb levels. When the required XP for a level is reached, the character's stats are readjusted up.



▲ Two different views of the same cave — overhead and battle.

SHOPPING

There's a strong fiscal element to the game, with every small settlement having places to spend money. You can be reasonably sure of finding a Weapon and Supply shop wherever you stop. Weapons shops sell the following item types:



But I've almost got you now!

MAY THE FORCE COME WITH YOU

The *Shining Force* consists of yourself at first, but people will join up along the way. When a character joins, his powers and prowess are yours to control in the battle sequences. Also, tables of information on his statistics, items and weapons become available. There are some characters you can't help but meet, Peter Phoenix for example, but many more who are only found by luck and exploration. They normally have fantastic abilities.



▲ Visiting the depths of dungeons...

	KNTK Huey			
	LV	6	ATT	16
	HP	18/18	DEF	12
	MP	0/0	AGI	12
	EX	76	NOV	7
	MAGIC	LITN Golden Stick		
	Nothing	Medial Herb		
		Short Spear		
		Equipped Healing Drop		
KILLS	8			
DEFEAT	0			
GOLD	680			



▲ Tilting spears at the forces of evil...

▲ Huey is one of the early characters, and quite useful.

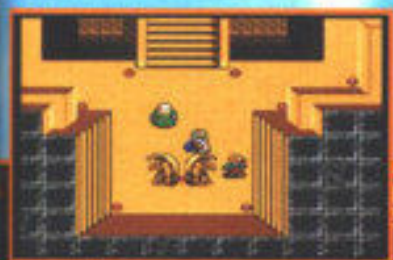
▲ Huey defends against one of Galam's Horde.



▲ Supply shops offer health restoratives and anti-poison preparations. Occasionally a more interesting trinket might be in the window.



▲ Weapons shops sell implements to boost your offensive capability. Only certain weapons (swords, axes, daggers, lances etc.) are equippable with certain characters.



SO THE STORY GOES...

It's rare to find a console game with a plot, so it may take you by surprise how involved Shining Force II becomes. Starting with the mystery of the King's possession, it follows the relocation of the people of Grans, the treachery of Galam and the visit to

Mt. Volcano. It's a digital fairytale, a Megadrive Myth.



GRAPHICS

▲ Cute at every turn, with dynamic scrolling battle scenes set against detailed fantasy backdrops.
▼ Some things are just too fitty.

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SOUND

▲ Stirring martial music throughout the battles, and mood-changing interludes for the plot.
▼ The repetition of certain tunes and FX irritates.

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PLAYABILITY

▲ A fantastically structured strategy scenario, sagged by great battle execution and range of characters.
▼ The story takes a while to develop.

91

LASTABILITY

▲ Even bigger than Shining Force, equally compulsive and involved.
▼ Not overly difficult, and once completed, there's no need to keep playing.

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VFM

▼ A longer game than the original means basically more play for the money. Originality comes at a premium.

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OVERALL

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Every quest should have a Shining Force, every Megadrive should have a copy of Shining Force II. It's lab, basically.