



Shining Force 2 - Return to Grans is a revision of the classic tactical RPG for the Sega Genesis. This hack irons out some of the weaknesses of the original (in particular writing and balance), while also making a number of graphical improvements.

It does not intend to fundamentally change the game, but instead make it more challenging and interesting while retaining the feeling of the original SF2.

I hope you enjoy playing it.

## TL:DR

- Don't play on "super" difficulty unless you really crave a (rather unfair) challenge. The hack isn't balanced for the additional increase in damage.
- Most classes have been fine-tuned, some have been fundamentally changed. MMNKs are notably worse healers than VICRs now, SORCs are glass cannons with low MP and melee capabilities.
- Second/Heavy Attacks are rare now. Instead many enemies afflict poison, stun, etc.
- Promotion level cap is 25.
- Aura, Boost and Attack have been nerfed significantly. Heal, Dispel, Sleep and Muddle have been improved.



*A few maps have been updated, for example there is now a couple of new (inaccessible) houses in Gransed to give the impression of a larger town.*

## Table of Contents

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Installation Information .....	4
Story / Dialogues .....	4
Graphics / Art .....	5
Difficulty .....	6
Classes .....	7
Magic .....	14
Items .....	17
Mithril Weapons / Rings / Pendants .....	19
Monsters .....	29
Name Changes .....	30
Known Bugs .....	30
General Hints .....	32
Credits / Acknowledgements .....	33
Concluding Words .....	34

## Installation Information

If you downloaded the file in the form of an .ips-patch, you will need to apply it to a basic Shining Force 2 rom (i.e. one that has not been expanded with the Caravan). This is done via a program such as IPSWin or LunarIPS.

Shining Force 2 - Return to Grans runs fine on Gens+, and will probably also work on most other emulators, although this has not been tested.

## Story / Dialogues

Shining Force 2 always suffered from bad writing (or translation?), with most of the original story being simplistic and/or lackluster. I don't know why they did even bother to give Bowie any dialogue lines at all, since all he ever says is some incoherent babble - but maybe that's what happens when you drink soap water all the time.

Improving the writing of the game is at the heart of this hack, and as such about 40% of all text has been altered to various degrees. The aim was to improve the story by creating a more coherent chain of events, by making the world of SF2 appear more alive by having NPCs often refer to your party members, and by making Bowie look less like the center of the universe.



*Most NPCs will now treat Bowie like just another guy, and often rather focus on other NPCs they have a logical background with.*

Due to the limitations of the engine and the editors, this is more of an improvement than a complete overhaul – I wasn't able to add new lines, only to replace existing ones. Return to Grans should still allow you to experience a [more believable, mature and enjoyable version of the story of Shining Force 2](#).

There isn't that much else to say about this point, except that the premise is that when Bowie roams a town, he and his party have already been around for a little while; the villagers may have met some of his friends already, who are assumed to hang out in a different corner of town, or perhaps outside the village. Note that it is expected that you pick up all optional party members such as Kiwi, May or Skreech, as NPCs will refer to them as well.

In case you want to experience just the altered narrative experience with the original SF2 gameplay, I have created a version of this hack which is limited to just that. It is called [Shining Force 2 Retold](#), and is probably available for download wherever you got Return to Grans. Retold also features all of the graphics/art changes from Return to Grans.

## Graphics / Art

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The general appearance of the game remains largely the same, although I have made a quite a few tweaks here and there. Some characters now have different sprites, all item icons have been replaced by more detailed versions (credit goes to Alones from the [shiningforcecentral.com](#) forums), spell- and menu icons have been improved as well.

With version 1.02 of this hack, the appearance of a few maps in the game has been slightly altered. I would have liked to do a lot more than that, but unfortunately the game is very likely to crash if you only think about changing more than a few tiles here or there.

## Difficulty

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I found the low difficulty of the original game to be one of its major flaws, as it hampered SF2's quality as a tactical game. Consequently, the general difficulty was increased notably for this hack. This is achieved by making the enemies slightly more powerful (+ATT) and much tougher (+HP, +DEF), while also sometimes granting them extra manpower. The "NORMAL" difficulty is probably halfway between vanilla SF2's "NORMAL" and "SUPER" now. However, what actually makes the game challenging has been altered: contrary to the original game, enemies are a lot less likely to hit your party member with second attacks or critical hits, instead their "regular" damage output will be higher. Keeping your characters alive is now much more a matter of careful planning instead of luck. Difficulty increases towards the end.

Having said that, this Shining Force 2 hack is intended for an experienced audience - though who else would play such an old game anyway. The difficulty levels "NORMAL", "HARD" and "OUCH!" should provide a good challenge for most players. I do not recommend playing on "SUPER" unless you felt the equivalent difficulty setting in the original game was still **far** too easy for you.

### Notes:

- This hack is not just simply more difficult than the original. For example, the Kraken and Chess battles are still some of the more challenging fights, but compared to others they do no longer stand out that much.
- Unless an enemy force has an obvious leader (usually when a cutscene is related to a particular foe, such as the Death Archer in the battle before Bedoe), [most of the time it will be required to defeat all enemies in order to win the battle](#). A prime example for this is the battle in Polca, where the Master Mage is now just another henchman. On the other hand, some battles which didn't have leaders before now do (such as the Witch in the first battle in Parmecia or the Hobgoblin).
- As a rule of thumb, weaker characters such as spellcasters will usually survive one hit of a common enemy at their level, while sturdier characters will be able to endure two hits. One-Hit-KO's should be an exception.

## Classes

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First off, [level caps are set to 25 for unpromoted characters and 30 for promoted characters](#) respectively. All promotion paths remain the same, but the roles of the different classes/characters have been carved out further by changing some stats.

While some characters were strictly superior to others in vanilla SF2, this hack intends to bring balance to the (Shining) Force. For example, Chester is now no longer an inferior Pegasus Knight compared to Rick and Eric. Generally speaking, [choosing between the members of a certain class should now usually come down to your visual preference](#), not cold, hard stats.

Spellcasters in particular were subject to a larger number of changes, due to shifts in their usefulness (spell damage is not influenced by higher DEF, and more enemies means AoE Spells become more powerful, but longer battles exhaust MP... and so on).

### **Swordsman** | [SDMN](#)

Some things work just fine the way they are, and therefore haven't been changed in any notable manner. Swordsman Bowie is one of them.

### **Hero** | [HERO](#)

In vanilla SF2, Hero Bowie excels in both attack and defense, to such an extent that it seems over the top even for the protagonist of the story. In Return to Grans, he retains most of his original qualities, but loses a chunk of DEF. He is, after all, the leader of the Shining Force - and a leader should not carelessly waltz around the frontlines, playing target.

### **Priest** | [PRST](#)

Priests in Return to Grans have higher MP and lower ATT ratings than they had before, and their spells have been changed in many ways - see the "Spells" section for more details on this.

Note that Karna has been nerfed significantly, making her no longer strictly superior to Sarah.

### **Cleric** | [CLRC](#)

Clerics replace the Vicar class as a promotion option for priests; they have a much larger MP pool, but are more fragile than they were in vanilla SF2.

Clerics are essential healers, as they will learn the most powerful healing spells (Heal 4 / Aura 4) throughout the game; they also retain their support spell (Detox or Boost) as well as Blast.



### Vicar | VICR

Vicar Frayja is technically also a Cleric, although he still looks like the old VICR class. He also retains his original magic spells (Heal, Detox, Aura, Attack), emphasizing the difference to the other Clerics due to him being unacquainted with Blast. Nevertheless, he starts out with a larger spellbook than before, and learns new magic faster.

### Master Monk | MMNK

It is safe to say that Master Monks are strictly superior to Vicars in the original game; in Return to Grans, it is much more difficult to compare these two classes, as Master Monks are no longer full-fledged healers. Both their Heal and Blast spells are capped at level 3, and instead of Aura, the fourth spell they learn is a debuff (Slow, Sleep or Muddle).

This shouldn't discourage anyone from still using them, though, as Master Monks still have a higher movement radius and superior ATT/DEF ratings compared to their Cleric sisters. Due to their smaller MP pool and their lack of AoE healing, it may however be difficult to have a Master Monk as the sole healer of your party.

### Knight | KNTE

Knights remain unchanged compared to vanilla SF2, some balance tweaks among the individual centaurs aside.

### Paladin | PLDN

Paladins are useful for tanking a moderate amount of damage thanks to their high mobility and HP, although this may take a toll on the healers due to their relatively low DEF compared to sturdier classes such as BRNs. All Paladins now learn HEAL 1 and DETOX 2, making them good complementary party members to a group with a sole MMNK healer.



## **Pegasus Knight** | [PGNT](#)

Pegasus Knights trade mobility for defense. They all have slightly lower DEF and AGI compared to Paladins. Their movement radius has been reduced to 6, as the ability to move 7 spaces + attack from a distance of two squares seemed quite overpowered. Also, just like all flyers, they are now vulnerable to wind-based magic.

## **Warrior** | [WARR](#)

Good old Jaha remains the same mass of muscle we all love to send into the front rows, and the same goes for Randolph (despite less lovin').

## **Berserker** | [BSKR](#)

The Berserker class replaces the Gladiator, which is mostly to go along with a new battle sprite: SF2's three dwarves now sport a slightly different outfit, complete with a sweet horned helmet (also, their attack animation does not look quite as weird as before). Just like their predecessors, Berserkers are destined to stand in the front rows. Their stats remain largely unchanged, but they are now also resistant to magic. They'll take less damage from spells such as Blaze, and are less likely to be affected by debuff spells or Desoul.

## **Baron** | [BRN](#)

Just like the rest of the dwarf classes, Barons remain largely unchanged (also true for Mr. Lemon). They are useful damage dealers and tanks, although not quite as tough as BSKRs.

## **Mage** | [MAGE](#)

Mages are novice spellcasters, but when magic fails, they are used to wielding their staves in close combat. Their ATT is now on par with a priest.

## **Wizard** | [WZRD](#)

Wizards are fully devoted to the study of the arcane. Even more than before, their speciality is damaging multiple enemies at once. Each wizard's repertoire encompasses three of the offensive spells Blaze, Freeze, Bolt and Desoul. They also learn a debuff spell (Sleep, Muddle or Dispel). Wizards are resistant to magic and have high AGI.

Due to the higher numbers and resilience of enemies, situations where they are clumped together will be more common, increasing the usefulness of AoE spells.

## Sorcerer | [SORC](#)

Sorcerers have been subject to a major overhaul. Unlike the wizards in their ivory towers, Sorcerers are used to the heat of battle; they are noticeably tougher than wizards, and can also do quite a lot of damage with their staves. Generally, their magic is significantly more draining to their MP than before. Sorcerers are now wildcards - they can provide a high damage output for critical situations, but will only be effective if you are also willing to use them in melee combat despite their relative fragility.

Sorcerers' attacks may now drain MP.

## Thief | [THIF](#)

Slade will gain ATT faster, making him more effective before promotion. He has also learned to coat his daggers with poison, and is more likely to retaliate attacks with counters.

## Ninja | [NINJ](#)

Shinobi Slade is far less overpowered than his vanilla SF2 iteration. He loses a bunch of hitpoints and defense while keeping his outstanding ATT ratings. He is still a heavy hitter - but leaving him in the front row without protection will quickly result in his death.

Slade also no longer learns Katon or Raijin, which seemed like an out-of-place addition to an already strong character. Instead, the sneaky ninja may now distract or weaken his enemies by using Muddle, Dispel or Slow.

## Tortoise | [TORT](#)

The Tortoise class now boasts a minor resistance against Blast magic, giving Kiwi a chance of survival against certain magic users after he has gained some levels. His HP gains have also been boosted slightly; he will die to fire spells just as fast as ever, though. Kiwi's ATT is still rather low, but his weird helmet-throw attacks now have a chance of confusing enemies, which makes him much more useful (and entertaining to use).



### **Monster** | [MNST](#)

Kiwizilla benefits from a major stats increase, which boosts his DEF rating beyond anyone else, making him an excellent tank - as long as there's no caster around. He gains resistance to wind magic, but fire remains his Achilles Heel. Finally, Kiwi's attack now has a chance of stunning enemies, but his movement radius has been greatly reduced, cutting down his versatility. He is also much slower than before, and his fire breath is much less powerful.

As a sidenote, Kiwi's ridiculous rocket turtle attack animation has been replaced by a more reasonable hulk smash.

### **Phoenix** | [PHNK](#)

Turkey Peter has always been one of the strikingly overpowered characters of SF2. He remains a strong ally, but now his ATT gains with each level up are less out of proportion.

### **Phoenix** | [PHNX](#)

Once again, Phoenix Peter is a strong member of the Shining Force with all around good stats - however, his ATT and DEF have been lowered.

On the plus side, Peter now gains an ability (i.e. magic spell - PHOENIX WING) which allows him to attack enemies from the distance of two squares. He's only able to

use it once or twice per battle, though, and the attack is not very powerful.

### **Ranger** | [RNGR](#)

Like all centaurs, May now has a larger HP bar than the average party member, at the cost of some DEF.

### **Bow Knight** | [BWNT](#)

May's HP bar grows even further, while her DEF is also considerably lower than before.

### **Wolfman** | [WFMN](#)

Gerhalt is even more of a beast now. His ATT will now easily surpass the much more versatile Peter, making him more useful as a damage dealer.

### **Wolf Baron** | [WFBN](#)

Wolf Baron Gerhalt mostly retains his original stats, which makes him one of the most potent damage dealers after the nerf of Peter. All the fur he gains with his promotion will protect him from wind- and ice-based damage; however, it also makes him flammable (weakness to fire).

### **Birdman** | [BDMN](#)

Luke, SF2's poster child birdman, was always a bit on the weak side - but due to a slight increase in his ATT and a nerf of his closest rival Peter he will now be a more valuable companion.

### **Bird Battler** | [BDBT](#)

The Bird Battler, one of the weakest classes in vanilla SF2, has been noticeably boosted in Return to Grans. Bird Battlers now have higher ATT, with a significant chance of inflicting critical strikes; they are basically flying ninjas. They also are among the first characters to take their turns due to their increased AGI.

### **Archer** | [ACHR](#)

Archers now have a little less HP and slightly higher ATT. Aside from that, their appearance has been changed, which makes using pre-promoted Elric less of an eyesore.

### **Sniper** | [SNPR](#)

Snipers move faster than Bow Knights and Brass Gunners, and they have a high chance of devastating critical hits. The tradeoff for this is a loss of HP and DEF compared to vanilla SF2.

### **Brass Gunner** | [BRGN](#)

Brass Gunners are tanks - literally. Their DEF has been improved quite a bit, making them a good choice if you are having trouble protecting your ranged attackers and healers (but do not mind moving slowly).

Unfortunately, it has also been discovered that the engines of Brass Gunners are highly vulnerable to lightning damage.

### **Robot** | [RBT](#)

Zynk is an ancient robot which has not been modified for ages, and for the most part, this trend continues. Just like all other mechanical entities, he now has a weakness against lightning-based attacks; he is, however, resistant to cold.

### **Golem** | [GLM](#)

Just like NPC Golems, Claude is now weak against fire magic, while sporting a minor resistance against wind. He is an excellent tank, but does not do as much damage. He may stun enemies, though.

## Notes:

- The stats of characters which join your party already promoted are set to be slightly higher than those of class members who were promoted at level 20, and slightly lower than others who were promoted at level 25. In the average playthrough, however, RNG should more or less completely randomize this.
- Characters who join you will now usually be more on par with the average level of the members of your force. The exception here are the guys at Creed's mansion (Karna, Tyrin, Randolph, Eric) as well as Janet, who will probably be a bit behind the rest of the bunch.  
Characters will also usually be equipped with the latest in weapon technology, meaning that unlike before, you won't have to make a trip to the weapons trader when they join you, or use Egress in the Kraken Battle because you forgot to buy Luke a replacement for the toothpick he came equipped with. Yep, we've all been there.
- [Some characters now have the ability of inflicting status ailments](#). This is true for enemies as well.
- Enemies are tougher and come in greater numbers than before, and [only a few battles can be won by killing a "Leader"-type enemy](#). This means that [battles will drag out longer](#) than before, which is particularly demanding on spellcasters, and is the primary reason for most of the changes done to magic-users. For example, Clerics now have a larger MP pool and more cost-efficient spells, Sorcerers have become useful melee fighters, and wizards profit from a more powerful and diverse spellbook. In addition, [Fairy Tears are now available at some item traders in the second half at the game, and the new item "Aether Essence" which also recovers MP can be purchased even earlier](#).

# Magic

## HEALING SPELLS:



**HEAL:** Heal has been improved, to compensate for the stronger enemies. In particular, the second tier will now recover 5 additional HP, while retaining the range of 2, and the 4<sup>th</sup> tier has a range of 3 instead of only 1. Keep in mind that Master Monks will no longer raise their Heal spell beyond level 3.



**AURA:** The effect of Aura has changed significantly; it now replenishes the same amount of HP that a Heal spell of the same level would. The ridiculous final tier has been nerfed significantly: it will still heal every party member, but the recovered HP will be equivalent to a Heal 3. Master Monks do no longer have access to Aura.



**DETOX:** Detox is now dirt cheap. Due to a higher number of enemies which may inflict negative status effects on attacks, it has also become more useful. As before, level 1 cures poison, level 2 also removes stun, and levels 3+4 unbind cursed items.

## BUFF SPELLS:



**BOOST** is no longer the ridiculously overpowered spell it once was. It will now be [limited to one target](#) on both tiers. This also affects the Protect Ring.



Attack has been renamed to **ZEAL**. As before, it is a single target spell, although its range is now limited to one square. This also affects the Power Ring.

## DEBUFF SPELLS:



Effect radius and range of all debuff spells (**DISPEL, MUDDLE, SLOW, SLEEP**) has been increased to various degrees.

## ATTACK SPELLS:



**BLAZE:** Blaze remains your standard wizard spell. Its highest tier is now an AOE spell.



**FREEZE:** Freeze has undergone almost no changes.



**BOLT:** Bolt is still the most powerful wizard spell in terms of raw damage. However, it is now more difficult to utilize due to range constrictions: casters now require a certain distance for casting on all tiers.



**BLAST:** Blast is still exclusive to Priests, Master Monks and Clerics. It is highly effective against flying enemies, but will do sub-par damage to most bulky, tank-type foes. Its large effect radius makes it a frightening weapon.



**DESOL** now has a much higher MP cost, given that instakilling an enemy is much more powerful than before.



Just like in vanilla SF2, the damage of basic Sorcerer spells (**DAO, APOLLO, NEPTUN**) is being split between enemies in their effect radius. Their damage has been slightly reduced, while their MP cost has been increased.

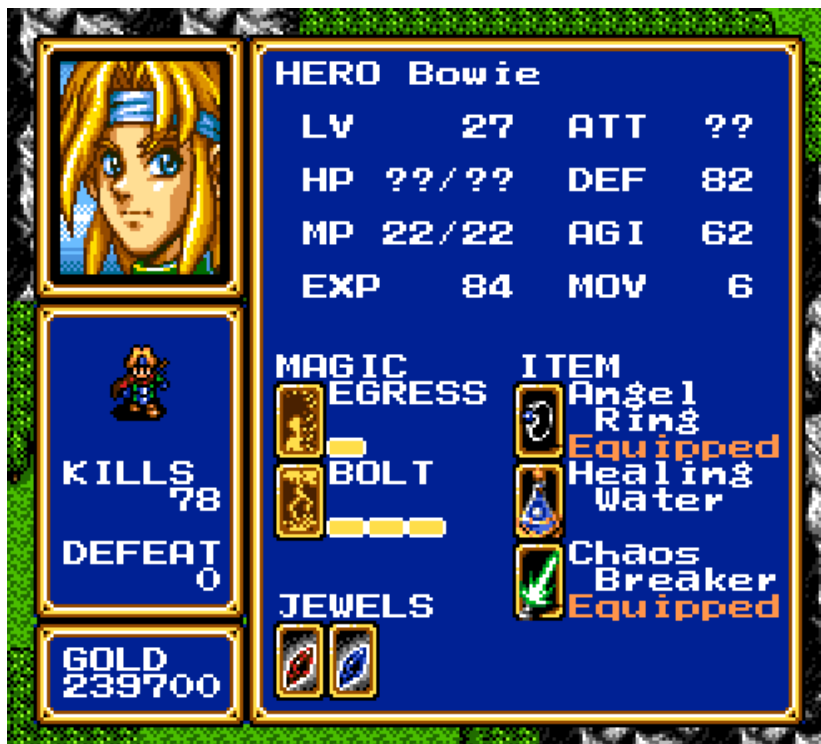


**P.WING** is a new spell Peter will learn after his promotion. It is not very powerful, but allows him to attack enemies from the distance.

## Notes:

- Due to the all-around higher DEF of enemies, resulting in a lower damage output of non-casters, damage spells will be objectively more powerful than in vanilla SF2 even if their stats have not been changed.
- Katon and Raijin have been removed. Since they were mere copies of wizard spells for a character which didn't need any in the first place, I have put the spell slots to better use. The Ninja Katana will now produce a Katon when used, although it is quite different from the original spell.

- Atlas has been removed. Aside from being somewhat too powerful and being learned too late, I always loathed the dumb spell animation.
- Items which recover MP, such as Aether Essences (new item – see next chapter), Fairy Tears and the Mystery Staff are now less useful to Sorcerers due to their higher total MP (and more expensive spells).
- While attaining the highest spell level required some rather tedious XP farming in the original game, the new level cap of 30 means that characters are rather likely to learn all of their spells before you reach the ending.
- Beware: some enemies have learned new magic spells as well.



*All items/weapons and some spells feature improved icons.*



## Items

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Many items have been tweaked, some have been removed/replaced, a few have switched locations.

A new category of wearable items has been added. [Pendants can be worn by anyone and will grant a bonus to one stat, while also diminishing another one.](#) Pendants are usually weaker than rings and have no effect when used.

[Antidotes now work like Fairy Powder](#) (they remove both poison and sleep).

Fairy Powder has been removed from the game. Instead, you may now purchase [Aether Essence, which recovers 7 MP](#) (may only target the character using it).

[Fairy Tears now recover 15 HP and may also be purchased in item shops.](#) Just like Aether Essences, they can only be consumed by the character holding the item.

Mithril weapons have been subject to a lot of changes. In the past, some of them have been strictly inferior to others before; now the blacksmith's crafts should be more balanced. The general idea is that you can now just throw your Mithril at the blacksmith and likely be satisfied with whatever you get (the Critical Sword still sucks, though).

In addition, the drop tables have been evened out. For example, when crafting a weapon for Bowie, the chances of getting either a Levanter, Counter Sword, Battle Sword or Critical Sword are now equally distributed, i.e. about 25% for each blade.

In return, the [number of Mithril slabs which can be found throughout Bowie's journey has been reduced to seven.](#) This has been done to make the choice of whom to give a Mithril weapon a more important one, and to increase the viability of cursed weapons. There is also a new Mithril weapon for Master Monks, the Sage Glove.

### Notes:

- The Pegasus Wing can now be found in Hassan.
- The Angel Ring (former Life Ring) can now be found in Mitula's Shrine.
- The following items have been removed from the game:
  - Running Pimento: MOV is one of the most critical stats, and the possibility of boosting

it by up to 4 was making it too easy to create overpowered characters. As a replacement, the new Ostrich Pendant can now be found in the abandoned tavern in Hassan, which will increase a character's movement by 1 - but at the cost of 5 DEF.

- Shining Ball: pretty much a rather worthless gimmick, and I doubt it will be missed.

Has been replaced by the Wolf Pendant.

- Holy Thunder: same as for the Shining Ball. Replaced by the Bull Pendant.

- Fairy Powder: As mentioned above, Fairy Powder is gone; Antidotes now have the same effect as Fairy Powder previously had (curing poison and sleep)

- Healing items: rarely used in vanilla SF2 due to the game's low difficulty, healing items have been overly potent early in the adventure, while being pretty worthless in the late game. Thus, they have been rebalanced:

- Medical Herbs now only restore 7 HP (instead of 10),

- Healing Seeds now only restore 15 HP (instead of 20),


- Healing Drops now only restore 25 HP (instead of 30).


- Healing Water now restores 35 HP (instead of complete recovery) and may be purchased in item shops.


- Since the +ATT of many Mithril weapons has been decreased, cursed weapons are now superior in terms of raw power. To compensate for this, all of them now also carry a negative stat effect.


- The "Crit Up" effect which could supposedly work against you in the original game should now be always beneficial to your party members due to a change in their stats. It should now always increase damage and/or chance of critical hits.

## Mithril Weapons, Rings & Pendants

CRITICAL SWORD	
	Equip effect: + 32 ATT, Crit % UP Use effect: none Restrictions: only HERO, BDBT, BRN, NINJ

BATTLE SWORD	
	Equip effect: + 35 ATT, Double Attack % UP Use effect: none Restrictions: only HERO, BDBT, BRN, NINJ

COUNTER SWORD	
	Equip effect: + 42 ATT, Counter Attack % UP Use effect: none Restrictions: only HERO, BDBT, BRN, NINJ

LEVANTER	
	Equip effect: + 35 ATT Use effect: Katon Restrictions: only HERO, BDBT, BRN

## VALKYRIE



Equip effect: (Range 2) + 33 ATT, +5 AGI

Use effect: Zeal

Restrictions: only PLDN, PGNT

## HOLY LANCE



Equip effect: + 42 ATT, recover 2 HP/turn

Use effect: none

Restrictions: only PLDN, PGNT

## MIST JAVELIN



Equip effect: (Range 2) + 37 ATT

Use effect: Aether Essence (recover 7 MP)

Restrictions: only PLDN, PGNT

## HALBERD



Equip effect: + 40 ATT, +5 DEF

Use effect: none

Restrictions: only PLDN, PGNT

### WISH STAFF



Equip effect: + 26 ATT

Use effect: Heal 2

Restrictions: only VICR, CLRC

### MAGE STAFF



Equip effect: + 29 ATT

Use effect: Blaze 2

Restrictions: only WZRD, SORC

### GREAT ROD



Equip effect: + 40 ATT, + 5 DEF

Use effect: none

Restrictions: only VICR, CLRC, WZRD, SORC

### SUPPLY STAFF



Equip effect: + 36 ATT, Crit % UP

Use effect: drain MP

Restrictions: only VICR, CLRC, WZRD, SORC

### HOLY STAFF



Equip effect: + 25 ATT, + 5 DEF

Use effect: none

Restrictions: only VICR, CLRC, WZRD, SORC

### FREEZE STAFF



Equip effect: + 35 ATT

Use effect: Freeze 3

Restrictions: only WZRD, SORC

### GODDESS STAFF



Equip effect: + 31 ATT

Use effect: Aura 1

Restrictions: only VICR, CLRC


### MYSTERY STAFF





Equip effect: + 37 ATT, recover 2 MP/turn


Use effect: none

Restrictions: only VICR, CLRC, WZRD, SORC

KATANA	
	Equip effect: + 39 ATT, + 10 AGI
	Use effect: none
	Restrictions: only NINJ

NINJA KATANA	
	Equip effect: + 42 ATT, Double Attack % UP
	Use effect: Katon
	Restrictions: only NINJ

GISARME	
	Equip effect: + 32 ATT, Chance of instakill
	Use effect: none
	Restrictions: only NINJ

BUSTER SHOT	
	Equip effect: + 37 ATT, + 15 AGI
	Use effect: none
	Restrictions: only BWNT, SNPR, BRGN

### HYPER CANNON



Equip effect: + 37 ATT

Use effect: Slow 1

Restrictions: only BWNT, SNPR, BRGN

### GRAND CANNON



Equip effect: + 43 ATT

Use effect: Dispel 1

Restrictions: only BWNT, SNPR, BRGN

### HEAT AXE



Equip effect: + 32 ATT

Use effect: Blaze 2

Restrictions: only GLDT, BRN

### ATLAS AXE



Equip effect: + 35 ATT

Use effect: Apollo 1

Restrictions: only GLDT, BRN



### GROUND AXE



Equip effect: + 37 ATT, +1 MOV

Use effect: none

Restrictions: only GLDT, BRN

### RUNE AXE



Equip effect: + 42 ATT, Crit UP

Use effect: Detox 3

Restrictions: only GLDT, BRN

### STORM KNUCKLES



Equip effect: + 50 ATT, + 15 AGI

Use effect: Blast 2

Restrictions: only MMNK

### GIANT KNUCKLES



Equip effect: + 53 ATT

Use effect: none

Restrictions: only MMNK

### SAGE GLOVES



Equip effect: + 45 ATT

Use effect: Fairy Tear (recover 15 MP)

Restrictions: only MMNK

### QUICK RING



Equip effect: + 5 AGI, Crit UP

Use effect: Blast 1

Restrictions: PHNK, PHNX, MNST, GLM

### RUNNING RING



Equip effect: +1 MOV

Use effect: Slow 1

Restrictions: PHNK, PHNX, MNST, GLM


### WHITE RING





Equip effect: + 5 DEF, + 5 AGI


Use effect: Aura 1


Restrictions: only PRST, HERO, VICR, CLRC,  
MMNK


BLACK RING	
	<p>Equip effect: + 5 ATT, 5 AGI</p> <p>Use effect: Blaze 2</p> <p>Restrictions: only MAGE, PRST, WZRD, SORC, VICR, CLRC</p>


DEMON RING	
	<p>Equip effect: +15 ATT, -1 MOV</p> <p>Use effect: Bolt 1</p> <p>Restrictions: only WZRD, SORC, VICR, MMNK, CLRC, HERO</p>


ANGEL RING	
	<p>Equip effect: recover 4 HP/round</p> <p>Use effect: Heal 1</p> <p>Restrictions: PHNK, PHNX, MNST, GLM</p>

PROTECT RING	
	<p>Equip effect: +5 DEF</p> <p>Use effect: Boost 1</p> <p>Restrictions: PHNK, PHNX, MNST, GLM</p>

POWER RING	
	<p>Equip effect: + 5 ATT</p> <p>Use effect: Zeal</p> <p>Restrictions: PHNK, PHNX, MNST, GLM</p>

OSTRICH PENDANT	
	<p>Equip effect: + 1 MOV, - 5 DEF</p> <p>Use effect: none</p> <p>Restrictions: none</p>

WOLF PENDANT	
	<p>Equip effect: + 15 AGI, - 5 ATT</p> <p>Use effect: none</p> <p>Restrictions: none</p>

BULL PENDANT	
	<p>Equip effect: + 5 ATT, -10 AGI</p> <p>Use effect: none</p> <p>Restrictions: none</p>

## Monsters

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All [monsters are tougher and stronger](#) than in vanilla SF2. Battles will also often have a few extra enemies. The goal here was not to make the game significantly harder, but rather to provide a more consistent challenge to make battles more interesting.

A lot more [monsters' attacks will now carry the chance of inflicting status ailments](#). This makes antidotes and Detox less useless than in the original game. [Detox removes stun and poison effects](#) (starting at level 2), while [Antidotes will remove poison and sleep effects](#).

### Notes:

- [Poison will now inflict damage equal to roughly 10% of the respective character's total HP](#). Enemies killed by poison effects will grant no experience points.
- Many foes will now have some kind of magic resistance, so chose your spells accordingly.
- Tank type enemies are usually resistant against wind-type spells, and sometimes also against all other forms of damage spells.
- Flying units (with the exception) are always vulnerable to wind-based magic (Blast, Dao). This includes your own party members as well. In return, resistance against wind-based magic is common among some tougher units (for example, HERO Bowie is not fazed by windy weather).
- Machines are weak against lightning-based magic, while flying enemies will often take less damage from it.

## Name Changes

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- Silver Tank: renamed to Steam Engine. The idea of just finding a tank chilling out in a chest always struck me as weird. Now you'll just find a power source, and I guess the priest then builds you your tank or something.
- Force Sword: renamed to Chaos Breaker. No explanation needed, I guess.
- Fairy Powder: renamed to Aether Essence.
- Thieves' Dagger: renamed to Rogue Dagger.
- Dark Madam: renamed to Dark Countess.
- Evil Beast: renamed to Pit Beast.
- Evil Bishop (Chess Battle): now just Bishop.
- Misty Knuckles: renamed to Storm Knuckles.
- Evil Ring: renamed to Demon Ring.
- Life Ring: renamed to Angel Ring.
- Attack: renamed to Zeal.

## Known Bugs

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Return to Grans has – to the best of my knowledge – [no game-breaking bugs or serious issues](#), but there is some minor, annoying stuff. So far, I have found the following bugs which I was not able to correct:

- The Evil Spirit in Creed's mansion will not change into Zeon but rather disappear completely when the king of devils starts showing up.

- The upwards-facing map sprite of Peter has a few odd pixels appearing on the right side of his head. You probably can't unsee it now.
- In some maps enemies do not spawn correctly – their sprite is not loaded until they either move or a battle occurs, and their spawning is accompanied with glitches.
- If you attempt to switch the equipped weapon of THIF Slade during combat, you will get the notification that his weapon is cursed and therefore cannot be replaced (even if he is not wielding any). This is a side effect of the sf2\_poisonpercent patch.
- During one playthrough test, SORC Kazin learned two additional levels of Neptun, which were both essentially bugged "Higins"-type spells. Since the original Neptun was still usable, gameplay was not affected.
- The palette of the intro sequence is messed up.
- [If you know how to correct any of the aforementioned bugs, please drop me a message.](#)



## General Hints

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- Battles will play out different than before, mostly due to the stronger enemies. While the setup of the enemy army usually hasn't been changed a lot, there are a few battles which feature some new AI patterns and traps.
- In order to max out the stats of their characters, most players like to promote as late as possible, which is level 25 in this hack. Consider promoting characters which you know you're not going to use later early, so you can benefit from their increase in power for upcoming battles. BRSK Jaha's magic resistance or MNSTR Kiwi's stun can make a crucial difference against the chess army.
- Many Mithril weapons have very useful abilities, but as a rule of thumb, a powerful special effect now usually goes hand in hand with a low +ATT stat.
- When enemies' damage seems to get out of hand, do not underestimate the land effect.
- Pay attention to enemies' movement radius in order to avoid damage. Reading enemy movement is absolutely critical in the lategame.
- Only spread out if there are casters nearby, to avoid your characters being ganged up on. Opening up a character to more than one attack can quickly result in casualties.
- If you have trouble defeating stronger enemies, try to use status effects such as Slow (learned by Sarah and Slade, effect of items such as Running Ring and Hyper Cannon...) or Stun (Attacks of Kiwi and Claude have a chance of stunning). Muddle, Sleep and Dispel will be less useful for bosses, but work fine on most normal enemies.



## Credits / Acknowledgements

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This hack would not have been possible without the efforts of many other people, whether they know it or not. I would like to thank

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- Siel, for crafting some cool patches.
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- Stordarth, for helping with all kinds of stuff.
- Wiz, for helping me out with his awesome disassembly tools.

... and anyone else who might have given me a helping hand between 2011 and 2017, when I first started working on this thing.

## Concluding Words

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If you encounter any bugs or have comments on your playthrough of this hack, please let me know! You can contact me under my account on the [Shining Force Central Forums](#), where I go by the name of [greyskies](#).

You are also welcome to discuss Shining Force 2 - Return to Grans on [this thread](#) in the forums.