

Final Fantasy Tactics Advance Biskmatar Guide

by Espreon

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Final Fantasy Tactics Advance

Make your own Biskmatar Guide

Version 2.05

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Introduction

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Do you remember when you battled with Lendar?

Do you think it was obnoxious that the game could not let you have a character as strong as him?

Do you want someone as powerful as him?

Well, then you clicked on the right guide!

Just read the guide, and soon you will have your own Biskmatar!

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Required Items and Clan Members

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Here are the Clan Members you will require:

1 Beastmaster

Marche.

Here are the Items you will Require:

Armor:

Wygat

Weapons:

Demon Bell

War Trumpet

Black Quena

Glass Bell

Conch Shell

Earth Bell

Hairy Harp

Aona Flute

Short Sword

Silver Sword

Rod

White Staff

Blue Saber

Ayvuir Red

Ayvuir Blue

Sweep Blade

Shadow Blade

Sun Blade

Flame Tounge

Air Blade

Kwigon Blade

Ogun Blade

Jack Knife

Khukuri

Nosada

Myrithil Rod

Acessories:

Note: You don't need the shoes until later

Ninja Tabi

Angel Ring

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Instructions

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Phase1: First Equip Marche the Short Sword, then master First Aid, then equip the Silver Sword and Wait until you master Speed Break.

Phase2: Change Marche's Job to Thief and Equip the Jack Knife and wait until you master Steal:Gil, then equip Marche with the Khukuri and wait until you Master Steal:EXP.

Phase3: Change Marche's Job to Ninja and Equip Marche with the Nosada
[TIP: while Learning Double Sword with Nosada go on Missions and Bring along Insinga and Feather Badge] and Wait until you master Double Sword.

Phase4: Change Marche's Job to White Mage and equip the White Staff and wait until you master Cure.

Phase5 Change Marche's Job to Black Mage and equip Rod wait until you master Fire, Thunder, and Blizzard and equip Myrithil Rod and go to the Change Abalities Screen and go to the C and press A and select Black Combo and master Black Combo.

Phase6: Change Marche's Job to Blue Mage, equip the Blue Saber and go to the Change Abilties Screen and go to the S press A and select Learning and Equip Marche with Angel Ring.

Phase7: Equip Your Beastmaster with the Demon Bell, then Battle a Bomb or a Grenade and control the Bomb or Grenade and make it attack Marche with Blow-Up, Marche should Learn Blow-Up.

Phase8: Battle a Goblin, take control of the Goblin and make the Goblin attack Marche with Goblin Punch, Marche should Learn Goblin Punch.

Phase9: Battle a Red Cap, take control of the Red Cap and make the Red Cap attack Marche with Magic Hammer, Marche should Learn Magic Hammer.

Phase10: Battle a Cream, controll it and make it attack Marche with Acid, Marche should Learn Acid.

Phase11: Equip your Beast Master with the Fairy Harp and Battle a Titina, controll it and make it use Angel Whisper on Marche and he should learn it.

Phase12: Battle A Sprite and controll it, make the Sprite use White Wind on Marche, Marche should Learn White Wind.

Phase13: Equip you Beastmaster with the Black Quena, Battle a Zombie, Controll the Zombie and make him

attack Marche with Drain Touch.

Phase14: Battle a Vampire[always make sure the Last number of the Vampire's Level matches the last number of Marche's Level] controll the Vampire, and make it use LV?S Flare, Marche should Learn it.

Phase15: Battle an Ahriman[make sure Marche and your Beastmaster are your only units on the field also make sure Marche is equipped with thr Angel Ring], control the Ahriman and make it use Roulette[keep trying until it Hits Marche], Marche should Learn it if the Marker hits Marche.

Phase16: Equip your Beastmaster with the War Trumpet, battle a Panther, controll the Panther and make it attack Marche with Poison Claw, Marche Should Learn it.

Phase17: Battle a Blue Courel, controll it and make him attack Marche with Haste Break, Marche Should Learn It.

Phase18: Equip your Beastmaster with the Conch Shell, battle a Toughskin, controll it and make it attack Marche with Matra Magic, Marche should learn it.

Phase19: Equip your Beast Master with the Aona Flute, Battle a Malboro, controll it and make it attack Marche with Bad Breath, Marche should Learn it.

Phase20: Equip you Beastmaster with the Glass Flute, Battle a Lamia, Controll it, make it use Night, if Marche falls asleep he should Learn it.

Phase21: Battle a Lith, controll it, make it attack Marche with Twister, Marche Should Learn it.

Phase22: Change Marche's Job to a Fighter, go to the Change abalities screen and go to Learning press A and select Double Sword and Highlight Items and Select Blue Magic, Equip Marche with Sweep Blade and Shadow Blade, Master the Abilities they Give you.

Phase23: Equip Marche with the Sun Blade and Flame Tounge, wait until you master the abilities they give you.

Phase24: Equip Marche with the Air Blade and the Kwigon Blade, wait until you master the Abilities they give you.

Phase25: Equip Marche with the Ogun Blade, wait until you master the Abilitie it gives you.

Phase26: Equip Marche with Wygar, go to the Change Abilities Screen and go to R, press A and select Strikeback, wait until you master Strikeback.

Phase27: Equip Marche with the Ayvuir Red and the

Ayvuir Blue also equip the Ninja Tabi, the Judge Coat, and top-it off with an Angel Ring and there you have it, Your very own Biskmatar.

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Better Biskmatar Instructions

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Phase20: Equip you Beastmaster with the Glass Flute, Battle a Lamia, Controll it, make it use Night, if Marche falls asleep he should Learn it.

Phase21: Battle a Lith, controll it, make it attack Marche with Twister, Marche Should Learn it.

Phase22: Battle a Floateye controll it and force it to use stare on Marche, Marche should Learn it.

Phase 22.5: Equip Myrthil Sabre on Marche and go to the Abilities screen and go to C and select Blue Combo and wait 'till Marche masters it.

Phase23: Change Marche's Job to a Paladin, equip Marche with the Blue Magic Abilitie and the Double Sword Abilitie, equip him with Defender and Lionheart until he masters Nurse and Defense.

Phase24: Equip Marche with Raganaork and SaveTheQueen and master Drop Weapon and Cover.

Phase25: Equip Marche with Arch Sword and Excalibur and master Saint Cross and Holy Blade.

Phase26: equip Ancient Sword and master Subdue.

Phase27: Equip Barong and Master Parley.

Phase28: Change Marche's Job to Fighter and equip Ninja Gear and master Bonecrusher.

Change Marche's job back to a Paladin and Equip Blue Magic and Bone Crusher and Equip Excalibur2, Excalibur, Peytral, Fairy Shoes, and an Angel Ring.

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Credits
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I written this guide by myself.

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