

Onimusha Tactics FAQ/Walkthrough

by The Sorcerer

Updated to v1.0 on Aug 26, 2004

Onimusha Tactics [GameBoy Advance]
FAQ/Walkthrough

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Date: January 18th, 2004
Last revision: August 26th, 2004
Version: 1.0

This is a walkthrough file for the game "Onimusha Tactics" made for Gameboy Advance.

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1) Walkthrough

This walkthrough serves as an extension to Vivi0198's FAQ. Therefore I won't cover the basics and characters because I assume you know. If not, check his great FAQ. This guide covers only strategies from episode 23 on.

Things that are not covered:

- Phantom Realm (might work on it later on)
- spells/techniques list

Also, the following walkthrough does not cover orbs. Orbs can make you into a powerhouse, but it's too tedious and less challenging. You can beat the game without any orbs and secrets with characters under level 40.

Episode 23

The Skull Cup

Genma Bushi X 4
Filmereck X 4

Strategy: The path is pretty straight forward. You may be able to kill those Bushi with one normal hit by boosting your strong attackers with Strongman Mode. The only thing you might have to worry about are the Filmereck which uses an attack called Absorb Vitality that drains a character's HP by about 70 points. It's a good idea to walk in a large group so that they can heal each other if needed be. There will be more Genma Bushi popping up the longer the fight lasts, but they are not much to worry about.

Difficulty: 6/10

Episode 24

A trap at Kiyosu Castle

Genma Bushi X 2
Filmereck X 5
Zamnoossoss X 1

Strategy: Start by going up the stairs to the north with your group. Make quick work of the Bushi and the lone Filmereck. A Bushi and Filmereck on the right side should be coming towards you from that direction, ignore them for now. Keep going up the stairs with Onimaru leading and transform to Onimusha at the top while trying to have your other characters eliminate another Filmereck so that only Zamnoossoss and another Filmereck is left. Onimusha should go after the Zamnoossoss on the next turn so team up on the Filmereck with your other characters. After they are gone, the Bushi and Filmereck I mentioned before should be still pursuing you from the back. Simply backtrack and finish them off. As always, try to make sure that the Filmerecks don't drain from your low-hp characters.

Difficulty: 6/10

Episode 25

The Genma Beasts of Kiyosu

Belon X 1
Belosk X 1
Belozuna X 1
Giramusaid X 1

Strategy: Sounds pretty easy with only four Genmas but those mutated animals have high defense. If you don't kill them quickly, they can grow into stronger versions (Belon -> Belosk -> Belozuna) which can be annoying. Have Onimaru finish off the Giramusaid quickly then transform into Onimusha to take care of the Belozuna. Cast Strongman mode on your second strongest character and have him/her along with some more characters team up on the remaining Genma Beasts, so that they can't grow and won't have enough time to enter more enemies. The new enemies will just give you more Genma stones, and no recipe. Watch the HP of your weaker characters, since those animal Genma attacks rather hard.

Difficulty: 5/10

Episode 26

Tragedy of Fate

Giramusaid X 6
Dorogand New X 2

Strategy: This fight is hard, I recommend you equip a Strike Gauntlet on your second strongest character if possible as it would really help in this fight. The Giramusaid, unless you have used Defender Mode, takes off 100+ hp from your character(s) on each hit. The Dorogand's new version isn't much different from the previous, it has a bit more hp and takes off a little more damage when it explodes so try not to have yourself around it when it does. To start off, cast Defender Mode on Onimaru and have Onimaru walk the path which leads to the two Dorogand while have one character with decent attack follow Onimaru (not too close) with a herb or two in hand. If you have Magoichi, have him follow

Onimaru's group. Now for your remaining party, try to bring along a healer (Sakura). Cast Strongman Mode and maybe Defender Mode on your second strongest character (in my case Ageha) and have her go down as far as he/she can. Let him/her handle the two Girusaids down there, then have the party proceed right. When Onimaru reaches the top, transform into Onimusha while having your two supporting characters finishing the Girusaid on the way. Around turn 4, more Girusaids will show up, be aware of them, finish them and heal if you have to. It's a good idea to equip a herb on each character for insurance. Watch your hp and it should be fine.

Difficulty: 8/10

Episode 27

Come Back Kaidomaru!

Girusaid X 3
Dorogand New X 4
Zandagain X 1

Strategy: Use your previous strategies on the Girusaid and Dorogands except now that there's two more of them. Lightning works well against machines so use those spells if you have it. Carefully advance with Onimaru and then transform into Onimusha when you reach Zandagain. Be careful of his Golden Blast attack as it takes off A LOT OF damage and can hit in a cross pattern (5 people at once). Bring along another strong character or two and surround him with Onimaru and he should be done like cheesecake. ;)

Difficulty: 7/10

Episode 28

On the Trail of the Genma Cannon

Girusaid X 4
Dorogand New X 2
Kinmezuna X 2

Strategy: You are surrounded which sounds like trouble, but actually it's the complete opposite. Bring along 8 solid attackers and assign them each a target. Unleashes your strongest fury on them, and they're basically done for in a couple of rounds if not one. ;)

Difficulty: 2/10

Episode 29

The Genma Cannon

Dorogand New X 4
Kinmezuna X 2
Medozaim X 2

Strategy:

First off, I suggest having Oboro in your party and have the skill Secret Light learned (lvl 20) and equip her with a magic potion because it will make the battle much easier. Now have Onimaru go up as far as he can and have him transform, then have your second strongest character (i'll call him/her B) follow right behind him, the Dorogands should hit Onimaru twice with bullets

and once with normal attack and another bullet on your second character. Don't worry about the damage right now. With Tsubame, use Lightning Flash on the other two Dorogands across the water (hits both). On the next turn, Onimaru should finish off one Dorogand by himself. Use Tsubame's Strike Thunder to finish off one of the Dorogands, and use Magoichi to kill off the other one. Now move forward your characters but leave behind 2 or 3 of them with reasonable high hp, you will see what I mean in a second. On the next turn, Onimaru should finish the last Dorogand in front of him while two new Dorogands show up, don't worry about them yet. Now cast Defender and Strongman on character B, and have him/her kill off the Kinmezuna (should die in one normal hit). Again move forward your party except a couple. On the next turn, two Dorogands will show up at your beginning area (behind you), that's why I said to leave behind a couple of decent characters so they can handle them. Now move Onimaru forward to join the pack, a Medozaim should be close to character B about now. As a warning, these guys hit very hard and hits everyone that are around it in a circular manner. Move forward your characters. On the next turn, attack the Medozaim close to you with character B with the strongest possible attack (Phoenix Ripper, etc.), it likely won't die yet but that's fine. Now move Onimaru forward as far as he can and transform again for the last time and have the supporting cast follow him closely. On the next turn, the two Dorogands should have enough range to launch at your character B, he/she should have a bit of hp left but just make sure Defender Mode is still on (otherwise cast it on him/her again since he/she is now in a very vulnerable position. Cast Strongman again if it worn off already. Now it's the time for Oboro to shine, most of your characters should have taken damage right now so use her Secret Light spell (it heals 800+ hp for each character which is more than enough). With everyone rejuvenated, wait for the next turn. Now finish off the Medozaims and send your supporting cast to go after the remaining two Dorogands while having Oboro use her magic potion if necessary. You should be able to wrap it up from now on. :)

Difficulty: 8/10

Episode 30

Descend Dragon Spirit

Kinmezuna X 3

Medozaim X 4

Zabarossoss X 1

Strategy: Even though there are more Medozaims in this battle, the good thing is a couple of them are already right in front of you to start so it provides a 'geographical advantage' in my opinion. However, the Kinmezuna seems to be in attack mode for a change so be careful of them. Send two people to take care of the Kinmezuna and let Onimaru beat all the Medozaims by himself while having people support him to finish things off. When the Zabarossoss is all alone, you know what to do. ;)

Difficulty: 5/10

Episode 31

The Dragon Camp

Kinmezuna X 4

Medozaim X 3

Merda Nanaid X 1

Strategy: This is a relatively easy battle. Split up your party so that Onimaru

and another couple of attackers will go after the Medozaims and have the rest pummel the Kinmezunas. Obviously with Oboro, it's much easier with her healing magic. When you are done with them, go after the Merda Nanaid, but watch out for its attack as it takes off an incredible amount. Use a high hp character as a decoy, and move your other characters around him and Boom Bam Ram, LOL! :P

Difficulty: 5/10

Episode 32

The Dragon Camp: Conclusion

Medozaim X 5

Merda Nanaid X 2

Ramegia X 1

Strategy: In this battle, there are now 5 of those annoying Medozaims and 2 Merda Nanaids who are always trouble. The enemies are playing defensive so it is not to your advantage. I suggest bringing Oboro again for this battle and equip her with a Magic Potion just for insurance, you might not need it (you can always make these you know). Start by moving Onimaru forward as far as he can, transform, then have the others follow him. Cast Strongman and Defender on a strong character then move him/her forward so that the Merda Nanaids will target him/her. He/she should be able to finish one of the 2 Nanaids on the next turn while Onimusha and the supporting cast will finish the 2 Medozaims. Basically you want to use your two transformations on the Medozaims, and while others attack them cautiously (beware of tentacles). Heal with Secret Light if necessary. When Ramegia is alone, surround her and use normal attacks since it seems to do better than skill techniques. She uses an attack called Blossom Dance which has a chance to inflict status effect on a character, but no big deal really and she uses some kind of an orb attack for about 100 damage. Just keep attacking and her 999 hp will run out eventually. ;)

Difficulty: 7/10

Episode 33

Break Through the Defenses!

Girajorda X 5

Bajaid X 2

Kefeck X 1

Strategy: No need for healing in this battle. Use your two turns of Onimusha on the Girajordas and Bajaid while having others help out. Some Bushis will show up later but they're no threat. Use your occasional Strongman and Defender modes when necessary, and this battle shouldn't be much trouble.

Difficulty: 6/10

Episode 34

Father and Daughter Rebel

Girajorda X 4

Bajaid X 3

Geoziekel X 1

Strategy: Move up and transform into Onimusha while others follow and help.

Transform to Onimusha again when you reach the Bajaid's and send someone with strong attack with Defender and Strongman casted on him/her to kill the Geoziekel. Around turn 6, two more Girajordas will show up at the foot of the hill so put a few guys in that area so they can take care of business. And of course don't hesitate to use Secret Light or whatever healing magic.

Difficulty: 5/10

Episode 35

A Samurai Friendship

Girajorda X 2

Bajaid X 2

Jahida X 2

Geoziekel X 2

Strategy: Bring along Mitsuhide to make the battle easier. Send Onimaru to the left, have him transform to Onimusha when he's close enough to the enemy, transform again when he changes back to Onimaru. He should finish the 3 enemies there by himself. Now move your other party members to the other side, cast Strongman and Defender on Mitsuhide or another strong character. Annihilate the three poor Genmas on the right then advance upwards, don't stay too close together or the Geoziekel will blast all of you. Slowly advance, you have 7 people and they have 2. You should be able to destroy them, so to speak. :)

Difficulty: 5/10

Episode 36

The Search for Garashia

Bajaid X 2

Hyubajaid X 2

Jahida X 2

Geoziekel X 2

Strategy: This is the first episode that I've gotten a Complete Victory for. It can be a difficult fight, but in my case I brought along Mitsuhide which made it a lot simpler. Having one long range attacker (Tsubame's magic counts) in this battle might help too. Start by using Mitsuhide's Fire of Purgatory on the top Geoziekel, it should take off 600 damage then use a long range attack to finish it off. One down. Take Onimaru downhill along with some strong characters. Split up the party in half would be a good choice. On the next turn, use the same strategy with Mitsuhide and finish the Geoziekel below. Weee, no more Geoziekels, well for now at least. Now send Onimaru down and transform him. Have another character or two assist him on the way. Without the Geoziekels, things shouldn't be much trouble. From turn 5 on, one more Genma will show up on each turn, including two Geoziekels! But with Onimaru and Mitsuhide act as commanders on the high and low grounds, you shall win. Just make sure you have Secret Light in this battle.

Difficulty: 7/10

Episode 37

Take Kameyama!

Jahida X 3

Hyubajaid X 4
Haibamud X 1

Strategy: I'll make it short. Use your previous strategies on the Jahidas and Hyubajaid. Later on, some more Jahidas and Hyubajaid will show up, so take care of the first ones quickly. Use Fire of Purgatory twice on the stupid bat and he will be done like dinner. :)

Difficulty: 6/10

Episode 38

The Last Jewel

Jahida X 4
Hyubajaid X 3
Dalbamud X 1

Strategy: There's a time limit for this episode. I suggest bringing Tsubame along with her Lightning Flash spell and of course Mitsuhide. You basically have only one path to take. You only need to rely on 4 attackers. The rest can actually stay put. Those Hyubajaid will be using you as shooting practice targets so walk quickly, and use Defender magic on anyone with weaker defense. Use Tsubame's lightning twice and two of the Hyubajaid should be gone. Now that life's a little bit easier, advance Onimaru, Mitsuhide, and attacker #3, when they reach the bottom, transform into Onimusha and use normal attacks with Mitsuhide and attacker #3. It would be a good idea to have Secret Light so that in case your main attackers need healing, they can be healed from far away. Anyway, once the Jahidas and Hyubajaid are taken care of, use Fire of Purgatory on the lone Dalbamud and finish him with whatever you've left.
Estimated turns to finish round: 8

Difficulty: 7/10

Episode 39

The Tortoise Camp: The Final Barrier

Rai-Gozales X 4
GenmaGasTank X 2
GenmaGun X 2

Strategy: This battle would be real hard without Mitsuhide and his Tortoise Defense. The enemies hit hard and you don't have much room to separate yourselves. Go with the easy way and cast Tortoise Defense (increases BOTH attack and defense of every active members) immediately or do it the hard way, your choice. My suggestion is use Tortoise Defense immediately then split up your attackers. Lightnings and gun are effective against machines so arrange your group accordingly. This battle will require more whacks than usual since the enemies have really high hp but you shall triumph if you are patient. I still have no idea what the GenmaGasTanks do however, since they seem to just idle there and pump gas (well, at least in my game).

Difficulty: 6/10 (more if you don't use Tortoise Defense :P)

Episode 40

The Tortoise Camp: Conclusion

Rai-Gozales X 5

GenmaGun x 2
Galakalac X 1

Strategy: Pretty annoying since both GenmaGuns are to the opposite side far from you, meaning your party are guaranteed to be hit. You definitely should bring Magoichi here with Tiger Salvo learned as it would help immensely. Like the last fight, make sure to cast Tortoise Defense because you need it in this fight more than the last. Move your characters up, but don't move them too close to Onimaru because Galakalac's laser will likely hit them as well which inflicts around 130 damage. Your low hp characters won't last so keep them away from Onimaru. Also make sure Oboro is in your party. Transform to Onimusha at first opportunity and use Lightnings and gun to take out the GenmaGuns as quickly as possible as they will cause more trouble if you leave them uninterrupted. Galakalac will repeatedly fire lasers (usually aimed at Onimaru) so use Secret Light when most of your characters' hp are depleted to less than half. When you finally kill off all the pawns, use your strongest techniques, and most importantly Tiger Salvo will do huge damage to him so save it for last.

Difficulty: 7/10

Episode 41

The Shadow Temple

Jinmezuna X 5
Demauzer X 2
Hideyoshi X 1

Strategy: This battle can be nasty because Hideyoshi can use spell that cause instant death to a character. But two can play that game, therefore what I suggest you to do is to forge a Serpent's Tongue (you received that recipe from the last episode) and enhance it to become the Doom Tongue. Not only this is the strongest weapon for Tsubame, it can cause 100% instant death to any enemies (except bosses) and if the enemies line up in a cross pattern, they'll all go to hell (heh, they're already in hell ;) You would want Magoichi in this battle, and you also want to take out the Demauzers and Hideyoshi as quickly as possible. Assign that duty to Magoichi and one other person, and pray that he doesn't kill you with instant death. When he's within range, use Strongman on Magoichi and blast the (censored) to oblivion. Once the Demauzers and Hideyoshi are out of the way, you're pretty much safe and has the victory locked up.

Difficulty: 7/10

Episode 42

The River Styx

Makuma x 7
Guildenstern X 1

Strategy: Some say this is the hardest episode, but this is the second episode in which I got a complete victory for. Guildenstern is indeed the strongest opponent you will face so far in this game. He has 2 attacks, one that looks like some dark spiral attack on one character which causes more than 350 damage, and another which is like a typhoon attack which hits a row of characters for 150+ damage. Guildenstern also has more than just 999 hp (i assume about 1200-1500) and he recovers his hp for about 250 points and 25 sp every round. Tough nut? Yeah. Impossible? No. My Onimaru was

level 25 when I beat him and Mitsuhide was level 34.

Here are my characters: Onimaru, Mitsuhide, Ageha, Oboro, Tsubame, Magoichi, Kabuki, Hikoichi

What you need:

- equip Ageha with a blue bracelet (she should have 400+ hp if she's level 32)
- give Ageha something to heal with
- give 2 magic potions to Tsubame
- make sure Tsubame knows Absolute Death (Serpent's Tongue +3)

That's all you need.

Notice the two Makumas on the right blocking your path to Guildenstern? Use Absolute Death on them (it will take two turns) while advancing the following characters: Onimaru, Ageha, Magoichi, Mitsuhide and Tsubame

Use Ageha as a decoy. When she is within attack range of Guildenstern, he'll use Kamikaze Rage on her. She should still be alive. Now move Onimaru down so he's close to Guildenstern and transform. Guildenstern should attack him now instead. Have Ageha recover herself. Move your allies down slowly. Use Mitsuhide's Fire of Purgatory and Magoichi's Tiger Salvo on Guildenstern, use a magic potion on Magoichi afterwards. When your allies are standing in a line, he might choose to use the Typhoon spell, use that to your advantage because it causes less than half the damage as Kamikaze Rage. If Onimaru was attacked, use Secret Light on everyone. If not, save it. Keep attacking Guildenstern with strong spells and techs and replenish SP when needed to. He'll soon go down if you repeat these steps. As for the Makumas, you should use Kabuki's paralyze spell on the lead one, so that it blocks the rest behind. This will delay some time for your main attackers to finish Guildenstern. Once Guildenstern's done, reunite your allies and finish the pawns.

Difficulty: 8/10

Episode 43

The Altar in Hell

Demauzer X 4

Jinmezuna X 3

G-Hideyoshi X 1

Strategy: Feel free to use Absolute Deaths in this battle, especially on the Jinmezunas because they heal quite often. Begin the round by advancing Onimaru then transform. Use Tortoise defense and move everyone up. Finish the pawns then annihilate that scum G-Hideyoshi. He has high hp (1500ish) but his attack is not much to be worried about. Two more Jinmezunas will appear later in the round, but they should pose no threat whatsoever. One thing to keep notice though is that the Demauzers can immobilize your characters, so make quick work of them before you move on to the Jinmezunas. I got my third Complete Victory in this battle.

Difficulty: 6/10

Episode 44

The Genma Army A Fight to the Death

Zonmereck X 5

Gidorozaime X 2

Nobunaga X 1

Strategy: Before you think about doing it the cheap way (ie. bringing 3 ninjas knowing Absolute Death), I'm telling you that it won't work. Why? Well, this is the heart of HELL's domain and you are fighting the HELL's Army. You are in HELL and your spell will send them to HELL but they are already in HELL. Okay, you get my drift. ;) Therefore, no shortcuts this time around.

The best method is to go right after Nobunaga because he can use Absolute Death himself and your characters (mere mortals) will be guaranteed to die. If you go after big bad Nobunaga without finishing all of his armies. You'll get just a 'Victory' when you finish the round.

You can do it the hard way, and try to finish his armies but as far as I'm concerned, it is not worth it since you are near the end of the game. If you want a challenge, go ahead. But this walkthrough will only guide you through using the easier method to finish this episode.

To begin, move Onimaru as far up as he can and transform. Now I hope you have all 4 of the destined persons to be with you in this battle because they will do the most damage to Nobunaga. Send a couple of decoys (insignificant characters) to the left and right so that they become targets for the Zonmerecks. The Zonmerecks can absorb SP by a maximum of 20 points each; immobilize a character and has very high defense so you would try to get them away from your main attackers. Be sure to use Tortoise Defense so that your main attackers can sustain the attacks from the Gidorozaime. Onimusha will kill off the Zonmereck in front on the next turn. Now use Dragon Attack, Tiger Salvo, and Phoenix Ripper on Nobunaga and have someone refill one of their SP afterwards. Now cross your fingers and hope Nobunaga doesn't use Absolute Death so early, if he does, reload your game. If he doesn't, the next turn should do him in.

Difficulty: 7/10

Difficulty if you decide to kill all Genmas: 10/10

Episode 45 (Final Episode)

The True Genma King

Zonmereck X 3

Gidorozaime X 4

G-Nobunaga X 1

Strategy: Equip everyone with Magic Water/Potion and Care Medicine each. Equip Onimaru, Ageha, Mitsuhide with Strike Gauntlets. Have someone who knows Paralyze to come along. You should also bring Oboro along for healing purposes. Also bring in Magoichi simply because his Tiger Salvo can do more than 1000+ damage each time with attack boosted.

What you want to do is slightly different from the last episode. It's for your benefit to kill off the Zonmerecks and Gidorozaime in front of you before trying to get to G-Nobunaga. G-Nobunaga has 6000 HP.

- first have Onimaru walk up to the Zonmereck, transform
- use Tortoise defense, afterwards move Mitsuhide in front of the right Zonmereck
- use Paralyze on the left Zonmereck (now this character will be assigned to finish the enemy by him/herself)
- start moving your characters up
- on the second turn, Onimusha should kill off the Zonmereck, replenish his SP

with a supporter

- the Gidorozaimes will move in
- the left Zonmereck can't move so keep attacking it
- the right Zonmereck will likely aim at Mitsuhide whether it's to immobilize or drain SP from him, use care medicine for the former
- whack at the Zonmereck on the right with your other characters
- once it's gone, replenish your SP accordingly
- now assist Onimaru and kill off the the two Gidorozaimes but do not walk them too far off by themselves
- be sure to replentish SP, especially Mitsuhide's because the Tortoise defense most likely is running out
- walk Onimaru up to Nobunaga and transform into Onimusha again
- now use your strongest Spirits attacks on Nobunaga
- Surround Nobunaga and keep attacking him either with Specials or normal attack and hope for some critical hits
- Nobunaga will use attacks that can take off a lot of health so make sure Tortoise defense is in place
- heal with Secret Light when necessary
- keep going at it, recover SP, ignore the Gidorozaimes and eventually Nobunaga will fall

In my game, I had enough power left to finish off the remaining Gidorozaimes before finally defeating Nobunaga. This was also my last Complete Victory. :)

Difficulty: 8/10

here's another method from Zack West:

"Once you kill all of the genma near you, leaving only the 2 behind G-Nobunga it is easy to kill G-Nobunga if you have patience. All you have to do is put Magoichi where he can barely shoot Nobunga. Just keep shooting(using tiger salvo and restoring SP if possible.) Nobunga will not fight back if you far enough away to where you can barely reach him with Magoichi. Be sure not to let anyone go past that range, or he might attack. Eventually Nobunga will fall, and you beat the game."

Now enjoy the ending of this wonderful game! Oh, and I can't wait for Onimusha Tactics 2! ^^

2) Awards

This is a personalized award listing for achievements handed to several heroes and villains in the game. You can also email me what kind of awards that you think some of the characters in the game deserve. ^^

Stud Award - Onimaru hands down (he kicks butts)

Maiden Award - Sakura (gentle and beautiful)

Sexy Female Award - Ageha (those eyes are petrifying in a good way ^^)

Outspoken Award - Oboro (very talkative =P)

Gunner Award - Magoichi

Mother of Earth Award - Garashia (her sacrifice was not in vain)

Versatility Award - Oboro (main healer and decent attacker)

Bravery Award - Mitsuhide (he'll do anything to bring back peace)

Drunken Master Award - Kabuki

SCSA (Stone Cold Steve Austin) Award - Ekei (rofl)

Obnoxious Award - Guildenstern (shows up a lot and then leaving)

Slime Award - Hideyoshi (no contest)

Merciless Award - Nobunaga (he killed Garashia, that SOB!)

3) Updates

August 26th - added alternative for final boss

January 18th - FAQ/Walkthrough created and posted.

4) Credits

Me, The Sorceror

Zach West <zachwest12346@netscape.net> for sending me an easier way to beat
G-Nobunaga

Capcom, for making this game

GameFAQs for hosting this walkthrough

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