

Onimusha Tactics FAQ/Walkthrough

by Vivi0198

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Onimusha Tactics Faq/Walkthrough
For the Gameboy Advance
Version 1.2 (Last Updated 11/20/2003)
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= 2. Version History =
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- 1.0 - 11/15/2003 - Started walkthrough and a couple of other sections,
nothing complete yet.
- 1.1 - 11/18/2003 - Completed the character section and game basics and
reached Episode 10 in the walktrough.
- 1.2 - 11/20/2003 - Up to Episode 23 is complete and items list are almost
complete plus fixed up a few errors.
- 1.3 - 11/23/2003 - Up to Episode 26 is complete and there is now a complete

items and equipment list up.

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= 3. Onimusha's Story =
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Onimusha was first introduced to all of us from Capcom on the Playstation 2 in 2001 when it hit shelves as a survival horror it made a big impact and was very popular. Then news from Capcom saying that there would be a sequel to Onimusha named Onimusha 2: Samurai's Destiny this was great news to the fans. Capcom still wasn't done with the series in 2003 when they announced that the series would be converted to the GBA as a strategy RPG, Onimusha Tactics and that is where we stand today.

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= 4. Game Basics =
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== A. Controls ==

1. Menu Controls

Control Pad - Highlight menu options.
Select Button - View detailed information about selected options.
Start Button - Confirm action.
A Button - Confirm action.
B Button - Cancels action.
L Button - Does nothing.
R Button - Does nothing.

2. Exploration Controls

Control Pad - Moves cursor around.
Select Button - View detailed information about selected options.
Start Button - Does nothing.
A Button - Selects items.
B Button - Cancels action.
L Button - Cycle through characters (counterclockwise).
R Button - Cycle through characters (clockwise).

3. Combat Controls

Control Pad - Moves character around.
Select Button - View detailed information about selected options.
Start Button - Opens the System Menu.
A Button - Confirm action.
B Button - Cancels action.
L Button - Reviews the last conversation.
R Button - Does nothing.

== B. Basics ==

Onimusha Tactics does not allow you to freely roam around the world map nor can you go back to a certain city and buy equipment instead you are forced to a certain area and you must make weapons from Genma Stones before a battle. To make weapons you will need the 'Recipe' in order to make that certain weapon and you also must have the correct amount of Genma Stones for the

item. You can get 'Recipes' from the enemies that you kill. If you fight a battle and get 2 or more 'Recipes' then do not kill the last enemy in that battle instead Withdraw after only 1 enemy is left and then re-do that battle about 2 or 3 times to collect more 'Recipes' to increase the amount of equipment you can make.

Once you have made equipment you can Enhance it with the souls you get after killing an enemy, each time you Enhance a piece of equipment it will gain new kills sometimes, it will get stronger as well and the number of souls to Enhance it will increase. You can only Enhance each piece of equipment 4 times before it will be maxed out.

After you make an item, find an item or steal an item be sure to equip it onto the appropriate character that you want to use it. If you are equipping a piece of armor, weapon or an accessory then your stats will increase. If a stat has a minus sign (-) before it and is yellow then the stat will be decreased if the stat is blue then you know it will be increased.

-- C. Game Strategies --

1. Battle Tips

During battles always make sure to try and steal from enemies using Forced Search and always use stat increasing skills such as Tortoise Defense, Strongman Mode, Target Mode, Dodge and Defender Mode I guarantee that with these skills being used you will have a much easier time completing the hard episodes.

2. Before Battles

Before a battle make sure to save your game, this is very important. Also after you push 'Start' on the main menu be sure to properly equip and make weapons from the new 'Recipes' you acquired from the battle before and if you used a certain item from the last battle equip another one just in case.

3. Enhancing Equipment

I would suggest that you do not Enhance armor unless it is the best one in the game for that character, the defense boost just isn't great enough to be wasting Souls on armor that will become obsolete once you get better 'Recipes'. It's totally opposite for weapons though, I suggest that you Enhance your weapons up to level 2 you should get a 10-15 attack boost from that but once you get the weapons start enhancing like crazy to get the best attack possible and best skills possible.

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= 5. Characters =
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-- Onimaru --

Rating - 10 - 10
Weapon - Swords
Armor - Armor
Skills - Shock (12 SP)
 Frenzy Slice (38 SP)
 Onimusha Attack (1/2 Max SP)

A very powerful character with high HP, Attack and Defense also he has some of the best skills in the game.

-- Oboro --

Rating - 7 - 10
Weapon - Swords
Armor - Clothes
Skills - Minor Recovery (10 SP)
 Secret Light (35 SP)

Oboro is one of the few healers in the game but she is also the first so feed her Power Orbs and she will be your best later in the game.

-- Hikoichi --

Rating - 8 - 10
Weapon - Swords
Armor - Armor
Skills - Defender Mode (8 SP)
 Weakling Mode (8 SP)

Hikoichi has extremely high defense and has a very useful skill called Defender Mode, it increases a ally's defense.

-- Bomaru --

Rating - 5 - 10
Weapon - Spears
Armor - Clothes
Skills - Dodge (8 SP)
 Recover Health (14 SP)

Bomaru became obsolete for me when I was at Episode 15. I wouldn't suggest him as you're 'Spear' character through the game as there is better.

-- Hanpieta --

Rating - 4 - 10
Weapon - Bows
Armor - Armor
Skills - Arrow of Sleep (15 SP)
 Arrow of Poison (12)

Like Bomaru, Hanpieta becomes obsolete as you get better stronger characters.

-- Tsubame --

Rating - 6 - 10
Weapon - Ninja Weapons
Armor - Ninja Armor
Skills - Strike Thunder (12 SP)
 Lightning Flash (25)

Tsubame, will be a good character for you if you like to steal alot of items but if you like a powerhouse team pick someone else she is very weak.

-- Kabuki --

Rating - 9 - 10
Weapon - Swords
Armor - Armor
Skills - Strongman Mode (8 SP)

Paralyze (15 SP)

Kabuki will be you're second powerhouse (first was Onimaru) his HP and Attack will go sky high as he levels up and he also comes with a very useful skill, Strongman Mode.

-- Magoichi --

Rating - 7 - 10
Weapon - Guns
Armor - Armor
Skills - Target Mode (8 SP)
Blind Mode (8 SP)
Tiger Salvo (35)

Magoichi is one of the most useful character that you get because in Episode 7 he learns the awesome Tiger Salvo skill, it shoots 6 times long distance at a enemy. Also he comes with a very high attack power if you level him up.

-- Kotetsu --

Rating - 9 - 10
Weapon - Axes
Armor - Armor
Skills - Stupid Mode (8 SP)
Head Butt (10 SP)

Another powerhouse, Kotetsu comes with very high HP and attack but his defense is poor but thats not a problem with his high HP. At the end of the game for me Kotetsu has the highest attack power.

-- Yoichi --

Rating - 6 - 10
Weapon - Bows
Armor - Armor
Skills - Arrow of Wind (16 SP)
Phoenix Arrow (16 SP)

Yoichi is only slightly better then Hanpieta because he has alot better skills but even so he will still become obsolete and not powerful enough to contend in the later episodes.

-- Okuni --

Rating - 7 - 10
Weapon - Spear
Armor - Clothes
Skills - Partial Recovery (20 SP)
Nightmare (15 SP)

I much prefer Oboro over Okuni because Okuni's healing skills are not as good as Oboro's and Oboro is much stronger.

-- Ekei --

Rating - 7 - 10
Weapon - Spears
Armor - Armor
Skills - Cross Flash (18 SP)

Maxi Thrust (28 SP)

Ekei is the 'Spear' wielder to take with you if you choose one. His Defense and skills are great addition but still becomes obsolete and not as strong as some of the other characters.

-- Shura --

Rating - 6 - 10
Weapon - Swords
Armor - Armor
Skills - Confuse (15 SP)
Phoenix (8 SP)

Shura would be a great character but his Defense and HP are very poor so pick a much stronger character who can take a few hits.

-- Agetha --

Rating - 9 - 10
Weapon - Swords
Armor - Armor
Skills - Cast a Spell (10 SP)
Straight to Hell (20 SP)
Phoenix Ripper (35 SP)

Agetha is the best female in the game and is also one of the best overall characters. Her attack, defense and movement make her great but her HP is very poor so give her some Power Orbs to fix the problem.

-- Saizo --

Rating - 6 - 10
Weapon - Ninja Weapons
Armor - Ninja Armor
Skills - Forced Search (5 SP)
Sword of Gales (25 SP)

Saizo is very weak like his other Ninja partners but has a very useful skill, Forced Search. This skill will allow you to steal items from enemies if they have any but if you are not gonna steal then do not use him.

-- Kaidomaru --

Rating - 7 - 10
Weapon - Axes
Armor - Armor
Skills - Head Butt (10 SP)
Sword of Winds (12 SP)
Dragon Attack (35 SP)

A very strong character but for some reason he became obsolete for me and I was never able to use him to the end of the game, I think it was because his movement was very low.

-- Kotaro --

Rating - 5 - 10
Weapon - Ninja Weapons
Armor - Ninja Armor

Skills - Flame Thrower (12 SP)
Blaze Thrower (25 SP)

A very weak character just like the other ninjas. Don't use him use another more powerful character.

-- Sanjuro --

Rating - 7 - 10
Weapon - Swords
Armor - Armor
Skills - Deadly Poison (10 SP)
God of Thunder (8 SP)

A pretty strong character for his age and has a few good skills but there is much stronger characters that you can choose from.

-- Sakura --

Rating - 6 - 10
Weapon - Bows
Armor - Clothes
Skills - Partial Recovery (20 SP)
Major Recovery (25 SP)

Another healer who isn't as good as Oboro but if you are looking for another healer take Sakura as her skills are great healing skills.

-- Mitsuhide --

Rating - 10 - 10
Weapon - Swords
Armor - Armor
Skills - Fire of Purgatory (26 SP)
Summon Thunder (26 SP)
Tortoise Defense (40)

Mitsuhide has great Attack, Defense, Movement and skills but his HP is only ok so give him some Power Orb's and he will most definately be you're best character with the awesome Tortoise Defense skill.

-- Onniko --

Rating - 10 - 10
Weapon - Axes
Armor - Armor
Skills - Whirlwind (26 SP)
Wrath of God (26 SP)

Onniko is the only secret character of the game, you can acquire him by beating the Phantom Realm's 16 levels. He is easily one of the best characters but he starts at level 1 and most people don't want to raise him but if you do I guarantee he will be great.

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= 6. Walkthrough =
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-- Episode 1: Genma --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 1/10

Enemies - Genma Pawn X2

NPCs - None

Tactics: This Episode is basically a test Episode to show you how to battle and how to use skills and that sorta thing. After you learn how to battle just attack each Genma Pawn twice to kill them off.

-- Episode 2: The Battle For Iga --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 3/10

Enemies - Genma Pawn X4

Jaid X1

Nobunaga X1

NPCs - None

Tactics: Keep your party together and don't break them up when an enemy comes close be sure to get all your characters to attack him, eventually you will eliminate all the enemies.

-- Episode 3: The Young Chief Of Saiga --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 4/10

Enemies - Genma Pawn X3

Musaid X2

Gozales X1

NPCs - Tsubame

Tactics: Tsubame will join the battle as a NPC at the start of turn 3 she should make the battle go much quicker as for your characters just get them to all attack 1 enemy at a time and then move on to the next once you get to Gozales use everything you got because he is tough.

-- Episode 4: The Young Chief Of Saiga --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 4/10

Enemies - Musaid X 3

Jaid X2

Gozales X1

NPCs - Matsunaga

Magoichi

Tactics: Like always once an enemy gets close enough get all your characters to jump it and take him out before they start on the next enemy. Also if enemies get close together then use Onimaru's Shock skill against

them.

-- Episode 5: The Assault On Saiga --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru or Magoichi.

Difficulty: 6/10

Enemies - Musaid X4
 Jaid X3
 Gozales X1

NPCs - Magoichi

Tactics: Before you start this battle make some Spirit Swords and enhance them 2 times before entering this battle I guarantee it will make things alot easier.

Same thing like the last 5 missions, stay together and attack enemies in packs and make sure to kill the enemy before moving onto the next.

-- Episode 6: The River Kizu Kabukiman --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru or Kabuki.

Difficulty: 3/10

Enemies - Jaid X4
 Musaid X3

NPCs - Kabuki

Tactics: Easy as pie is this mission, like always stay together and attack the enemies at the same time and kill them before you move onto the next enemy. By the way, Kabuki a powerhouse will join you're party after the battle be sure to use him from now on so make him a Spirit Sword when you get the chance.

-- Episode 7: The Keeper Of The Gates Of Hell --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 6/10

Enemies - Oni X6
 Yama X1

NPCs - None

Tactics: This battle can be a pain in the ass if all you're sword users don't have a Spirit Sword but if they do the battle should be the same as as all the others just stick together and take out enemies 1 at a time.

Once you reach Yama I want you to use Kabuki's Strongman Mode skill on Onimaru and use Hiroichi's Defender Mode on the weakest attacker probably Oboro once you've done that the next turn you can go in give Yama all you got hopefully you can kill him in one turn.

-- Episode 8: The White Tiger Camp --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru Magoichi.

Difficulty: 8/10

Enemies - Nanaid X3
 Jahinoon X4
 Dollikeen X1

NPCs - None

Tactics: This battle is really hard because the 3 Nanaid sitting on top of the hill just sit there and shoot Thunder Bullets at characters which hits for about 70 HP. So first thing to do is stay close to the left side of the map and take out the enemies sitting right in front of you then continue up the hill in a tight pack and kill the Jahinoon then use Kabuki's Strongman Mode to increase Onimaru's attack and send him and another high HP character after the Nanaid's kill them then heal before you go after Dollikeen after everyone is healed send everything you got after Dollikeen and he should be within 1-2 turns.

-- Episode 9: The White Tiger Camp: Conclusion --

Mission: Kill the two Genma Lords.
Defeat: Death of Onimaru or Magoichi.
Difficulty: 8/10

Enemies - Jahinoon X3
 Nanaid X3
 Gullikeen X1
 Dollikeen X1

NPCs - None

Tactics: Two hard battles in a row! Start off by giving everyone Herbs before the battle. Once the battle has started take the HP high characters down the hill and send the low HP character up the hill, make sure to split these two groups 4 a piece and also make sure Magoichi is in the downhill group. Kill off all the Genma that are uphill and then drop Gullikeen's HP low enough for a one or two hit kill but do not kill him.

Once the downhill party is there make them take out the Nanaid's as quick as possible and then drop Dollikeen's HP to a one or two hit kill. Now that all the Genma are dead except the Genma Lords, kill them but make sure you do it in the same Player Phase or the other will revive the other one.

-- Episode 10: Human Or Genma? --

Mission: Wipe out the enemy.
Defeat: Death of Onimaru.
Difficulty: 5/10

Enemies - Genma Samurai X6
 Jorda X3
NPCs - Kotetsu

Tactics: You will finally meet Kotetsu in this battle as he is the only NPC, with my game he was my most strongest character attack wise and his HP sky rockets so use him when he joins.

Like always use Defender Mode and Strongman Mode and make sure to take out an enemy before you move onto the next. Also 4 Genma appear on turns 4 and 5 so don't kill all the enemies until they appear.

-- Episode 11: Striptease At Himeji Castle --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru or Okuni.

Difficulty: 5/10

Enemies - Genma Samurai X5

Jorda X4

Bistora X1

NPCs - Okuni

Tactics: Make sure to take at least one character with a movement of 6 into this battle. First you start off by using Defender Mode on the movement 6 character and then send her/him up to where Okuni is hopefully the Genma Samurai there will attack you instead of her.

After those Genma are taken out and Okuni is safe start on the rest of the enemies by using the take out 1 enemy before starting on the other enemies tactic.

-- Episode 12: Disaster On Awaji Island --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 7/10

Enemies - Genma Samurai X3

Jorda X4

Huyjaid X2

Gyurossoss X1

NPCs - None

Tactics: These type of battles made me wish I used archers but I still managed. Anyways start off by sending characters up the hill make sure to use Strongman Mode and Defender Mode on the forward characters. After that just use the same tactics as always attack enemies in packs and make sure they're dead before you start on the next enemy.

Before going after the lone Gyurossoss make sure that you're strongest characters and the characters that are attacking have the Strongman Mode and Defender Mode used on them because Gyurossoss has the ability to put your characters asleep so it's best to take him out in one Player Phase.

-- Episode 13: The Flooding Of Takamatsu Castle --

Mission: Destroy the Genma Pumps.

Defeat: Death of Onimaru.

Difficulty: 4/10

Enemies - Genma Pump X3

Huyjaid X4

Beoziekel X1

NPCs - None

Tactics: This is a fairly easy battle with only 1 tough enemy the lone Beoziekel will be tough but either then that stick to the tactics that I have told you 30 times over but before you get to the Beoziekel split your party up so that they are all not bunched up

Beoziekel has a attack that can hit 5 people long range. After he is dead go after the powerless Genma Pump.

-- Episode 14: Guildenstern's Secret Lab --

Misson: Wipe out the enemy.

Defeat: Death of Onimaru or Agetha.

Difficulty: 7/10

Enemies - Hyujaid X6
Dorogand X2

NPCs - Agetha
Shura

Tactics: Just follow Agetha's lead and double team enemies like always but once you get to a Dorogand watch out because after you kill them they explode damaging everyone around them for about 60 HP so make sure to have alot of HP before killing them.

-- Episode 15: Castle Beneath The Sand --

Misson: Wipe out the Zombie Genma.

Defeat: Death of Onimaru.

Difficulty: 5/10

Enemies - Gyumposs X8
NPCs - None

Tactics: This battle can be very easy and short or extremely long and annoying it all depends on how fast you can take out your enemies. First start off with the usual Strongman Mode and Defender Mode and then for the first time launch an all out attack on the dead Genma split party members up and just kill them as fast as you can if enough of them have a turn then half you're party will be put to sleep which will make the battle extremely long and annoying.

-- Episode 16: The Battle For Kozuki Castle --

Misson: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 6/10

Enemies - Dorogand X3
Bi-Gozales X4
Beoziekel X1

NPCs - None

Tactics: I hope you've been using the character who have high HP because this battle consists of some very strong enemies. First start with a Strongman Mode and Defender Mode on the lead character and use the tactics that I have told you before, stick together and move in a group but like before when you reach Beoziekel spilt up because he has attack that can hit 5 characters who are together.

-- Episode 17: The Person Of Destiny --

Misson: Wipe out the enemy.

Defeat: Death of Onimaru or exceeding 12 turns.

Difficulty: 6/10

Enemies - Dorogand X5
 Bi-Gozales X2
 Ragnossoss X1

NPCs - None

Tactics: You have only 12 turns to defeat the enemy so sticking together is not a option but you should have about 2-3 characters who can stick together and rush through the map to get to the last enemy and kill him and let the party who was left behind take care of the rest. Watch your HP though because the enemies are strong in this level.

-- Episode 18: The Phoenix Camp --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru or Agetha.

Difficulty: 3/10

Enemies - Ore Nanaid X6
 Bi-Gozales X2

NPCs - None

Tactics: This is a really easy battle because the first set of enemies you come to are all together on a bridge so start using Onimaru's Shock and any other characters long range attack that attacks more then 1 square.

Once the first 4 enemies are dead take caution of the other Ore Nanaids because they have a very powerful skill just like the old Nanaids had except they have a Fire Bullet instead of Thunder Bullet.

-- Episode 19: The Phoenix Camp: Conclusion --

Mission: Kill Balahagi, the Genma Lord.

Defeat: Death of Onimaru or Agetha.

Difficulty: 8/10

Enemies - Ore Nanaid X4
 Bi-Gozales X3
 Balahagi X1

NPCs - None

Tactics: The last battle was easy but this one sure isn't. You start off right by the enemies and the path is narrow so you must use you're high HP characters to lead the party. Like always start off with Defender Mode and Strongman Mode and then attack the enemies try and kill off at least 1 or 2 before the first Player Phase is over. After that use Orboro or Okuni or whoever your healer is to heal the wounded and then kill off the rest of the Genma around Balahagi after most of them are dead use all you're SP and you're most powerful skills on the Genma Lord to kill him before he can kill you.

-- Episode 20: A Strange-Looking Man Appears --

Mission: Wipe out the enemy.

Defeat: Inability of Onimaru to fight.

Difficulty: 2/10

Enemies - Genma Bushi X13
 Magnossoss X1

NPCs - Kaidomaru

Tactics: After a very tough battle comes a extremely easy battle. The Genma Bushi will appear all over the place in this episode but they only have 200 HP and 39 attack so most of them are one hit kills for the strong character and two kills for the weak.

Once you get to Magnossoss be sure to keep Onimaru out of his way because if he uses Black Bubble on Onimaru then he is as the defeat says 'Inability of Onimaru to fight' so do not let it happen attack with other characters and not Onimaru.

-- Episode 21: Hamamatsu Genam Farm --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru or Kotaro.

Difficulty: 9/10

Enemies - Magnossoss X1

Gnomezop X5

Balamzop X2

NPCs - Kotaro

Tactics: Be sure to have at least 1 Care Medicine on every character before starting this battle because the extremely annoying Balamzop cast Shocking Ray on multiple targets which causes Paralyze! Also take out all the Gnomezop before they have the chance to turn into there older and more annoying brothers, Balamzop also note that damage inflicted on a Gnomezop does not transfer over to the Balamzop who grew.

As for the characters to take, I suggest long range characters (Hanpieta, Magiochi) and characters with very high movement 6 and 5 those are the best to take because they will be able to eliminate the Gnomezop before they use there skill 'Growthe'.

-- Episode 22: The Battle Of Nagashino --

Mission: Destroy all the Gatling Guns.

Defeat: Death of Onimaru.

Difficulty: 8/10

Enemies - Genma Bushi X3

Genma Gatling X5

NPCs - None

Tactics: If it wasn't for Onimusha or Defender Mode I think I would still be stuck in this episode because the Genma Gatling's are just brutal. First start off by having you're strongest highest movement character (not Onimaru) get Defender Mode and Strongman Mode cast on them and send him up as far as he can go. Now bring Onimaru up right behind the strong character but make sure a cross attack can't hit him and the strong character now push done with everyone else. On the enemy turn all the Genma Gatling should shoot you're strong character for 4 HP each and leave Onimaru alone if you did it right. Now send the strong character up to the Genma Gatling and attack with you're strongest attack then send Onimaru up and use the mighty Onimusha. On the next player turn no one needs healing so start bring the rest of the party up, make sure to put them in the cross shape so they all take a bullet each not one person for 4 bullets. Continue with this

and you will beat quite possibly the hardest episode in the game with ease.

-- Episode 23: The Skull Cup --

Mission: Wipe out the enemy.
Defeat: Death of Onimaru.
Difficulty: 4/10

Enemies - Genma Bushi X8
 Filmereck X4
NPCs - None

Tactics: This is a pretty basic battle so just keep you're character healthy and be sure to kill all the Filmereck as soon as you get a chance. Enemies will also appear throughout the battle so keep a close eye on your health because who knows when a monster will pop up right behind you.

-- Episode 24: A Trap At Kiyosu Castle --

Mission: Wipe out the enemy.
Defeat: Death of Onimaru.
Difficulty: 4/10

Enemies - Genma Bushi X2
 Filmereck X5
 Zamnososs X1
NPCs - None

Tactics: Another fairly easy battle. First start off with sending some of you're mobile characters up the stairs on the left and send 2 less mobile character up the stairs to the right. Now just kill off the enemies on the stairs and when you have a chance to get everybody a on a enemy that is on the platform, then go for it. be sure to heal before you rush in though because the Zamnososs is extremely strong.

-- Episode 25: The Genma Beasts Of Kiyosu --

Mission: Wipe out the enemy.
Defeat: Death of Onimaru.
Difficulty: 8/10

Enemies - Belon X4
 Belosk X4
 Belozuna X1
 Giramusaid X1
NPCs - None

Tactics: I hate monsters that evolve :(anyways he Belon evolve into Belosk and then Belosk will evolve into a Belozuna and if I remember correctly a Belozuna will dis-evolve into 4 Belon which can cause trouble for you. So your tactics are to stay in one big group and do not by no means break up your party. Just hack away at them as they get close to you but watch when they evolve they are much stronger. This was my very first time dying in this game, this mission is hard.

-- Episode 26: Tragedy Of Fate --

Mission: Wipe out the enemy.

Defeat: Death of Onimaru.

Difficulty: 8/10

Enemies - Genma Bushi X3
 Genma Gatling X5

NPCs - None

Tactics: If it wasn't for Onimusha or Defender Mode I think I would still be stuck in this episode because the Genma Gatling's are just brutal. First start off by having you're strongest highest movement character (not Onimaru) get Defender Mode and Strongman Mode cast on them and send him up as far as he can go. Now bring Onimaru up right behind the strong character but make sure a cross attack can't hit him and the strong character now push done with everyone else. On the enemy turn all the Genma Gatling should shoot you're strong character for 4 HP each and leave Onimaru alone if you did it right. Now send the strong character up to the Genma Gatling and attack with you're strongest attack then send Onimaru up and use the mighty Onimusha. On the next player turn no one needs healing so start bring the rest of the party up, make sure to put them in the cross shape so they all take a bullet each not one person for 4 bullets. Continue with this and you will beat quite possibly the hardest episode in the game with ease.

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= 7. Equipment =
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-- A. Items --

Name	Description
Herb	Restores 100 HP to one character.
Medicine	Restores 250 HP to one character.
Divince Nectar	Restores a charactes HP to max.
Magic Water	Restores 20 SP to one character.
Magic Potion	Restores 50 SP to one character.
Magic Elixir	Restores 100 SP to one character.
Care Medicine	Removes bad status effects.
Perfect Medicine	Removes bad status effects and recovers all HP and SP.

-- B. Stat Effecting Items --

Name	Description
Power Orb	Increases max HP by 5.
Magic Orb	Increases max SP by 2.
Secrets of Wisdom	Increases INT by 1.
Power Secrets	Increases ATK by 1.
Defense Secrets	Increases DEF by 1.
Evade Secrets	Increases AGL by 1.

-- C. Weapons --

Name	Attack	Souls	Skill
Short Sword	10	0000	None
Sword of Morepheus	15	0000	Send to Sleep
Katana	20	0000	None
Samurai Sword	35	0000	None
Hand Axe	15	0000	None

Broadaxe	22	0000	None
Battleaxe	37	0000	None
Spear	10	0000	None
Sickle Spear	15	0000	None
Great Spear	25	0000	None
Wooden Bow	10	0000	None
Longbow	15	0000	None
Power Bow	23	0000	None
Ninja Dagger	5	0000	None
Ninja Sword	20	0000	None
Ninja Star	16	0000	None
Wedge Knife	22	0000	None
Handgun	15	0000	None
Musket	18	0000	None
Grenade Gun	23	0000	None
Spirit Sword	30	800	None
Spirit Sword +1	36	1600	God of Wind
Spirit Sword +2	42	2400	God of Wind
Spirit Sword +3	48	3200	God of Wind
Ultimate Sword	54	0000	God of Wind
Tiger Fang	35	1000	None
Tiger Fang +1	42	2000	Send to Sleep
Tiger Fang +2	49	3000	Send to Sleep
Tiger Fang +3	56	4000	Send to Sleep
Tiger's Fury	63	0000	Send to Sleep
Genma Slayer	40	1200	None
Genma Slayer +1	48	2400	Double Slice
Genma Slayer +2	56	3600	Double Slice
Genma Slayer +3	64	4800	Double Slice
Genma Agony	72	0000	Triple Slice
Rock Break	32	1000	None
Rock Break +1	38	2000	Smash Down
Rock Break +2	44	3000	Smash Down
Rock break +3	50	4000	Smash Down
Rock Crusher	56	0000	Smash Down
Fire Axe	46	1200	None
Fire Axe +1	51	2200	Full Smash
Fire Axe +2	57	3400	Full Smash
Fire Axe +3	64	4800	Full Smash
Inferno Axe	72	0000	Full Smash
Thunder Axe	60	1400	None
Thunder Axe +1	66	2600	Critical Strike
Thunder Axe +2	72	3800	Critical Strike
Thunder Axe +3	79	5000	Critical Strike
Supreme Thunder	86	0000	Critical Strike
Long Spear	22	1000	None
Long Spear +1	27	2000	Triple Stab
Long Spear +2	32	2600	Triple Stab
Long Spear +3	37	3200	Triple Stab
Tornado Spear	42	0000	Triple Stab
Dragon's Tooth	26	1200	None
Dragon's Tooth +1	32	2400	Flash
Dragon's Tooth +2	38	3200	Flash
Dragon's Tooth +3	44	4000	Double Flash
Dragon Fang	50	0000	Double Flash
Hayate Spear	32	1400	None
Hayate Spear +1	39	2800	Twin Thrust
Hayate Spear +2	46	3800	Twin Thrust
Hayate Spear +3	53	4800	Quad Thrust
Raging Hayate	60	0000	Quad thrust

Moonglow Bow	20	1000	None
Moonglow Bow +1	22	2000	Arrow of Thunder
Moonglow Bow +2	24	3200	Arrow of Thunder
Moonglow Bow +3	27	4400	Arrow of Thunder
Lunar Avenger	30	0000	Arrow of Thunder
Lustrous Bow	28	1100	None
Lustrous Bow +1	31	2200	Arrow of Confusion
Lustrous Bow +2	34	3400	Arrow of Confusion
Lustrous Bow +3	38	4600	Arrow of Confusion
Mindeater Bow	42	0000	Arrow of Confusion
Celestial Bow	38	1200	None
Celestial Bow +1	42	2400	Arrow of Spells
Celestial Bow +2	46	3800	Arrow of Spells
Celestial Bow +3	51	5000	Arrow of Spells
Bow of Eternity	56	0000	Arrow of Paralysis
Shadow Blade	26	800	None
Shadow Blade +1	29	1600	None
Shadow Blade +2	32	2400	None
Shadow Blade +3	36	3200	Pocket Search
Kiss of Shadows	40	0000	Pocket Search
Serpent's Tongue	38	1000	None
Serpent's Tongue +1	43	2100	Straight to Hell
Serpent's Tongue +2	48	3200	Straight to Hell
Serpent's Tongue +3	54	4300	Absolute Death
Doom Tongue	60	0000	Absolute Death
Windmill Knife	20	1100	None
Windmill Knife +1	22	2200	Leave Stranded
Windmill Knife +2	24	3300	Leave Stranded
Windmill Knife +3	27	4400	Stop Dead
Typhoon Knife	30	0000	Stop Dead
Phantom Blade	30	2200	None
Phantom Blade +1	33	3300	Stupid Mode
Phantom Blade +2	37	4400	Expose Mode
Phantom Blade +3	42	5500	Expose Mode
Phantom's Curse	48	0000	Spell Binder
Kunitomo Rifle	20	2500	None
Kunitomo Rifle +1	22	2500	Sniper Attack
Kunitomo Rifle +2	24	2500	Sniper Attack
Kunitomo Rifle +3	27	2500	Assassin
Kunitomo Sniper	30	0000	Assassin
Blast Gun	26	2700	None
Blast Gun +1	29	2700	None
Blast Gun +2	32	2700	None
Blast Gun +3	36	2700	None
Blaster Cannon	40	0000	Major Shock
Dragon's Cannon	35	3000	None
Dragon's Cannon +1	38	3000	Double Shot
Dragon's Cannon +2	42	3000	Double Shot
Dragon's Cannon +3	46	3000	Double Shot
Triple Dragon	50	0000	Triple Shot

-- D. Armor --

Name	Defense	Souls
Half Plate	10	0000
Double Plate	18	0000
Commander Suit	24	0000
Southern Armor	28	0000
Lion Armor	32	0000
Kimono	8	0000

Sacred Clothes	15	0000
Ninja's Wear	15	0000
Chain Mail	18	0000
Combat Armor	30	800
Combat Armor +1	32	1600
Combat Armor +2	34	2400
Combat Armor +3	37	3200
Combat Armor +4	40	0000
Wing Armor	38	1000
Wing Armor +1	40	2000
Wing Armor +2	43	3000
Wing Armor +3	47	4000
Wing Armor +4	50	0000
Thor's Armor	48	1100
Thor's Armor +1	52	2200
Thor's Armor +2	56	3300
Thor's Armor +3	60	4400
Thor's Armor +4	64	0000
Demonbane Armor	62	1200
Demonbane Armor +1	65	2400
Demonbane Armor +2	68	3600
Demonbane Armor +3	71	4800
Demonbane Armor +4	74	0000
Oni's Armor	72	1300
Oni's Armor +1	75	2600
Oni's Armor +2	80	3900
Oni's Armor +3	85	5200
Oni's Armor +4	90	0000
Yin-Yang Wear	25	900
Yin-Yang Wear +1	28	1700
Yin-Yang Wear +2	31	2500
Yin-Yang Wear +3	36	3300
Yin-Yang Wear +4	41	0000
Mumyou Robe	40	1200
Mumyou Robe +1	47	2300
Mumyou Robe +2	54	3400
Mumyou Robe +3	62	4500
Mumyou Robe +4	70	0000
Secret Attire	20	700
Secret Attire +1	23	1500
Secret Attire +2	26	2300
Secret Attire +3	30	3100
Secret Attire +4	34	0000
Scale Mail	32	1000
Scale Mail +1	39	2100
Scale Mail +2	46	3200
Scale Mail +3	53	4300
Scale Mail +4	60	0000

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= 8. Ending =
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