

Onimusha Tactics FAQ/Walkthrough

by Irving

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Onimusha Tactics
FAQ/Walkthrough
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Version 1.0
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--- 1. Introduction --- [1000]
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Onimusha Tactics is a strategy RPG game designed for the GBA that follows the general story of the original Onimusha titles on the PS2 (albeit from the eyes of a different protagonist). The gameplay is comparable to the likes of Final Fantasy Tactics Advance. For fans of that title, you might want to consider checking out this game - it doesn't get nearly enough attention as it deserves.

This guide is designed to provide strategies for each mission. Along with that, you'll find various appendices listing equipment, etc. in the game. I hope you find this guide helpful!

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--- 2. FAQ ---
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[2000]

+-----+
[Q] How do you create weapons/armor/items/accessories?

[A] Before you can create something, you must first find the recipe for that particular item. These can be collected off of Genma as you progress through the game. The recipes that create the strongest items will become available later in the game.

On the party select screen, press "Select" and you'll be brought to the "Create Items" screen. Here, you are shown a list of all the items you can create along with each respective Genma stone cost.

+-----+
[Q] How do you enhance equipment?

[A] There are two methods of doing this:

- 1) On the inventory screen, select a piece of equipment that can be enhanced.
- 2) Equip the item on a character and then select the same item on the character's inventory. There will be an option that says "Enhance."

Keep in mind that in order to enhance, you must have the required amount of souls. Equipment can be enhanced a maximum of four times.

+-----+
[Q] What do souls do?

[A] Genma souls are used to enhance certain weapons and armor. These souls are collected from the bodies of dead Genma. Genma hit with a critical strike or killed with Issen typically discharge more souls upon their death.

+-----+
[Q] What is the function of Issen?

[A] Issen allows you a character to automatically counterattack an enemy fight command. The enemy will be killed instantly and

you will attain an extra load of souls for the successful counter.

+-----+
[Q] Who is Onikko?

[A] Onikko is the Oni kid you can recruit when you complete all 16 stages of the Phantom Realm. He is extremely powerful and will prove to be a huge asset to your team. Try to pick him up as soon as you can.

+-----+
[Q] How can I counter Nobunaga's instant kill move?

[A] Two words: Recovery Tag.

+-----+
[Q] How can I obtain every single recipe in the game?

[A] Fight in the Phantom Realm. Not only will you get recipes faster, but you'll also acquire more souls to further enhance your weapons. Like killing two birds with one stone!

+-----+
[Q] Is there any way to increase the number of souls collected?

[A] The Hell's Mirror accessory, when equipped, will increase the number of souls collected from killed Genma.

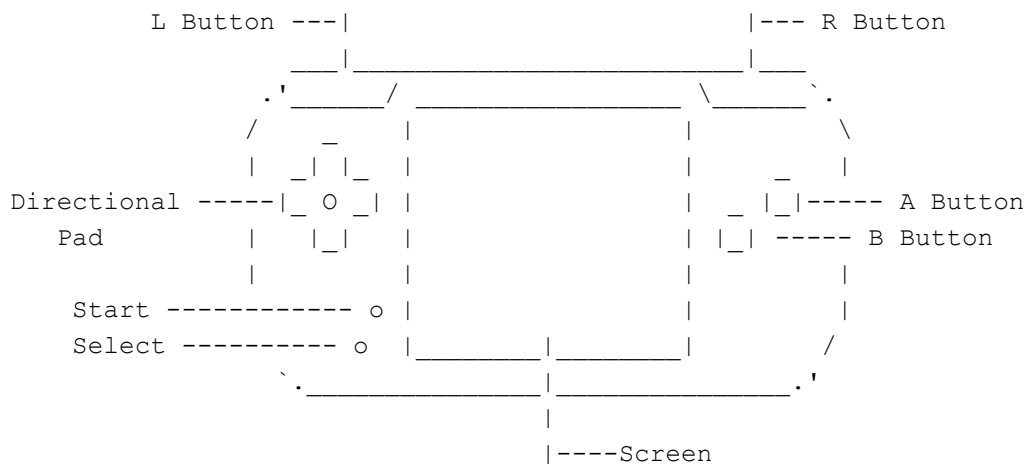
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--- 3. Basics ---

[3000]
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This basics section encompasses the bare bones minimum information required to play through Onimusha Tactics competently. Most of this information you'll find better described in the manual that came with the cartridge.

3.1. Controls

[3100]



Directional Pad

- ~ Move the cursor on the battlefield.
- ~ Move the cursor in menu.

A Button

- ~ Confirm.

B Button

- ~ Cancel.
- ~ Return to previous screen.

L Button

- ~ Change pages (available in menus where [L] or [R] appears at the edge of the screen).

R Button

- ~ Change pages (available in menus where [L] or [R] appears at the edge of the screen).

Start

- ~ Confirm.
- ~ Display the menu on the battlefield.

Select

- ~ View description of selected entry.
- ~ Bring up the "Create Item" menu on the party select screen.

3.2. Battle Overview

[3200]

For those who have played Final Fantasy Tactics (Advance) or Tactics Ogre, you should already be familiar with the style of strategy RPGs. Onimusha Tactics is set up similarly with an isometric birds eye view of the battlefield. Using a cursor, you can move individual units around and order them to attack, use special skills, or wait.

* The "Move" command allows you to obviously move the character selected. The tiles that particular unit can move to are highlighted in blue. Depending on a unit's movement stat, the distance you can move will differ with different characters. For example, a character with a movement stat of 5 will be allowed to take 5 steps. Keep in mind that geography and traversing up and down slopes will affect the amount of steps a unit can take. Also note that you cannot have two units occupying the same tile. It's also impossible to walk through enemies, though a unit can walk through your own units.

* The "Attk" command issues an order to attack an enemy. Units equipped with close-range weapons like swords and axes can only attack enemy units that are right next to them. Units equipped with spears and can attack enemy units that are at most two tiles away. And finally, units equipped with bows, guns, or throwing stars can attack enemy units that are within their respective weapon's maximum range. Keep in mind that if a foe is much higher or lower

than the selected unit, it won't always be possible to hit that particular enemy.

* The "Skill" command allows you to select from a range of special skills to use in battle. Each character has his or her own unique skills. Special abilities can also be used by equipping a weapon that comes with an ability. Note that all skills require SP (skill points) to cast. When there's not enough SP remaining, the skill in question cannot be used.

* The "Item" command is for using items to replenish HP, restore SP, cure status ailments, etc. Prior to each engagement, a character must be "equipped" with an item on the party select screen in order for that particular unit to be allowed to use that item in battle. A unit can at most hold two items. Characters can use items on themselves or on an adjacent ally.

* The "Done" command is used when you are finished giving commands to a selected unit. Keep in mind that this will be a permanent selection as you cannot revert back to that same unit again for the rest of that turn.

* At random instances, a unit will brandish his or her weapon prior to each turn for a second. When this occurs, "Issn" or Issen becomes available in place of the "Done" command on the command menu. In Issen, any enemy that uses a fight command on that particular unit will be counterattacked and killed instantly. You also receive an extra load of souls for a successful Issen.

Once you have finished giving commands to your party, the enemy side will act. Afterwards, the command reverts back to your side. One full player phase and one full enemy phase make up a turn or round.

3.1. Equipment Creation

[3300]

Onimusha Tactics presents an interesting method of getting new and stronger equipment for your characters. Rather than purchasing equipment, a lot of weapons and armor can be created via Genma "recipes" that you can collect off of Genma. In order to forge a weapon, armor, an accessory, or an item using recipes, you must use Genma stones, which are also dropped by Genma. There are nine different Genma stones in the game with some being easier to find than others.

Once a weapon or armor is created, it can be further enhanced using souls collected from all dead Genma. All equipment available for enhancement will have an "Enhance" option available on the menu. On the enhancement screen, the amount of souls required for the next upgrade will be shown. Weapons and armor can only be upgraded four times before they become locked from enhancement.

Consult the Equipment List section for more detailed information on individual pieces of equipment, the amount of souls required to upgrade, attack/defense statistics, and any special abilities available.

--- 4. Characters ---

[4000]

As you progress through the game fighting the Genma and stuff, new characters will appear again and again to join your party. All of the character attainable in Onimusha Tactics are listed below in the order that you obtain them.

Onimaru ~

=====

Acquired: Beginning of game

Equipment: Swords, Armor

Skills:

+ Shock - Shockwave attack on multiple distant enemies. (12 SP)

+ Frenzy Slice - Technique for slashing 1 enemy 6 times (38 SP)

+ Onimusha Attack - Use half of Max. SP to become Onimusha
(1/2 total SP)

The youth of Iga, Onimaru is the main protagonist of the game. His attack and defense are very strong, making him ideal for close-combat fighting.

Shock is a skill that has an area of effect of one tile outwards from the target (can hit up to five targets). This skill does have uses early in the game though later on, it becomes too weak to be effective. His other skill, Frenzy Slice is a very powerful attack that hits an enemy six times. It has a high SP cost, which means it should only be used sparingly.

Later in the game, Onimaru acquires the Onimusha Attack skill, which allows Onimaru to transform into his badass Oni form. In this state, Onimaru becomes significantly stronger but does not gain experience. You also lose complete control over Onimaru until he reverts back to his normal form a few turns later. No matter what, this ability always costs 1/2 of his total SP.

Oboro ~

=====

Acquired: After Episode 1: GENMA

Equipment: Swords, Clothes

Skills:

+ Minor Recovery - Restore HP to 1 ally (10 SP)

+ Secret Light - Restores HP to all allies (35 SP)

Oboro is the younger sister of Onimaru. Her primary function is healing your party members. As a fighter, you could do better with practically any other character. Her low HP makes her vulnerable to enemy attacks.

Minor Recovery is a standard healing spell that recovers HP for just one ally. However, it eventually becomes overshadowed by the skills of other healers such as Okuni and Sakura. Before Secret Light is learned, you'll be better off using Okuni or Sakura because their Partial/Major Recovery is much more effective.

Secret Light, the definitive healing spell, is very useful in that it heals the HP of ALL your units in the battle. For that reason, Oboro seems to become a staple party member toward the end of the game, when your success depends on her healing ability.

Hikoichi ~

=====

Acquired: Episode 2: THE BATTLE FOR IGA

Equipment: Swords, Armor

Skills:

+ Defender Mode - Increases 1 ally's defense power (8 SP)

+ Weakling Mode - Reduce 1 enemy's attack power (8 SP)

Hikoichi has a very strong attack and his HP and defense make him a great tank character. Unfortunately, his agility and movement suffer as a result. Hikoichi is probably best used for his excellent Defender Mode skill, which raises a party member's defense in battle. This special ability is very useful in tough fights against hard-hitting enemies.

Weakling Mode, which reduces an enemy's attack power, is also useful, although not on the same level as Defender Mode because enemies are capable of dodging it.

Bomaru ~

=====

Acquired: Episode 2: THE BATTLE FOR IGA

Equipment: Spears, Armor

Skills:

+ Dodge - Increase multiple allies' evasive power (8 SP)

+ Recover Health - Return 1 ally's condition to normal (14 SP)

Bomaru is fairly average overall. He's a spear user, thus giving him greater range. However, his special abilities, albeit useful in some instances, aren't really too effective. You'll be hard-pressed to find too many opportunities to use Dodge, which increases the evasion of a group of units. After all, even with evasion increased, there's no way to guarantee that the enemy will miss. Plus, most enemy skills are incapable of missing anyway.

Recover Health can substitute for Care Medicines in that it heals status ailments. However, with Bomaru's horrid SP growth, it's not even worth having Bomaru in battle just to use it because he'll only be able to cast it a few times.

Bomaru isn't a bad character. He has high attack and a solid defense growth. It's just that he's significantly overshadowed by some of the other spear-wielders (Ekei, for example). And as a strategic unit, he is next to useless.

Hanpeita ~

=====

Acquired: Episode 2: THE BATTLE FOR IGA

Equipment: Bows, Armor

Skills:

+ Arrow of Sleep - Induce the effect of sleep on 1 enemy (15 SP)

+ Arrow of Poison - Induce the effect of poison on 1 enemy (12 SP)

Hanpeita has a very strong agility growth, among the best in the game next to the ninjas, of course. He can deal good damage from far away, making him ideal for sniping out enemies. Unfortunately, he suffers from a sub par HP and defense growth. Don't count on Hanpeita to take too many hits.

Both Arrow of Sleep and Arrow of Poison are highly useful skills. The ability to inflict either status ailments on enemies from afar makes Hanpeita a strategic character to use in those tough fights. These abilities, in my opinion, make Hanpeita the best overall bow-wielder in the game.

Tsubame ~

=====

Acquired: Episode 3: THE YOUNG CHIEF OF SAIGA

Equipment: Ninjutsu, Ninjawear

Skills:

- + Strike Thunder - Thunder attack on distant multiple enemies (12 SP)
- + Lightning Flash - Thunder attack on distant multiple enemies (25 SP)

Tsubame is quick, agile, and versatile. Her ability to wield either close-combat ninja swords or ranged throwing knives gives you the opportunity to pick a different weapon to suit different scenarios.

Not only is Tsubame effective in conventional combat, but her skills are also powerful. She has above-average intelligence growth, making her great for casting spells from a distance. Strike Thunder can deal damage to a group of five units and Lightning Flash can hit up to 13 units grouped together (as if you'll ever actually face 13 enemies at once, but it's assuring to know that you have the ability to). Combine that with her high movement stat and you have quite a formidable unit on your team.

As stronger ninja units enter your party though, Tsubame becomes overshadowed. However, her high movement stat will always be useful in certain battles where you can exploit her lightning magic.

Kabuki ~

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Acquired: After Episode 6: THE RIVER KIZU KABUKIMAN

Equipment: Swords, Armor

Skills:

- + Strongman Mode - Increases 1 ally's attack power (8 SP)
- + Paralyze - Technique for attacking 1 enemy with paralysis (15 SP)

The River Kizu Kabukiman is a terrific character. He boasts very high attack and HP, so he can knock down enemies with relative ease. For a good portion of the game, Kabuki merits use in many battles with his excellent abilities and stats.

Strongman Mode, for it's low SP cost, should see a lot of use - cast it on a unit to increase attacking power. Paralyze should be used sparingly due to its higher SP cost. Kabuki, unfortunately, isn't fitted with a great SP growth. Even so, Paralyze is useful as a strategic tool to disable a particular unit.

Magoichi ~

=====

Acquired: After Episode 7: THE KEEPER OF THE GATES OF HELL

Equipment: Guns, Armor

Skills:

- + Target Mode - Increase multiple allies' hit ratios (8 SP)
- + Blind Mode - Reduce 1 enemy's hit ratio (8 SP)
- + Tiger Salvo - Shoot 6 times at 1 enemy from a distance (35 SP)

One of my favorite units, Magoichi wields guns and rifles. He can attack from a distance but is restricted because, unlike bow-wielders, he cannot fire through one of your own units. Also, his defense growth leaves much to be desired. However, his sheer badassness alone makes up for those minor faults.

With the best of enhanced guns, Magoichi has the potential to be

your strongest ranged hitter. Tiger Salvo, even with its incredibly high SP cost, is absolutely devastating against enemies. Not only that, but it looks freaking badass! I did mention how badass Magoichi was, after all. In some instances, this move has the potential to deal 1000+ HP worth of damage. Now that's what I call a finisher.

Oh, and Magoichi's other two skills... yawn. Even though they cost very little SP, they see little, if any at all, opportunities for use. Blind Mode, which reduces a foe's accuracy, might help against stronger enemies if you count on getting lucky.

Kotetsu ~

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Acquired: After Episode 10: HUMAN OR GENMA?

Equipment: Axes, Armor

Skills:

+ Stupid Mode - Reduce 1 enemy's evasive power (8 SP).

+ Head Butt - Send 1 enemy flying in the air (10 SP).

Kotetsu is a fantastic tank character. His HP growth is extremely high. Likewise, his high attack growth makes him a force to be reckoned with. With a good axe in his hands, he can deal heavy damage to enemies without taking too much himself. For that reason, Kotetsu makes a great frontrunner to soak up the damage from enemy attacks.

Kotetsu's skills however, aren't particularly useful. Stupid Mode is next to useless though. Most enemies don't have amazingly high evasive stats that you actually need to lower them just to be able to hit them. Head Butt's driving factor is its ability to push its target back one square, making it strategically helpful in some cases such as when you need to open up holes for your comrades to travel through. Kotetsu is better off just Hulk-smashing things with his axe regardless.

Yoichi ~

=====

Acquired: Episode 11: STRIPTEASE AT HIMEJI CASTLE

Equipment: Bows, Armor

Skills:

+ Arrow of Wind - Wind attack on a single enemy (16 SP)

+ Phoenix Arrow - Fire attack on a single enemy (16 SP)

Yoichi excels in intelligence growth and he boasts the strongest (barely) overall attack of any bow-wielder. However, compared to other units, Yoichi's attack pales. Range is certainly an advantage, but as a bow-wielder, Yoichi is too weak to really be too effective. Not only that, but he doesn't have any strategic value (apart from his ability to deal puny damage from a range).

Arrow of Wind and Phoenix Arrow are both ranged skills that can deal elemental damage (wind and fire, respectively). With Yoichi's above-average SP growth, you're allowed plenty of opportunities to fire these off. However, both abilities aren't particularly powerful and to further add insult to injury, can only deal damage to a single target.

Overall, Yoichi doesn't have too much running for him. His stat growth is average to slightly above-average at best. But really, it

isn't Yoichi's fault that all of the bow users in the game are only mediocre characters.

Okuni ~

=====

Acquired: After Episode 11: STRIPTEASE AT HIMEJI CASTLE

Equipment: Spears, Clothes

Skills:

+ Partial Recovery - Restores HP to multiple allies (20 SP)

+ Nightmare - Send 1 enemy to sleep or put a spell on him (15 SP)

The beauty of Izumo is gifted with amazing intelligence and agility growth. Her disadvantages however, would be her sub par attack, defense, and HP growth. Even so, Okuni's ability to wield spears makes her a versatile, albeit weak attacker. Her frailty though, requires that you keep her well-protected from the attacks of strong enemies, for she will not be able to survive too many hits.

Okuni, for a good segment of the game, will be your primary healing character because Partial Recovery is leaps and bounds above Oboro's Minor Recovery spell. Also, Okuni can use Nightmare, which can disable an enemy unit from a distance. She makes a great spell-caster to use in battle. Even when her Partial Recovery becomes obsolete to better healing spells, Okuni should still be used for Nightmare, which is an enormously useful skill.

Ekei ~

=====

Acquired: Episode 13: THE FLOODING OF TAKAMATSU CASTLE

Equipment: Spears, Armor

Skills:

+ Cross Flash - Shoot out a shockwave in all four directions (18 SP)

+ Maxi Thrust - Simultaneous attack on all 8 adjacent squares
(28 SP)

Ekei, with his solid defense and huge HP growth, is an ideal unit for "soaking" up enemy attacks. He can take a bunch of hits and still have the strength to keep going. With a defense upgrade, Ekei becomes nearly unstoppable. Also, the range advantage of spears makes up for his low movement.

His abilities significantly increase his overall range. Cross Flash not only attacks in all four directions but also extends four tiles outward from Ekei to reach those distant enemies. Maxi Thrust, Ekei's other skill, is particularly useful when he's surrounded by Genma. Get into a strategic position to pull it off and you can easily dish out a huge combined damage. These skills, however, are best used sparingly. Though Ekei has an average SP growth, Cross Flash and Maxi Thrust require a considerable amount of SP to use.

Shura ~

=====

Acquired: After Episode 14: GUILDENSTERN'S SECRET LAB

Equipment: Swords, Armor

Skills:

+ Confuse - Technique for attacking 1 enemy with confusion (15 SP)

+ Phoenix - Fire attack on a single enemy (8 SP)

Shura is one of the more agile warriors in the game. His movement stat of 5 is a significant advantage, allowing him to cover more

ground in fewer rounds. With his strong attack, Shura can really zip from enemy to enemy in his Genma slaying. Shura, however, does not have an incredible HP growth and his defense is quite weak. Don't mistake Shura as one who could take too much damage.

Confuse is a useful skill in certain situations. Note that it can only be used on enemies right next to Shura though. The upside is that casting it deals damage as well. Phoenix, which deals fire damage against a single enemy, is useful for pushing in some extra damage. These abilities are advantageous because they have relatively low SP costs. Then again, Shura's SP growth isn't too amazing either, so I guess you can say that it balances out.

Ageha ~

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Acquired: Episode 15: CASTLE BENEATH THE SAND

Equipment: Swords, Armor

Skills:

- + Cast a Spell - Technique for attacking 1 enemy with spells (10 SP)
- + Straight to Hell - Likely to kill 1 enemy instantly (20 SP)
- + Phoenix Ripper - Technique for slashing 1 enemy 3 times (35 SP)

Ageha is the ideal warrior. She has a movement stat of 6, making her the quickest sword-wielder in the game. I can't even begin to describe how much of an advantage this creates. With her movement, she can reach distant enemies with ease and likewise run away from a dangerous enemy when things begin to get tough.

Ageha also has a strong attack and intelligence growth. However, her HP and defense growths are sub par. Those issues are easily overlooked, especially with her speed. When using Ageha though, try to either boost her defense and or keep her out of the range of powerful enemies.

Her skill lineup is quite impressive. Cast a Spell has enormous strategic value, dealing damage and preventing a foe from using a skill or moving. Straight to Hell is an instant death spell that unfortunately doesn't have a great success rate. And lastly, Phoenix Ripper is a powerful skill that deals three consecutive hits to a target. It's a great finisher, especially for bosses and harder units. Though keep in mind that you won't be able to use it too often due to its high SP cost.

Saizo ~

=====

Acquired: Episode 16: THE BATTLE FOR KOZUKI CASTLE

Equipment: Ninjutsu, Ninjawear

Skills:

- + Forced Search - Plunder the possessions of 1 enemy (5 SP)
- + Sword of Gales - Wind attack on distant multiple enemies (25 SP)

Saizo has a superb agility growth, though his other stats are average at best. Though he has a movement of 5, the other ninja units beat that with a movement of 6. Despite these extremely detrimental, Saizo will still see a good amount of use, whether you choose to bring him in for his ability to steal or for his overall versatility in battle (as is the norm with all ninjutsu-using units).

Forced Search allows you to steal a potential item off of an enemy

unit. Sometimes, you'll come up with nothing, but it's a great way to pick up an extra piece of equipment or two. This skill has more merit earlier in the game when you haven't acquired the recipes that can forge the stronger weapons in the game. As an added plus, Forced Search has a very low SP cost. Finally, Sword of Gales is a ranged attack that deals damage to up to five enemy units grouped together. It's effective but costs too much SP to warrant its frequent use.

Kaidomaru ~

=====

Acquired: After Episode 20: A STRANGE-LOOKING MAN APPEARS

Equipment: Axe, Armor

Skill:

+ Head Butt - Send 1 enemy flying in the air (10 SP)

+ Sword of Winds - Wind attack on distance multiple enemies (12 SP)

+ Dragon Attack - Effect of Critical Strike and Mow Down (35 SP)

Kaidomaru is an eccentric character, of whom, sometime into the game, you will discover to actually be... no wait, I don't have the heart to spoil the storyline for you. Anyway, when it comes to brute force, you'll be hard-pressed to find a stronger unit than Kaidomaru (except for maybe Kotetsu). He boasts, in addition to a great attack growth, an iron defense and an exceptionally high HP growth.

Head Butt deals damage to an enemy with the added bonus of pushing the target back one tile. This ability can help allow your other units to better move through or simply to create another opening for another character to strike the enemy. Sword of Winds is a ranged attack that can hit up to five units grouped together. However, with Kaidomaru's nearly non-existent intelligence (that's not an insult, really), the skill is hardly effective.

Dragon Attack is a very strong attack (and when I say strong, I mean absolutely devastating) that also has the added bonus of a critical hit and knockback. This ability is bound to instantly kill most normal targets and significantly damage even the strongest enemies.

Kotaro ~

=====

Acquired: After Episode 21: HAMAMATSU GENMA FARM

Equipment: Ninjutsu, Armor

Skills:

+ Flame Thrower - Fire attack on distant multiple enemies (12 SP)

+ Blaze Thrower - Fire attack on distant multiple enemies (25 SP)

Kotaro, the last ninja to join your party, will also be your best overall. He benefits from a movement stat of 6, which means you can tear through the battlefield in usually half the time it takes for your slower warriors to run the same distance. Couple that with his supreme versatility (all ninjas are capable of wielding either ranged throwing stars or close-range ninja swords), and you have quite a redoubtable unit on your hands.

Kotaro's attack, defense, and HP growth are average at best. However, he is fitted with superb agility growth and an above-average intelligence growth in addition. The difference between his two skills, Flame Thrower and Blaze Thrower, is that the latter skill has a larger radius, meaning you can hit up to 13 enemies

grouped together. Take advantage of enemies that group themselves together and blast them with his fire magic.

As is the case with anyone with low defense, make sure you keep Kotaro out of immediate harm's way. Defense upgrades certainly help, but the best way to prevent his death is simply by keeping him away from the enemy (or at least have another one of your units closer to the enemy to take the hit).

Sanjuro ~

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Acquired: Episode 22: THE BATTLE OF NAGASHINO

Equipment: Swords, Armor

Skills:

+ Deadly Poison - Technique for attacking 1 enemy with poison
(10 SP)

+ God of Thunder - Thunder attack on a single enemy (8 SP)

Sanjuro is your typical swordsman. He has high HP, fair defense, and a great attack statistic. However, he also suffers from a low movement and intelligence. In the long run, Sanjuro is best suited for just soaking up damage and dishing out even more. Keeping it simple!

Deadly Poison is a very useful skill. Poisoned enemies take 25 HP damage at the start of every round and only attack at 1/4 of their potential. This skill is a great way to essentially disable stronger units (by weakening them so much that their attacks become insignificant). God of Thunder is a lightning elemental attack on a single target. It hits for slightly more damage than a regular attack. It costs very little SP, so you might as well use it often.

Sakura ~

=====

Acquired: Episode 24: A TRAP AT KIYOSU CASTLE

Equipment: Bow, Clothes

Skills:

+ Partial Recovery - Restore HP to multiple allies (20 SP)

+ Major Recovery - Restore HP to multiple allies (25 SP)

Sakura doesn't really excel much at anything. Her stat growth ranges from poor to barely above-average. Defense and HP growth is laughable, as is her attack and agility.

Her two abilities are Partial Recovery and Major Recovery. Partial Recovery can heal the HP of a group of up to five units grouped together. Major Recovery is essentially the same thing, except it has a wider radius. However, you're much better off using Oboro for her Secret Light. Sakura's intelligence stats don't even come close to Oboro's intelligence.

Mitsuhide ~

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Acquired: After Episode 34: FATHER AND DAUGHTER REBEL

Equipment: Swords, Armor

Skills:

+ Summon Thunder - Thunder attack on distant single enemy (26 SP)

+ Fire of Purgatory - Fire attack on distant single enemy (26 SP)

+ Tortoise Defense - Increase all allies' attack and defense power
(40 SP)

Mitsuhide will prove to be a huge asset to your team. He excels in nearly all aspects, with above-average growth in attack, defense, intelligence, HP, and SP. This characteristic makes him a great warrior with the sword as well as with magic. As an added bonus, he boasts a movement stat of 5, making him far more versatile of a warrior than some of the other sword-wielders.

His strength lies not only in his high attack, but also his magic spells. Both Summon Thunder and Fire of Purgatory are high-powered skills that can deal a considerable amount of damage to a single unit. Tortoise Defense is the ultimate support skill - it increases the defense and attack of every single unit on the battlefield. Towards the end of the game, this skill becomes extremely helpful against many of the tougher Genma you will face.

Mitsuhide's only disadvantage (if you actually call this a real disadvantage) is the high SP cost of his skills. Although he boasts above-average SP growth, he will only be able to use his abilities a few times before he runs out. Still, it's nothing some Magic Elixir can't fix.

Onikko ~

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Acquired: Complete Phantom Realm

Equipment: Axe, Armor

Skills:

+ Whirlwind - Wind attack on distant single enemy (26 SP)

+ Wrath of God - Strong shockwave attack on 1 distant enemy (26 SP)

You acquire this young Oni boy by completing all 16 levels of the Phantom Realm. At the end, Yama will ask you to take the young Onikko with you on your journey. Although he begins at level 1, if you actually take the time to level him (it doesn't take that much effort), Onikko has the potential to be one of your best fighters, if not the very best.

Long story short, Onikko is powerful beyond belief. With a strong axe, he can match and exceed the attack power of even your toughest characters at an early level. Onikko also has two devastating magic spells available to him. Whirlwind deals a devastating amount of wind damage to a single enemy. His other spell, Wrath of God is the strongest magic spell in the game. It can deal hundreds of points of HP damage to an enemy. Save this skill for the strongest foes you face.

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--- 5. Walkthrough ---

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The walkthrough will follow a general layout with each mission after another. Keep in mind that I unfortunately do not put much effort in suppressing spoilers. Read ahead at your own risk.

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"Long, long ago... deep beneath the dark, cold earth... unbeknownst to those above there dwelled a vile breed of monster...

The Genma...

Emerging from the ground to slake their thirst for human blood secretly they built the foundations for an evil civilization...

Then, in a mad King's reign, the Genma hordes poured forth in one fell swoop! And leading this brutal, bloodthirsty legion was the Genma King, Nobunaga Oda! To build his Genma Empire Nobunaga ordered his armies to conquer the whole land.

The first place to taste the fury of the Genma hordes was the village of Iga... At that time a young man from Iga was racing towards the village..."

Episode 1: GENMA

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Genma Pawn x2

As the game begins, the "fearless youth" from Iga runs into a group of "grotesque characters" who turn out to be none other than Genma. Luckily, the Iga ninja chief (Sandayu Momochi) runs in to slice apart one of the Genma Pawns. At this point, you'll learn that the youth's name is Onimaru. Following that, you'll be given a tutorial. For new players, I'd strongly suggest following this tutorial (you know, so you'd at least have some idea of how to play).

You should have no trouble killing both of the Genma Pawns on-screen.

Following the battle, Oboro, Onimaru's younger sister, will appear and Sandayu will bring the two back to the house, where he tells our hero the source of the Oni Gauntlet and its power. Onimaru, being a direct descendent of the Oni clan, can be the Onimusha, the one destined to confront the Genma King.

A soldier will come in short afterwards to notify the three that the Genma army is at the perimeter of the town. Oboro will join the party and you'll be set to start the second mission.

"Onimaru and Oboro raced to the border, but the Genma had already reached Iga."

Episode 2: THE BATTLE FOR IGA

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Genma Pawn x4

- + Jade x1
- + Nobunaga x1

Onimaru and Oboro enter the scene to discover Nobunaga and his minions laying waste to the town of Iga. Three villagers will also appear and ask to join your party (Hikoichi, Bomaru, and Hanpeita).

At the character select screen, pick all of your party members (none will need to be excluded) to join the battle. You're up against four Genma Pawns that won't really be too much of an issue. Nobunaga won't stay too long to fight you and the Jaid will be easy to take down with the combined effort of your party.

At the start, move up your units toward the enemy. You won't be in range to attack during the first turn. The enemy won't move until your units wander into their range. A few rounds into the battle, a man will appear at the corner, firing a gun at Nobunaga. With that, Nobunaga will run off to deal with the gunner.

Just attack the enemy units with your normal physical attacks. If you get a chance, use Onimaru's Shock attack when the enemy units are in close proximity of each other. Defeat every enemy unit on the field to finish the mission.

Sandayu will appear again following the battle to notify Onimaru that the Genma have already broken through the other gate. Iga, unfortunately, has fallen to the Genma campaign. At the moment, the Genma army is marching on Koriyama.

"After a fierce pursuit, Onimaru's party finally caught up with the Genma rearguard on the outskirts of Koriyama, but barring their way stood Hideyoshi Hishiba."

Episode 3: THE YOUNG CHIEF OF SAIGA

Mission -

- + Wipe out the enemy.

Defeat Condition -

- + Death of Onimaru.

Enemies -

- + Genma Pawn x3
- + Musaid x2
- + Gozales x1

Your party will encounter Hideyoshi Hishiba along the way to Koriyama. The monkey-face will taunt you for a bit and Magoichi Saiga from before will appear. Once again, Oboro has nothing more to remark than "How cool!" The Saiga mercenary, being the extortionist that he is, will offer his services for a fee. With that, he runs off, leaving you to fight Gozales and the other monsters on your own.

Select all of your units for the battle and place them down. This battle will prove to be a cakewalk. Gozales is really the only Genma on the field that'll give you any problems. At the start, march your units toward the enemy. If possible, have Hanpeita fire off an arrow to the nearest Genma Pawn. The enemy units won't move until you get in range of their attacks,

so this battle requires you to go to them.

A few rounds into the battle, Tsubame will appear. She'll join your party, but you won't be able to control her for this mission. However, her help will be useful in picking apart the enemy. Once you've eliminated the three Genma Pawns, you can focus on Gozales. Try to keep your distance from the Musaids until you've taken down Gozales. Then you can focus on killing the remaining two Musaids.

After the battle, Tsubame will say that Nobunaga is heading toward Shigisan Castle.

"The Genma army had moved on Shigisan Castle with Onimaru and his friends in pursuit. The castle's lord, Hishide Matsunaga, had been cornered in a cave beneath the castle."

Episode 4: SHIGISAN CASTLE THE STRUGGLE FOR TREASURE

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Jaid x2

+ Musaid x3

+ Gozales x1

Oboro and Onimaru encounter the castle lord running from a Gozales. In his possession is the Hiraikumo Teakettle, which must have some significant value because Magoichi appears and decides he'll take it for himself.

Select all six of your units to join the battle. Move your units down toward the enemy and start attacking them. Don't line up your units lest one of the Jaid hit them both with Double Thrust. Watch your opponents' movement carefully. If they line up, you can hit them hard with Onimaru's Shock attack.

Eventually, the Gozales will catch up with the castle lord and the teakettle will be destroyed. With his incentive gone, Magoichi will skedaddle out of there, leaving you to deal with the remaining units. The rest of this battle won't be too difficult.

Once again, Sandayu will appear after the battle. Nobunaga's next target is Saiga, which is *gasp* Magoichi's town! On the way there, Oboro will be saved by Onimaru from a Genma warrior. The dead warrior leaves a gem and an odd note. Sandayu will appear and explain the Genma stone's significance. The note with the gem is a 'Recipe' that explains how to combine a Genma stone to form new weapons and armor.

Using the recipe, Onimaru successfully creates a Spirit Sword. Once again, Oboro responds with "That's cool." Anyway, you now have the ability to create new weapons and armor from Genma stones you find.

"Having crushed the resistance at Iga, Nobunaga spurred his Genma hordes onward. His next objective... to crush another province which continued to resist his will. The province of Saiga..."

Episode 5: THE ASSAULT ON SAIGA

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru or Magoichi.

Enemies -

+ Jaid x3

+ Musaid x4

+ Gozales x1

The mission begins with monkey-face Hideyoshi again. Nobunaga will order Gozales to desecrate Saiga as revenge for Magoichi's pathetic shot at him.

Select all your units for battle and start.

You have Magoichi's help for this mission. However, he's also quite a liability because you need to ensure his survival. Be sure to have Oboro ready to heal whenever his HP slips too far down. The other soldier on your team will help out a little bit, but it's not obligatory to keep him alive.

The key to finishing this mission effectively is to avoid getting mobbed by the enemy. You're up against numerous foes and if all of them manage to land a hit on a single unit, that unit is as good as gone. This is especially a problem with Magoichi since you have no control over him. Do your best to fend off the enemies and lure some of them away from Magoichi. Don't forget to cast Hikoichi's Defender Mode on him to increase his defense.

Don't be afraid to use special skills when the situation arises. God of Wind is an effective attack that doesn't take too much SP to cast. It's powerful strike will be sure to kill an enemy in a single hit. Use Hanpeita's Arrow of Sleep on the Gozales to eliminate that threat for a few rounds.

When attacking enemies, focus your attacks on just one monster at a time. That way, you can quickly clear the playing field of enemy threats. You'll find that this strategy is more effective than attacking every enemy at once.

As the battle draws to a close, a stray Genma will appear. Magoichi runs to engage him but is killed by an arrow.

Back at the village of Saiga, a spirit will call out to Onimaru, calling itself the White Tiger Spirit. It'll tell Onimaru that in order to revive Magoichi, the jewel, which contains its spirit, must be brought through the Gates of Hell. The party returns to Sandayu's place, where he'll tell you how exactly to enhance your weapons and armor using the souls collected from dead Genma. You should already be familiar with enhancing regardless.

"On the advice of the White Tiger Spirit, Onimaru and friends set off for Hongang Temple. As the group of warriors approached the River Kizu..."

Episode 6: THE RIVER KIZU KABUKIMAN

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru or Kabuki.

Enemies -
+ Jaid x4
+ Musaid x3

The party enters the River Kizu area and encounters a man engaging some Genma goons. After a bit of gawking back and forth, your group engages the incoming Genma enemies.

Select your units for the battle and start. The weird fellow is Kabuki, a character you must keep alive for the duration of the mission. If you want, you can cast Defender Mode on him. This mission is pathetically easy regardless.

The first thing you should do is move your units in Kabuki's direction. There are four enemy units in this area. The remaining three will be forced to move along the wooden bridge over the water. Pick one monster to kill and then another. Look for opportunities to use Bomaru's spear to jab two enemies at once! Also, with Onimaru's souped up Spirit Sword, you should be knocking down enemies with no problem at all.

Kabuki, after the battle, decides to join your effort in going to the Gates of Hell.

"Onimaru's party arrived at Hongan Temple on their quest to resurrect Magoichi. They paused before the Gates of Hell... and stepped through..."

Episode 7: THE KEEPER OF THE GATES OF HELL

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Oni x6
+ Yama x1

Onimaru and friends arrive at Hell to find Yama, the Keeper of the Gates of Hell. He'll reveal that he, too, is a descendent of the Oni Clan. In order to revive Magoichi, you must prove your power to Yama.

Select all seven of your units for the coming battle. The Oni enemies you encounter aren't too tough to kill. However, you'll want to avoid getting mobbed by them. Focus on attacking only one at a time. Try to save your special skills for Yama. The nearest Onis should be killed before the other Onis manage to reach your position. As always, Onimaru with his deadly Spirit Sword should be able to down an Oni in a single hit.

When the Onis are taken care of, you can focus on Yama. Before you directly

assault him, cast Defender Mode on your weakest characters (Oboro in this case) and try to put Dodge on a few as well. Yama has a ton of HP so a joint effort from all of your units will be required. When you're moving toward him though, avoid grouping your units together. Rage of Yama is an area-of-effect attack that deals very heavy damage.

As long as you keep your units healed up using Oboro's recovery skills, the battle should be no problem. Once Yama is defeated, the mission will end.

Yama will congratulate you on your victory. As a result, Mogoichi Saiga is revived thanks to the spirit of the White Tiger. With that, Yama will tell you of Nobunaga's next plan - he's built a barrier around the Honno Temple. The White Tiger Camp, one of four surrounding the Temple, is your next objective. Only Mogoichi has the ability break the barrier.

"Awoken to his fate, Magoichi leads Onimaru's party to the mysterious White Tiger Camp, which stands before them."

Episode 8: THE WHITE TIGER CAMP

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru or Magoichi.

Enemies -

+ Nanaid x3

+ Jahinoon x4

+ Dollikeen x1

You'll immediately encounter Dollikeen, a Genma Lord. He won't allow you to get to the White Tiger Camp that easily. You'll need to beat him up to get through.

Pick your seven units and start the battle. For this mission, Onimaru and Magoichi must be kept alive. This mission isn't too easy, with a whole new batch of monsters you've never seen before. The Jahinoons in front of you should be your first targets. Once you get rid of them, you can proceed up the hill. The Nanaids on the cliff will likely pelt you with Thunder Bullet from a distance. Try to break through the four Jahinoons as quickly as possible to reach the Nanaids.

Once you get up close to the Nanaids, they'll fall quickly. Defeat those three and you can concentrate on killing Dollikeen. At this point, cast Strongman Mode on Onimaru and make a beeline for the Genma Lord.

Dollikeen has a lot of HP, so you'll need to hit him a number of times to finish him. Let Onimaru and your close-combat fighters get in close while Magoichi and Hanpeita stay at a distance with their guns and bows. Dollikeen is strong but he won't be able to hold up to a combined effort of all your party members.

The power of the White Tiger spirit from Magoichi successfully destroys the occult barrier, clearing a path into the camp.

Episode 9: THE WHITE TIGER CAMP: CONCLUSION

Mission -

+ Kill the two Genma Lords.

Defeat Condition -

+ Death of Onimaru or Magoichi.

Enemies -

+ Jahinoon x3

+ Nanaid x3

+ Dollikeen x1

+ Gullikeen x1

Just beyond the barrier, the party encounters yet another Genma Lord. Magoichi mistakes him for a greener Dollikeen. In fact, he is none other than Dollikeen's twin, Gullikeen (what a name!).

Pick your party members, equip them all with Herbs, and start the battle. This time, not only are you up against one Lord but two! It's just your luck that they occupy opposite ends of the map as well. Keep in mind that both Dollikeen and Gullikeen are capable of reviving each other. Therefore, bringing all your units to one side won't work. Instead, you'll need to split up your forces.

The primary objective is to kill the two Genma Lords. Dollikeen at the bottom of the hill is defended by three Nanaids and Gullikeen at the other end is defended by three Jahinoons. This is an instance in which the geography of the map can help you out. Because the three Nanaids are at the base of the cliff, you can hit them from afar with ranged attacks. Take Magoichi and Hanpeita and send them down. Bring along Oboro and Tsubame for good measures as well. The reason for this is since these four characters have, on average, lower HP than the other four, you can keep them near Oboro for healing.

The remaining units should be sent up the hill toward Gullikeen and his Jahinoons. Once you have your units set up, begin clearing out the Genma units supporting the two Lords. You'll probably have more trouble with your ranged group because Thunder Bullet is hard-hitting attack. Make sure that you focus on only one Nanaid at a time. Use Oboro for healing and for healing only. When HP is critical, an Herb will buy you time.

Lower the HP of both the Lords until you can successfully kill both in the same round. Do just that to finish the mission.

With Dollikeen and Gullikeen defeated, the first of the four camps is now yours. Sandayu will appear yet again and the party will discuss the next order of business. Unfortunately, there's no leads regarding the other three with the ability to destroy the occult barrier. The party thus heads west!

"With the Kinki region under his control, Nobunaga turned his attention to the West. Here, too, it was Nobunaga's desire to see the rivers run red with blood. But why...? Also heading West to thwart Nobunaga's evil designs were Onimaru and his comrades. As they traveled, they also sought the second person of destiny. They approached Itami in the province of Settsu..."

Episode 10: HUMAN OR GENMA?

Mission -

+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ GenmaSamurai x6
+ Jorda x3

This mission begins with Onimaru encountering Kotetsu of Itami. The Genma have already dealt damage to the civilization of Itami. Your party decides to help out Kotetsu in avenging his fallen friends.

Since only seven people can enter battle, you'll have to sit one unit out. I, myself, left Bomaru out of the fight. Don't think that the few enemies on-screen are all you have to fight. Later in the battle, four more GenmaSamurai will appear to assist. For now, just march your units toward the Genma forces. After the first round, a shady woman will appear and kill two more GenmaSamurai that appear. She'll leave soon thereafter.

You'll find that Kotetsu is a powerful character. You'll acquire his services soon enough! Eliminate the first two GenmaSamurai and then work on clearing out the Jordas behind them. GenmaSamurais are easy to defeat and Jordas fall quickly as well. As mentioned before, some more Genma will pop in afterwards. Just send your units to meet them. This is a very easy mission.

Kotetsu, the bandit chief, will ask to join your party. Oboro, afterwards, will ask about the weird woman from before. Kotetsu will introduce her as Ageha, who surprisingly is a Genma.

"Hideyoshi's castle at Himeji rings to the south of riotous drinking and song. The famed Kabuki dancer, Okuni of Izumo, performs a striptease for Hideyoshi. The pure and beautiful Okuni, object of adoration to men across the land, is about to fall into the clutches of the lecherous Hideyoshi."

Episode 11: STRIPTEASE AT HIMEJI CASTLE

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru or Okuni.

Enemies -
+ GenmaSamurai x5
+ Jorda x4
+ Bistora x1

Once again, we meet our monkey-faced Hideyoshi. At the moment, he's enjoying a show from Okuni, the beauty of Izumo. Magoichi takes advantage of the situation. Suddenly, an archer by the name of Yoichi runs in and attempts to arrow Hideyoshi. With that, he summons Genma Bistora. Your party joins Yoichi and the battle begins.

Choose 7 out of your 10 units to begin the battle. In this mission, you're required to protect the girl, Okuni. Unfortunately, she'll try to walk into the Genma instead of escaping. Quickly send your units to the GenmaSamurai nearest to Okuni and distract them from attacking her. Once you defeat the two GenmaSamurais nearest her, you can begin focusing on the other enemies

in the area. I'd suggest saving Bistora for last. Note that later in the mission, another Jorda and GenmaSamurai will appear.

It's very important that you don't let the enemy units gang up on any one single character. Otherwise, that unit is as good as dead for the round. Try to isolate the monsters, defeating every one individually. Once you've narrowed it down to just Bistora, pound it with all you've got left. Hopefully, protecting Okuni is no longer a pressing issue (she might even be helping you out with her spear). Kill this last unit to finish the mission.

Afterwards, Okuni will thank Yoichi (even if you didn't put him in the battle) and introduce herself as the Sacred Maiden of the Grand Shrine of Izumo (now that's a mouthful). With that, Okuni also joins your party. Another man will soon run in and say that Hideyoshi also burned the Yin-yang shrines. He then tells Onimaru that he must go to Awaji Island.

"Many unexplained shipwrecks have occurred around Awaji Island in the Inland Sea while sailors aboard dozed. Mori's ships also suffered repeatedly at the hands of Nobunaga. To find out why, Onimaru had landed at Sumoto on Awaji Island."

Episode 12: DISASTER ON AWAJI ISLAND

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ GenmaSamurai x3
+ Jorda x4
+ Hyujaid x2
+ Gyurossoss x1

Our heroes arrive on the island to find a soldier... sleeping standing up apparently. For some unexplained reason, the members in your party begin to fall asleep too. Before some Genma goons manage to get to you though, Ageha, the Genma girl from before will reveal the cause of the sleeping spell.

You can pick eight characters for this coming battle. I'd suggest putting some ranged units on the playing field to deal with those pesky Hyujaid and their bows. When you begin the battle, move your units up the left side of the hill - the Jordas on the other side will plug up the path and you'll be forced to kill one to clear a way.

Eliminate the three GenmaSamurais and then work your way toward the Jordas. Keep your units with lower HP away to avoid getting beaten down with their attacks. Once the Jordas are out of the way, head for the two Hyujaid protecting Gyurossoss.

Two more Jordas will pop in a few rounds into the battle. By that time though, you should be well on your way to dealing with Gyurossoss. Let them climb the hill while you deal with the Genma on top. Then, descend the hill to meet the incoming Jordas and kill them to finish the mission.

After the fight, Onimaru will thank Ageha for her help and offer her a spot in your party. She declines but drops a good hint as to Nobunaga's next plan and the reason for his fight with the Lord Mori. Off to Takamatsu Castle!

"Hideyoshi's army clashed with Mori's forces at Bicchu. He who rules Bicchu rules the West. Takamatsu Castle is the last remaining bastion defending the West from Nobunaga's evil design."

Episode 13: THE FLOODING OF TAKAMATSU CASTLE

Mission -

+ Destroy the Genma Pump.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Hyujaid x3

+ Beoziekkel x1

At Takamatsu Castle, a monk is attempting to see Hideyoshi. Magoichi recognizes him as Ekei Ankokuji, a spearman. He'll explain that Mori sent Ekei to attempt to negotiate peace with Nobunaga. Hideyoshi, at the moment is attempting to run Genma Pumps to put Takamatsu Castle underwater. You will be here to see that that doesn't happen.

Select eight characters for the battle. Because you're up against some Hyujaid, ranged attackers would certainly help. It's not necessary to kill everyone on the battlefield. However, it would certainly help because the Genma Pumps have 350 HP. Once the enemies, you can pretty much attack the pumps with impunity.

The Hyujaid should be tough to bring down. Just smack them around until they die. Beoziekkel might prove to be more of a challenge. Do your best not to group up your lower HP characters together - his Bomb Launch attack has an area of effect. Anyway, once the Genma Pumps are destroyed, you'd have completed the mission.

Ekei will remark afterwards that a Phoenix Jewel can be found at Tottori Castle. With nothing better to do, the party heads for Tottori Castle!

Afterwards, a rather awkward scene between Ekei and Magoichi will put both of them in quite a pickle. Onimaru will arrive to save the day, finding a Phantom Wedge. A random man will come in and identify it as such. Ekei, thinking it's something he could snack on, touches it and the three of them are transported to the Phantom Realm. Unfortunately, they get their ass handed to them and are kicked out.

At last, the man will explain the Phantom Realm. It was created by the Genma and can be accessed by the Phantom Wedge. From this point on, you can access the Phantom Realm anytime. Use it to level up your characters and gain experience. You can also acquire enemy souls and Genma stones.

The way the Phantom Realm is set up is simple. You start off at a low level with mostly easy monsters. As you progressively beat each enemy in the level, you continue up the ladder where the enemies get harder and harder. So yeah, if you ever come to a point in the game where things are getting a bit too difficult, consider leveling up your party in the Phantom Realm.

"En route to Tottori Castle in their quest to find the Phoenix Jewel, Onimaru and his band of warriors discovered a secret Genma laboratory at Tenjin."

Episode 14: GULDENSTERN'S SECRET LAB

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru or Ageha.

Enemies -

+ Hyujaid x6

+ Dorogand x2

Guildenstern, the top Genma scientist is just in the process of pouring his "secret" potion into the river, of which will turn all who drink it into Genma! Luckily, Ageha comes running in again to save your ass yet again, stealing the potion from Guildenstern and forcing him to run off.

You can only select six characters for the coming battle. However, you'll receive support from other characters. It's recommended that you select a few ranged attackers for the fight. You'll see why later on. Once the mission has started, begin to move your units toward the enemy, crossing some narrow rock bridges along the way. Unfortunately due to the way the map is set up, you'll have to cross single file across the water.

It's important that you get to the Hyujaides as quickly as possible because they can fire arrows at you from far away. If possible, have any ranged attackers set up a sniping position to deal damage to the Hyujaides as your close-range attackers are making their way in. Eventually, a warrior by the name of Shura will appear to help you out. He'll be a nice asset to your team.

Once you've broken through the Hyujaides, you can move on to the Dorogands. To deal with these, take down their HP and then attack them from a range. They'll self-destruct upon defeat and will deal area damage to all units in close proximity. Take out both Dorogands to complete this mission.

Guildenstern will appear again, but no one really pays attention to him. After the battle, Shura attempts to kill Ageha because of her Gemna roots but Onimaru quickly talks him out of it. Shura, with his vow to kill 1000 monsters, joins your party.

"The Genma had laid siege to Tottori Castle. Their starvation tactics caused great suffering to Mori's forces. Onimaru's party rushed to the castle in search of the Phoenix Jewel, but arrived moments after the castle had fallen."

Episode 15: CASTLE BENEATH THE SAND

Mission -

+ Wipe out the Zombie Genma.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Gyumposs x8

At the offset, a soldier will run in and tell Onimaru that the castle was buried beneath the ground. Guildenstern, at the top of the hill, summons the Zombie Genma, the Gyumposs. Ageha runs in and finally joins your party at long last.

Make your way up the slope, slashing down Gyumposs as you cross them. Try to kill the ones closest to you in one turn because otherwise, the Gyumposs will use Sleeping Gas and put your party to sleep. Considering how many Gyumposs you're facing in this mission, they have the potential to put your entire party to sleep if you group everyone together. That'll be sure to make this mission a real snooze-fest.

Otherwise, you don't really have anything to worry about. The Zombie Genma aren't powerful and can't really hit you too hard. Besides, most of the time they'll either be using Sleeping Gas or regenerating a pathetic amount of HP.

With the castle buried, the Phoenix Jewel is nowhere in sight. Suddenly, a Zombie Genma will appear. The Yin-yang oracle from before will come in to assist and then ask for your help in retrieving two anti-Genma fighters from Kozuki Castle.

"The Daimyo of Izumo, Katsuhisa Amako, and his General, Shikanosuke Yamanaka were besieged in Kozuki Castle. They had fought bravely against the Genma to restore the glory of Izumo... but the castle was just about to fall to Hideyoshi..."

Episode 16: THE BATTLE FOR KOZUKI CASTLE

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Dorogand x3

+ Bi-Gozales x4

+ Beoziekkel x1

Kozuki Castle is being besieged by Hideyoshi's forces. At the start, Tsubame recognizes a fighter, Saizo. Allegedly, a decree was issued in Iga, setting a reward for his head, after having been expelled from the Iga ninjas. Having been disgraced already, Saizo went ahead and attempted to reprise his ninja title. He then gladly joins your party for the coming fight.

You'll need eight units for this battle. Once it starts, progress your units up the path to the right. Use a ranged unit to take out the single Dorogand at the base of the cliff while piecing away at the Bi-Gozales on the way up. Note that the enemies here are capable of dealing a lot of damage. For those units that have a bit less HP than you would like, you might want to stick away from the battle. If possible, let your stronger

units take the brunt of the attack to keep your party alive.

The Dorogands explode upon defeat - make sure you either kill them from a range or have someone with high HP deal the killing blow. The Bi-Gozales aren't tough to take down. However, they do have a hard-hitting Smash Down attack that has the potential to instantly kill anyone with less than 100 HP. Finally, work your way up to Beoziekel and kill him last.

With the mission complete, Ageha will arrive with Katsuhisa and Shikanosuke, of whom thank you for your services. Katsuhisa has some good news. He managed to take the Phoenix Jewel from Tottori Castle during Nobunaga's siege of it. Wow, talk about good luck.

"Onimaru and his comrades discovered that the Phoenix Jewel had been hidden in the basement of Kozuki Castle and raced to the castle to retrieve it."

Episode 17: THE PERSON OF DESTINY

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru / exceeding 12 turns.

Enemies -

+ Dorogand x5

+ Bi-Gonzales x2

+ Ragnassoss x1

Unfortunately, it seems as if the Genma have already beaten Onimaru to the chase. Ragnassoss will use what appears to be a fire extinguisher (?) to eliminate the defending soldiers. To your luck though, a hole in the tank of his fire extinguisher prevents him from using his death gas on you. However, you must act quickly before Ageha succumbs to the effects of the gas.

Pick seven of your strongest characters for this coming battle. You have a turn limit you have to meet. That means there's no room for dawdling or wasting time. In order to best meet the turn limit, you'll have to split up your party to take different enemies. I'd suggest having Onimaru and three of the strongest characters tear straight through the Bi-Gonzales enemies for Ragnassoss. Set aside another four, preferably ranged attackers, to work through the Dorogands. However, be prepared to heal (hopefully, you brought Herbs) because Straight Bullet can drain HP very quickly. Likewise, try to take out the Bi-Gonzales in one turn to avoid getting hit by their Smash Down attack.

Keep in mind that in order to reach Ragnassoss, you must move along the path to the right. If you go straight from the starting point to his location, you'll be stopped by a cliff that is impossible to traverse. Once you get down to Ragnassoss's location, concentrate your attacks on him until he falls.

Thanks to the help of Oboro, Ageha manages to survive the gas. With the Phoenix Jewel, it is revealed that Ageha is the person of destiny... all this time, right under your nose! With that, she acquires the Phoenix Ripper skill. Next stop, the Phoenix Camp.

"Guided by Agetha, newly awakened to her destiny, Onimaru and his comrades travelled on until they came to the Phoenix Camp."

Episode 18: THE PHOENIX CAMP

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru or Agetha.

Enemies -

+ Ore Nanaid x6

+ Bi-Gonzales x2

At the Phoenix Camp, the party runs into another of the four Genma Lords, Balahagi. This hothead challenges you to a battle.

Select six more units (in addition to Onimaru and Agetha) for the coming fight. Part one of the Phoenix Camp battle pits you against some of Balahagi's tough minions. The Ore Nanaids are essentially the Nanaids you have fought before with more HP and a stronger ranged attack.

Luckily, they're arranged neatly in a line on the bridge right in front of you. Get a spear to jab through the first two and then use an ability that has an area of effect. Take advantage of their tight cluster and eliminate them quickly before they can deal too much damage with Flame Bullet.

Once you've taken care of that threat and Balahagi will send more of his Genma at you. With that, two more Ore Nanaids, along with two Bi-Gonzales will appear further into the map. This isn't really too tough to finish - bring your units first to the Bi-Gonzales and kill them. Then work your way across the narrow bridge over the lava to deal with the last two Ore Nanaids. You might find it best just to arrow/gun/ninja star the last Ore Nanaid instead of wasting time crossing to it.

As with the White Tiger Camp, Agetha will use her power to remove the barrier, leaving only Balahagi to deal with.

Episode 19: THE PHOENIX CAMP: CONCLUSION

Mission -

+ Kill Balahagi, the Genma Lord.

Defeat Condition -

+ Death of Onimaru or Agetha.

Enemies -

+ Ore Nanaid x4

+ Bi-Gonzales x3

+ Balahagi x1

Select eight powerful characters for the coming fight. It's recommended that you bring in a good mix of both close-combat fighters and ranged units.

Unfortunately, the geography of the area doesn't do you much good. The Ore Nanaiids atop their cliff can pelt your units from above with Flame Bullet. Bring your strongest hitters to defeat the Bi-Gozales blocking the way up the path while keeping those with lower HP out of the range of the Ore Nanaiids. Ranged attackers can hit the Ore Nanaiids from the base the cliff.

Balihagi will be a bit harder to bring down. His Triple Dance skill deals three consecutive hits to its target, making it capable of killing most characters outright. However, if you bring all your units to attack him at once, you might be able to finish him off in one turn. If you don't manage to, you'll have just to sacrifice one character.

If there's ever an indication as to Balahagi's next victim, cast Defender Mode immediately on that unit. This can be effective strategy because you can essentially block Balahagi from moving towards your party by strategically placing a high-HP unit on the narrow path leading down and casting Defender Mode on him. Balahagi's powerful strikes will be reduced to pathetic numbers thanks to Defender Mode.

Just make sure Ageha and Onimaru are out of immediate harm's way. Kill Balahagi to finish this mission.

Once you crush Balahagi, Sandayu will appear (he has a knack for popping up at these times). He'll reveal to Onimaru Nobunaga's final intent, to open the Gates of Hell, where he can obtain the almighty power that lies there.

"From Kinki to the West the land ran red with blood and the people had been driven to the depths of despair and terror by the Genma invasion. And now, the person driving the onslaught, the Genma King, Nobunaga, had gathered an even greater force and turned his attentions to the East.

Onimaru and his comrades had broken through the Phoenix Camp. Learning of Nobunaga's planned offensive, they rushed eastwards. But at Ise Bay, they found their way was blocked."

Episode 20: A STRANGE-LOOKING MAN APPEARS

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Inability of Onimaru to fight.

Enemies -
+ Genma Bushi x12
+ Magnossoss x1

On the way to the East, your party runs into Magnossoss, the guard of the Ise Bay.

You can bring seven people into this battle. The enemies you face here are pathetically easy. Genma Bushi only have 200 HP with a fairly weak physical attack. Work on clearing the map of the scattered Bushi. In order to get to Magnossoss, you need to cross over the bridges on the water. Unfortunately, none of your characters can fly (that would be nice).

Sometime into the battle, Kaidomaru will walk in. He has some strange affinity toward Onimaru apparently. He will deal with one Genma Bushi for

you though... which is nice. As the mission progresses, more Genma Bushi will begin to appear in groups of two. Kill them as they appear (though Kaidomaru will probably do most of the work) and work your way toward Magnossoss.

When attacking Magnossoss, keep Onimaru away from it. Black Bubble will put its target "under a spell," meaning that that unit cannot move for the remainder of the battle. Under the "Defeat Condition" of the mission, Onimaru cannot be immobilized. Therefore, keep him away from danger when finishing off Magnossoss.

Onimaru will ask the quirky Kaidomaru to join the party. He gladly does just that.

Later on, you run into the Yin-yang oracle once again. But unlike before, he isn't too friendly. He binds Onimaru and drives him to transform into an Oni. Unable to control his rage though, Onimaru fires an attack back at the oracle. He manages to survive and introduces to you Onimaru's new Oni form, a powerful entity you can use in battles to come.

"Onimaru and his band rushed eastwards to Hamamatsu where something mysterious was afoot... One after another... people had been disappearing..."

Episode 21: HAMAMATSU GENMA FARM

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru or Kotaro.

Enemies -
+ Gnomezop x5
+ Balamzop x2
+ Magnossoss x1

Your party stumbles upon a Genma farm, where Genma are cultivated for battle. Magoichi attempts to kill a few, only to have even more pop up in their place. And then in comes Kotaro, who manages to block up the Genma nesting spots.

Select seven characters for the battle and begin. This mission is particularly annoying thanks to the Balamzops you'll be fighting. These creatures are capable of using Shocking Ray, a ranged attack that can paralyze every unit it hits. If you group your units together, the area effect will affect all of them. This mean: DO NOT group your units together or else you might find yourself with a clump of paralyzed units unable to do anything.

Do your best to kill as many of the weak Gnomezops as possible. The reason for this is that, given enough time, they'll transform into Balamzops. You want to make sure that most of them don't make it to that point. Some of the Gnomezops will attempt to go to you, so you don't have to worry about scouring the map for all of them. Hopefully, you'll be able to kill them all before they do transform. If not, don't worry too much about it.

Proceed to eliminate Magnossoss once the other monsters are out of the way. Magnossoss is essentially the same thing from the last mission. Black

Bubble will put its target under a spell, blah blah. Finish it off to complete the mission.

Kotaro joins your party... yawn. He reveals that Nobunaga's first target in the East is Takeda. The warriors decide to head to Nagashino to stop Nobunaga from taking that position.

"Following the death of the great Shingen Takeda, only Takeda's son and heir, Katsuyori, stood in Nobunaga's way at Kai. But the impetuous Katsuyori launched a reckless attack on the Genma King's forces before Onimaru and his comrades had arrived... As a result, Katsuyori's men were mown down by the Genma gunners. And so for the notorious Battle of Nagashino..."

Episode 22: THE BATTLE OF NAGASHINO

Mission -
+ Destroy all the gatling guns.

Defeat Condition -
+ Death of Onimaru.

Enemies -
Genma Bushi x3
GenmaGatling x5

As you enter the battlefield, your party stumbles across the Genma Gatling Guns. They mowed down every single Takeda soldier, except for one - Sanjuro Takeda. Hey, common goal... kill Genma... join our party? As expected, Sanjuro joins your party.

This isn't an easy mission by any means. Make sure you bring in units that have high HP with Herbs. Also set a spot aside for Hikoichi and his Defender Mode. Trust me when I say you'll be hard-pressed to win without an abundance of HP to endure those heavy Gatling guns.

Before you go ahead and engage the big guns, lure the Genma Bushi toward you by inching your units a little bit forward (while still staying out of the range of the GenmaGatling). The Genma Bushi won't pose any real threat to you and are easily dispatched in a turn or two.

Now, begin approaching the GenmaGatling after having cast Defender Mode on a good number of your characters. Move your units toward them in GROUPS. It's very important that you do just that because then the GenmaGatling Burst Attack will "distribute" it's four shots over the group. At least this way, you won't be killed outright in one shot.

The first turn against the guns will most certainly be the toughest turn to endure. You may lose one or two units right there on the spot with the combined fire of the guns. However, as you destroy each GenmaGatling, it will get progressively easier to survive. Make sure you keep Onimaru healed because he's mission-critical, as always. If you're really having trouble, have Onimaru use Onimusha Attack. In this state, he'll only take 1 HP damage per hit and be capable of instantly destroying GenmaGatling in one hit.

When you've successfully eliminated all of the guns, the mission will end.

After that pain of a fight, Sanjuro will inform you that Nobunaga is situated

at Mt. Chausu.

"After fighting their way past the gatling guns, Onimaru and his comrades raced to Mt. Chausu where Nobunaga had set up camp. What greeted them was the sight of some strange behavior by the Genma."

Episode 23: THE SKULL CUP

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Genma Bushi x8
+ Filmereck x4

The warriors run into the Genma up to shady business yet again. This time, they're looking to unearth the grave of Lord Takeda, specifically his skull. Using Shingen's skull, they plan to create the Skull Cup. You're here to make sure that doesn't happen.

Pick out eight warriors for the battle and begin. You'll encounter a new enemy in this mission: the Filmereck. They can use Absorb Vitality, stealing HP from one of your units and absorbing it themselves. Needless to say, killing these units quickly and painlessly would be in your best interests.

This is a fairly straightforward fight. Throughout the course of the battle, more Genmi Bushi will appear. These enemies are so weak and easy to beat that they won't pose any threat to you at all. The only tough part may be the last two Filmerecks on the cliff. Ranged units should be able to take them down from the base of the cliff. If not, then you'll need to climb up along the right of them. Heal if necessary.

Despite your efforts, Guildenstern still manages to snag Shingen's skull and it, indeed, is turned into a cup to drink sake with (...). We also become acquainted with one of Nobunaga's officers, Mitsuhide.

"Acting upon information that Nobunaga was holding a war council at Kiyosu Castle Onimaru and his comrades headed to Kiyosu and reached the castle walls."

Episode 24: A TRAP AT KIYOSU CASTLE

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Genma Bushi x2
+ Filmereck x5
+ Zamnossoss x1

If the episode title didn't already give it away, your party will fall into a trap. At the start, a young maiden, Sakura, will ask to join your party right out of the blue.

With that, Zamnossoss will appear and challenge you to a fight. Select eight units to throw into the battle and begin. Unfortunately, five Filmerecks make up the primary enemy force in this battle. There are two ways up to Zamnossoss's position. The staircase on the left and the little path on the right. Split up your units equally and move them up both sides at the same time.

The Genma Bushi are easy to take down. The other monsters though, you'll want to try to kill in one turn. Otherwise, they'll just use Absorb Vitality, making themselves quite tough to kill. Lastly, Zamnossoss is equipped with Yellow Bubble, a move that'll paralyze the target. Beyond that, he's hardly an issue.

Following the battle, Nobunaga will make an appearance, throwing your party right into his trap.

Episode 25: THE GENMA BEASTS OF KIYOSU

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Belon x4
+ Belosk x4
+ Belozuna x1
+ Girusaid x1

In the cellar of Kiyosu Castle, the warriors encounter Girusaid, who summons some of his Genma "pets" to fight you. Don't be deceived by the few monsters on the screen - they have the ability to not only evolve, but multiply.

For starters, know that the evolution chain for the Genma creatures goes from Belon to Belosk to Belozuna, with the last being the most powerful. At the start, take half your party and move them to the left to combat the Belon and Belosk there. Take the other half to go for the single Girusaid and Belozuna. Aim for the Belosk with your first party before it manages to evolve into Belozuna. The Belon will likely manage to evolve into Belosk before you manage to kill it. Do your best to eliminate both with a minimal loss in HP.

With your other party, make a beeline for the Belozuna. If you aren't quick enough, it'll spawn four more Belons to deal with. The Girusaid will definitely get in the way. Try to kill it in a single turn to be rid of that annoyance. When facing the Belozuna though, make sure to avoid clumping your units together because Solvent is an area-affecting ranged attack that can deal a lot of damage to a group.

The key to this mission is speed. If you can manage to stop the starting Belozuna from spawning four Belons (you'll need to be quick), you would've

successfully cut out a lot of extra work. However, if you didn't manage to, you'll have to contend with some extra monsters to fight off. Keep idle units waiting near the starting point as another Belon and Belosk will appear there sometime into the battle. Follow the same procedure to eliminate these. Deal with the remaining monsters (one spawn point at top of ledge and another near starting point) that pop in likewise until you've killed them all off.

The Yin-yang oracle decides to show his face again, informing Onimaru that he must go to Gifu Castle, where Nobunaga currently is situated. In preparation is the Genma Cannon, a superweapon.

"Onimaru and his comrades infiltrated Gifu Castle to stop the construction of the Genma Cannon."

Episode 26: TRAGEDY OF FATE

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Girusaid x8
+ Dorogand New x2

Upon arriving at the outer compound of Gifu Castle, the team runs into some more Genma opposition to defeat. Yawn.

Select eight units for this battle with a healer, if at all possible. You're up against a good deal of opposition. It's important that you keep your units alive through the course of this fight. The Girusaids are powerful attackers, so try to avoid starting a brawl you can't finish. It's best to kill a Girusaid in a single turn as to avoid any retaliation on the foe's part.

Avoid approaching the two Dorogand News and the Girusaid at the top of the map until you've managed to rid the rest of the map of all enemies. Position your ranged units on the ledge overlooking the two Girusaids at the very bottom of the map while sending your close-combat fighters to engage the outlying three. Be wary of four more Girusaids that'll enter the battle sometime into the mission.

When that task is taken care of, you can begin making your move toward the remaining three enemies. Note that the path up the left side of the map is not as secure as the right side of the map because the Girusaid can easily block up the path. Whichever way you choose to go, clear out the last Girusaid and then eliminate the Dorogand News. Try to make the killing blow on these enemies from a distance because they'll deal damage to your units when they die and blow up.

Guildenstern will make his presence known soon thereafter. It appears the Genma Cannon has been moved! As Kaidomaru attempts to hit Guildenstern, he is disabled as a robot. Kaidomaru is the next person of destiny, and the party sets off to seek a Genma alchemist workshop at Matsukura Castle.

"Carrying the dying Kaidomaru, Onimaru and his comrades smuggled themselves

into Matsukura Castle. In the castle's basement they found Guildenstern's workshop."

Episode 27: COME BACK KAIDOMARU!

Mission -
+ Kill Zandagain.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Girusaid x3
+ Dorogand New x4
+ Zandagain x1

Inside Guildenstern's lab, Dr. Zandagain appears to oppose your intrusion into his master's "sacred place."

Select eight characters for the battle and begin. Unfortunately, the map is very annoying to navigate with all of its holes and skinny paths. From the ledge right in front of your starting position, use your ranged units to attack the Girusaids below. Bring the remainder of your units down the path to the right and back around to engage the three Girusaids. Keep low-HP units out of harm's way until the Girusaids are dead and gone.

The Dorogand News are irritating because they can fire at you from across the hole in the ground. Have your units traverse the narrow path leading to Zandagain and the other monsters, cutting down at any Dorogand New that you pass by. Realize that these robots explode when destroyed, damaging any units right next to it.

As for Zandagain, make sure you take extreme caution when approaching him. Do not, under any circumstances, group your units together lest they all be hit by Golden Blast. This skill is a ranged attack that deals enormous amounts of damage to its target. Make sure that your units are fully healed on the approach. Drain his HP and kill him to complete the mission. If you find that you're having trouble, have a fully-healed Onimaru use Onimusha Attack and hope for the best.

With Kotaro's prowess in science, Kaidomaru is successfully revived. Ekei will subsequently bring in a messenger from Kenshin Uesugi, who reports that a battle unfolded with Shibata's Genma forces on the Kaga Plain. Along with them was a huge cannon, which Onimaru concludes has to be the Genma Cannon.

"Onimaru and his comrades raced to the Kaga Plain to answer the call for help from Kenshin Uesugi. They arrived at Uesugi's camp."

Episode 28: ON THE TRAIL OF THE GENMA CANNON

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Girusaid x6
+ Dorogand New x4
+ Kinmezuna x2

After a little bit of pre-battle briefing, the soldiers will come to the Genma leader, Katsue Shibata, who informs them that the Genma Cannon has been activated. As your team rushes in, your soldier reinforcements end up being killed quite quickly.

Pick up eight characters for the fight. This mission will prove to be mostly quick and painless. You start off surrounded by your foes in close walking distance. Kill as many of them as you can (it's particularly easy to mob the enemy in this mission, thanks the simplicity of the map) on the first turn. Out of all the enemies, The Girusaids are the most powerful. You'll want to target them first.

The Kinmezuna Genma are capable of using Genma Recovery to heal one of their comrades back to full health. However, they seem to use that skill at random, sometimes not using it when a nearby Genma is nearly dead and other times casting it on a fully-healed unit. Whatever the case, kill the Kinmezuna follow the Girusaids. Lastly, attack the Dorogand New units until they blow up. Again, note that any of your warriors standing right next to an exploding Dorogand New will take damage.

If you're quick and efficient, you'll be able to finish this mission before reinforcements arrive. If not, another Girusaid and Dorogand New will show up along one side of the map. Even later on, another group will place themselves into the fight. Unless you're looking for more experience, just finish the mission quickly to avoid having to deal with them.

"Onimaru and his comrades sped south across the Kaga Plain, and eventually caught up with the Genma Cannon at the River Tedoru."

Episode 29: THE GENMA CANNON

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Dorogand New x8
+ Kinmezuna x2
+ Medozaim x2

With good speed, the team manages to catch up to the Genma Cannon before it has a chance to fire... but time is short.

Bring eight characters into this coming fight. Have some ranged units to help facilitate the battle. The way this map is set up, with all of its skinny paths, can lead to frustrating jams, where the enemy plugs up the bridges.

Directly across the river is a group of four Dorogand New units. First of all, send someone with very high defense across the bridge to lead the

pack. Let him take the majority of the hits and then, on the next turn, try to eliminate every single one of them. Then, kill the nearby Kinmezuna. Over the course of the battle, two more Dorogand New units will appear further past that point. Another two will come in at the starting point. Deal with all of them as you see fit.

The Medozaims are a tough enemy to put down. Tentacle Attack deals devastating damage to all units surrounding the Medozaim. Avoid putting weaker units nearby and you should be fine. Kill both Medozaims and then work your way onwards to eliminate any remaining enemies in the vicinity.

After the battle, Kaidomaru will go berserk and begin attacking his own party. Guildenstern walks in to reveal that he has ordered him to kill Onimaru. The Genma Cannon fires, raining doom upon the land.

"One blast of the Genma Cannon caused Mt. Fuji to erupt violently, raining fire and flaming lava across Japan. Volcanic ash blotted out the sun and bright day was turned into blackest night."

Kaidomaru regains control of himself with Guildenstern's leave. Sandayu will appear, stating that he knows where the Dragon Jewel is located.

"Onimaru and his comrades arrived at Kitanosho Castle in search of the Dragon Jewel. This was their last ray of hope. With Kaidomaru made into a robot by Guildenstern, would the Dragon Spirit still descend into him?"

Episode 30: DESCEND DRAGON SPIRIT

Mission -
+ Kill Zabarossoss.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Kinmezuna x3
+ Medozaim x4
+ Zabarossoss x1

The Dragon Jewel is in sight, but the Genma stand in the way.

Pick seven units for the coming fight and start the battle. At the beginning, inch your warriors toward the first two Medozaims at the top of the steps but keep your units out of the range of their attack. Then, on the next turn, kill both of them and proceed. Deal with the two Kinmezuna that'll converge from both sides of the steps before making your way further up.

Blocking the way to Zabarossoss are two more Medozains to eliminate. Again, do not put yourself in a position where Tentacle Attack can significantly damage a number of your units. This means not lining up or mobbing a Medozaim without the intention of killing it in that same turn.

Zabarossoss can use Red Bubble, a skill that'll put its target into a state of confusion. Just take your units and surround it to kill it. It's not a tough fight at all.

But just before you can touch the Dragon Jewel, Guildenstern returns once

again to order Kaidomaru to kill. But with Sakura's help, Kaidomaru overcomes and turns on Guildenstern. With that, Dragon Jewel descends.

"Led by Kaidomaru, newly awakened to his destiny, Onimaru and his comrades headed for the Dragon Camp, third of the four camps protecting the occult barrier which surrounds Honno Temple."

Episode 31: THE DRAGON CAMP

Mission -

+ Kill Merda Nanaid.

Defeat Condition -

+ Death of Onimaru or Kaidomaru.

Enemies -

+ Kinmezuna x4

+ Medozaim x3

+ Merda Nanaid x1

Onimaru encounters Ramegia, another of the Genma Lords, apparently a sweet-talker. You'll have to fight through her minions to access the Dragon Camp.

Select six more characters in addition to Onimaru and Kaidomaru for the coming battle. A huge bubbling pond takes up much of the space on this map. You'll have to send your units down along the sides of the pond in order to reach the enemy.

Your foe is grouped very closely together, which'll make picking them off a difficult task. The Kinmezunas can heal each other while the Medozaims on the other side can pound your units with their combined efforts. Pit your stronger warriors against the Medozaims to eliminate them quickly. Next, work your way down to the Merda Nanaid.

Watch out for its Wind Bullet skill, a powerful ranged attack that deals heavy damage to its target. Other than that though, it doesn't really pose much of a threat. Converge your units into it and strike it down.

With that, Kaidomaru clears the barrier leading into the Dragon Camp, where the evil Ramegia awaits.

Episode 32: THE DRAGON CAMP: CONCLUSION

Mission -

+ Kill Ramegia, The Genma Lord.

Defeat Condition -

+ Death of Onimaru of Kaidomaru.

Enemies -

+ Medozaim x5

+ Merda Nanaid x2

+ Ramegia x1

Bring in eight of your strongest units for this fight. Suggest carrying some Care Medicines along.

You're up against some pretty strong opposition this time around. Ramegia herself is not the threat. Rather, it's the Merda Nanaids that'll prove to be a problem as they can hit you from a range with their Wind Bullet attack. And of course, the Medozaims are just a pain in the ass to kill.

Begin by moving your units up the hill. Position all of your units here and wait until the next turn. Slowly inch your units forward and try to lure the two front Medozaims away from the group. Once they're close, kill both and advance further. If the Merda Nanaids head toward you, immediately get up close to kill them. Your stronger characters should be able to knock them out in a single strike.

Do your best to kill the next three Medozaims with as little HP loss as possible. Concentrate on killing one at a time before moving on to the other. At this point, Ramegia will probably approach you and start getting in the way.

Ramegia can use Blossom Dance, a skill that inflicts a random ailment. March your units right up to her and use your most powerful attacks to bring her down. A Frenzy Slash from Onimaru will cut out a significant portion of her health. Be wary of her strong physical strike as well. Eliminate her to finish this mission.

Once you've succeeded, Sandayu will walk in to notify you of something going on in Mitsuhide Akechi fiefdom. The Genma have gotten stronger and are on the verge of opening the Gates of Hell.

"Despite having breached the third section of the barrier, Onimaru and his comrades had arrived at an impasse... Then, out of the blue came some surprising news..."

Tens of thousands of soldiers under the command of Mitsuhide Akechi had gathered at Kameyama Castle. The Genma forces struck back and, in no time, Kayeyama Castle had fallen. Mitsuhide Akechi's rebel forces retreated to Tango and barricaded themselves inside Miyazu Castle. On hearing the news that Mitsuhide Akechi had mounted a rebellion and was holding out in Miyazu Castle, Onimaru and his comrades rushed to his aid. En route to the castle they came to Wakasa Bay."

Episode 33: BREAK THROUGH THE DEFENSES

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Genma Bushi x4
+ Girajorda x5
+ Bajaid x2
+ Kefeck x1

It turns out that Mitsuhide, once loyal to Nobunaga, is currently in the process of leading a rebellion against Nobunaga's evil design. A Genma officer appears to stop your party from going to Mitsuhide's aid.

Select eight characters and begin the battle. Due to the wooden bridges, you'll have to move single file for a good portion of the mission. For that reason, it'd be a good idea to bring some ranged units in. The Girajorda are very powerful, so don't let any one of your units get mobbed by them in one turn.

The spear-wielding Bajajids are equally dangerous. Triple Thrust allows them to extend their spear to three squares away. That means if you happen to line up three units together, he can hit all three in a single turn. Needless to say, you'll want to avoid meeting these on the wooden bridges because your units would be in a single file line.

Sometime into the battle, two Genma Bushi enemies will appear on the right side of the map. The next turn, another two will appear near the top of the map. Beat those pathetic foes into dust and then make your way for the last remaining Genma, Kefeck. Keep your low-HP characters away because his physical attack deals a ton of damage. If applicable, use Defender Mode to help survive. It shouldn't be too hard to take Kefeck out regardless.

With that nuisance gone, you can proceed to Miyazu Castle, where Mitsuhide is still under siege.

"Onimaru and his comrades arrived at Miyazu Castle just as it was about to fall."

Episode 34: FATHER AND DAUGHTER REBEL

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Girajorda x6
+ Bajaid x3
+ Geoziekel x1

Once more, we encounter ol' monkey-face Hideyoshi at the gates, who unleashes a pack of Genma at you. Oh boy.

Select eight characters and start the battle. This is a typical, straightforward fight. Take caution around the pack of Girajordas ahead. If possible, send weaker units up the path along the right side of the map, so they won't have to contend with dodging Girajorda attacks. Sometime into the battle, another group of Girajordas will appear near the original Girajordas.

Once again, don't line your units up when facing the Bajajids. Triple Thrust can hit up to three units lined up a row. Clear out the three Bajajids surrounding Geoziekel and then engage the leader, Geoziekel. When facing him (or is he an 'it?'), avoid clumping your warriors together for Bomb Drop can deal heavy damage to multiple units grouped together.

Afterwards, Mitsuhide will thank you for your assistance. And now, Onimaru comes to realize that HE is the Yin-yang oracle that's been following them around all of this time. Not only that, but he is also the next person of destiny. Wow, what a revelation. A determined Mitsuhide pushes the team

onwards to the Tortoise Camp, even after witnessing Hideyoshi kidnap his daughter.

"Onimaru and his comrades arrived at Izushi Castle in pursuit of the Tortoise Jewel. But barring their way stood one of Nobunaga's vassals, Nagahide Niwa."

Episode 35: A SAMURAI FRIENDSHIP

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Girajorda x2
+ Bajaid x2
+ Jahida x2
+ Geoziekel x2

Onimaru and Mitsuhide run into one of Mitsuhide's old comrades, Nagahide. Even so, he is still loyal to Nobunaga and must do what he must. Battle time!

Pick out any eight characters and begin the fight. This map is quite difficult to traverse, due to the frequent changes in ground height. The best way to up would be to follow the right path as the left path is too easily clogged up to be effective. Kill the Jahida and then take out the two Bajaids nearby. Once that's done, climb up to the platform on which the two Geoziekels are situated.

As you confront the Geoziekels, try to avoid placing more than two units together at a time. The Geoziekel will use Bomb Drop to specifically target units grouped together. You can minimize the collateral by not forming tightly packed groups. And lastly, kill off the last two Girajordas and Jahida.

Nagahide will admit that Izushi Castle was only a trap set by Nobunaga. Although Nagahide cannot join your cause, he does help you out by informing you that Garashia was taken to Kyoto.

"Onimaru and his comrades rushed to Yagami with Mitsuhide, where they caught up with Hideyoshi and his Genma army."

Episode 36: THE SEARCH FOR GARASHIA

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Bajaid x3
+ Geoziekel x4
+ Jahida x3

+ Hyubajaid x4

At last, the party catches up with Hideyoshi and Garashia. Hideyoshi attempts to slow you down by dispatching some Genma for you to fight through.

Pick out eight units for this battle with a healer and a few ranged units. You're up against some strong opposition this time around. The first group of enemies you should attack is the large group at the base of the hill. The cliff you start nearby is ideal for sniping the targets below using your ranged units. Move your close-combat warriors down the slope to the left and back around to engage. The enemy party at the top of the map will follow you down the hill. Only engage them if they get close enough to attack.

Clear the bottom of the map of all enemies. Don't group your units together because the Geoziekels situated there can use Bomb Drop on you. Likewise don't line up your units so the Bajaid can just cut through them. You'll take some heavy damage, so keep your units healed. Sometime into the battle, another two Geoziekels, followed by two Hyubajaid, a Jahida, and a Bajaid, will appear somewhere on the map. Note that it is possible to finish the mission before they all manage to arrive. If you do, kudos.

The key here is to keep an eye on your health. The more units you keep alive, the better off you'll be.

Garashia is nowhere to be found though a letter from her is discovered. All evidence points to the jewel hidden somewhere in Kameyama Castle.

"Onimaru and his comrades had learned of a jewel at Kameyama Castle, which may be the Tortoise Jewel. Together with Mitsuhide, they hurried to the castle, which had once been Mitsuhide's home."

Episode 37: TAKE KAMEYAMA!

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Jahida x5

+ Hyubajaid x6

+ Haibamud x1

In case you didn't already realize, Kameyama was taken by the Genma a while ago. Hence the Genma presence Onimaru encounters on arrival. The Genma officer, Haibamud, is the one in possession of the castle. Defeat him to clear the way.

You can send in eight units for this battle. Once you begin, attack the first group of three Jahidas. Keep stronger units in the front so they can take the brunt of the first attack. Move your units such that they remain out of the range of the Hyubajaid, yet close enough to lure the Jahidas to your position. Kill the three of them and proceed.

The Hyubajaid are easy to take down. Your stronger units should be able to

kill one with just a single hit. While fighting these, be aware that two more Jahidas and Hyubajaid will appear as reinforcement sometime into the battle. Your units should be ready to meet them when they come in. Once these foes are dealt with, move on to Haibamud.

I don't know if this bat thing is a serious enemy or not. He just flies around and does NOTHING except heal himself with Healing Wings. Don't worry about him because he can't even damage you.

Hideyoshi will appear again to inform our heroes that Nobunaga is preparing to perform his final "ceremony" at Honno Temple. The sacrifice? None other than Garashia.

"Together with Mitsuhide, Onimaru and his band searched the basement of Kameyana Castle for the Tortoise Jewel."

Episode 38: THE LAST JEWEL

Mission -

+ Wipe out the enemy before turn 10.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Jahida x4

+ Hyujabaid x3

+ Dalbamud x1

In the basement of the castle, the party discovers the Tortoise Jewel in the clutches of a Genma dog (literally).

Pick out eight characters for this battle. Since you have a round limit to beat, you'll want quick warriors. Make sure that everyone you select has a movement stat of at least 5. Otherwise, you'll be hard-pressed to successfully reach every enemy in time. Ageha and Mitsuhide are perfect this battle, with their high movement, strong attack, and high HP.

You'll spend the first few turns actually walking to the enemy. At one segment of the path, your units will be right in the range of the three Hyubajaid. Return some volleys with your own ranged units and try to take down one or two of the Hyubajaid as your party zips by.

The Jahida part is the tough part. Take your character with the highest HP and have him march in first. The Jahidas will tear you apart with Triple Slice if you aren't careful. Keep Onimaru out of immediate danger since he's mission critical. If possible, put the Jahidas farther back to sleep or put on a spell on them so they can not attack.

Next, go straight for Dalbamud. He can use Falling Thunder, a ranged spell that deals a medium amount of damage. Bring in Mitsuhide and have him cast Fire of Purgatory on him for 600+ damage. This'll help significantly by lowering Dalbamud's 700 HP to almost nothing. Finish him off in his weakened state. Then, proceed to kill the remaining Hyubajaid before time runs out.

The Tortoise Spirit manages to at last enter Mitsuhide, but at a terrible price.

"Awakened to his destiny by the sacrifice of Garashia, Mitsuhide led Onimaru and his comrades to the Tortoise Camp, the final defense of the occult barrier."

Episode 39: THE TORTOISE CAMP: THE FINAL BARRIER

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru or Mitsuhide.

Enemies -
+ Rai-Gozales x4
+ Genma Gun x2
+ GenmaGasTank x2

The Tortoise Camp is already well-fortified with the most advanced of Genma weaponry. Not only that, but Guildenstern's own son, Galakalac, stands between you and the final barrier.

In addition to Onimaru and Mitsuhide, bring in six more units. All of them should have fairly high HP and be able to withstand some hits. Still, with Tortoise Defense available, this mission becomes a piece of cake.

At the very start, have Mitsuhide cast his Tortoise Defense. This skill increases the attack and defense of every single unit in your party. No doubt, it's the best support skill in the entire game. With it casted, have your party advance on the enemies. Don't worry about the GenmaGasTanks because they do nothing for this battle except poison any unit standing to its left or right. I guess you can hit them if you have nothing else to attack (you want experience, after all).

The Rai-Gozales shouldn't be hitting you for too much damage with Tortoise Defense activated. They do have a lot of HP though, so taking them down will be tough. Since they're pretty much stuck in a corner, leave only two units behind at the two closest Rai-Gozales and move the rest of the team on.

You'll be happy to know that these Genma Guns aren't as devastating as the GenmaGatling you fought ages ago. Launch still can hit units grouped together, but it only hits one unit ONE time, no matter what. For that reason, try to avoid grouping your units together. I know how ridiculous that sounds considering the tightness of the map.

Since the Genma Guns pose the bigger threat, destroy those as quickly as you can. They have low defense, so a few hits should eliminate one with relative ease. Finally, destroy the GenmaGasTanks to finish this episode.

With that, Mitsuhide will clear the final barrier. All that remains is the Honno Temple... oh and Galakalac.

Episode 40: THE TORTOISE CAMP: CONCLUSION

Mission -

+ Kill Galakalac, the Genma Lord.

Defeat Condition -

+ Death of Onimaru or Mitsuhide.

Enemies -

+ Rai-Gozaes x5

+ Genma Guns x2

+ Galakalac x1

Even with the barriers down though, it's too late to stop Nobunaga from bringing up the Gates of Hell.

Select your characters for the battle. Once again, you'll be relying on Mitsuhide's Tortoise Defense for this mission. You will definitely want to use Mitsuhide on every future mission to come because of that skill alone.

Cast Tortoise Defense at the start and begin moving your units toward the enemy. Don't worry too much about the Rai-Gozaes because their hits should do pathetic damage, thanks to your defense upgrade. Get rid of the pesky Genma Guns first. With their low HP, they'll go down pretty quickly.

It's not necessary to kill every single Rai-Gozaes to finish the mission. Considering how much HP each one has, it'll take a huge amount of time to do that. And with Galakalac firing his Diffusion Laser at you every turn (the move is ranged and deals damage to multiple targets), chasing each one will make you vulnerable. If possible, put a spell on them or put them to sleep.

You can now go straight for Galakalac. Use your strongest attacks to bring down his HP. Onimaru's Frenzy Slice is a great move to use against him. Be wary of his Genma Laser, which is a more powerful than his other attack.

With all of the barriers down, the way into Honno Temple has been made clear.

"By breaking through the Tortoise Camp and breaching the occult barrier, Onimaru and his comrades finally arrived at Honno Temple. An ominous, eerie atmosphere pervaded the streets of Kyoto and a deathly silence hung over the city. Honno Temple itself had also changed beyond recognition. When Onimaru and his comrades descended into the depths beneath the Temple, there towering before them, stood the Gates of Hell."

Episode 41: THE SHADOW TEMPLE

Mission -

+ Wipe out the enemy.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Jinmezuna x7

+ Demauzer x2

+ Hideyoshi x1

The band of warriors discovers the gaping Gate that leads into Hell. Inside, they discover Hideyoshi, who finally challenges you to a real fight.

You can bring in eight units for this battle. Leave a spot specifically for Mitsuhide. Although defense won't really be a factor here because most of the monsters use special skills that ignore defense, you'll need the attack boost. Be sure to attach a Recovery Tag to Onimaru and any of your important units. And lastly, take some Care Medicines along too.

At the start, cast Tortoise Defense on your party. Begin the battle by engaging the five Jinmezunas. These Genma are fairly weak and can be killed in a two hit by your strong warriors. Assign two units to take out the two by the ledge on the right. Send the rest down towards the other three. Though Genma Orb ignores defense, it does pathetic damage. Try to focus on killing one at a time because they can also Genma Recovery to heal each other.

As for the Demauzers, you'll want to take caution around them because of their Ghostly Spell skill. It'll put the targetted unit under a spell, rendering him or her incapable of using skills or moving. It doesn't help that these Demauzers are fitted with a ton of HP either. Use your most powerful units to mob them. If necessary, heal their status using Care Medicines (though another character will have to administer it because the locked unit cannot use items).

And finally, Hideyoshi is a nightmare. He'll often use Straight to Hell, which instantly kills the unit it targets. For some reason, Hideyoshi has an affinity toward none other than Onimaru. Luckily, Straight to Hell often misses. With the Recovery Tag, you have one chance.

When you get the chance, run into Hideyoshi's face and use your strongest skills against him. Be aware that his physical attack is quite strong, dealing upwards of 200+ HP damage even to your high-defense units. Do your best to kill him before two more Jimezunas appear at the bottom of the map. Otherwise, Hideyoshi will likely get healed. Finish off the remaining enemies to complete the mission.

Hideyoshi will run off. He hints though, that you'll meet him again in the true Hell.

"Onimaru and his comrades passed through the Shadow Honno Temple and ventured further into the depths of Hell. Eventually they came to the shores of the River Styx."

Episode 42: THE RIVER STYX

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Makuma x9
+ Guildenstern x1

As you come to the River Styx, Guildenstern will inform you that Nobunaga is already at Hell's Altar. He won't let you pass any further and summons his "wooden dolls" to drive you out.

Select Mitsuhide and equip him with Magic Potions so that he can cast Tortoise Defense more than once. Once again, you'll need the attack boost even though most of the enemy skills in this battle ignore defense. Also save a spot for Oboro and equip her with Magic Elixirs as well. For the other spots, pick out your strongest units. Bring some Care Medicines along too.

Once you start, cast Tortoise Defense. The various Makuma on the map are more irritating than anything else. Mystery Dance will throw a unit into confusion. Since they have low HP, you should be able to kill them in a single hit with your more powerful units. Immediately heal any units with confusion using a Care Medicine and clear out the five Makumas on the path across from your starting point. Don't approach Guildenstern until you've successfully eliminated all of the Makuma, bar the one closest to Guildenstern.

There are two ways to approach the leader. From the left and from the right. Opt for the left path because it's wider and much easier to navigate through more efficiently. Guildenstern has two attacks, Spiral Tornado and Kamikaze Rage. The former can hit multiple units grouped together whereas the latter skill hits only one target. Spiral Tornado deals about half the damage of Kamikaze Rage, though both are extremely powerful skills. Against an average unit, Kamikaze Rage can deal 300+ HP damage.

Move in your strongest attackers and have them brave the first few castings of his attacks. With Oboro in the back somewhere, cast Secret Light every few turns to keep your units alive. Once your warriors get in range for attack, use your strongest skills to dwindle down his HP. If things start getting out of hand, use Onimusha Attack to transform Onimaru. A few hits from the Oni Onimaru will be enough to bring Guildenstern down.

Keep in mind that over the course of the battle, Makumas will pop in here and there. Once Guildenstern is done, scout the map and kill any remaining Makumas to finish the mission.

"On the far shore of the River Styx stood Hell's Altar. And at just that moment, Nobunaga was approaching the climax of his diabolical ceremony."

Episode 43: THE ALTAR IN HELL

Mission -
+ Wipe out the enemy.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Jinmezuna x5
+ Demauzer x4
+ G-Hideyoshi x1

As the party chases after Nobunaga, they encounter the new and improved Hideyoshi, who has turned from human to Genma.

Select a strong team including Mitsuhide and Oboro. It's recommended that you carry along some Care Medicines to deal with some status ailments you're bound you pick up.

As the battle begins, cast Tortoise Defense (do I really need to keep saying this?) and advance your party forward. If you recall, Demauzers can use Ghostly Spell to put a spell on you. Kill them quickly and use a Care Medicine on anyone who contracts a spell. While you're dealing with the Demauzers, which'll take a while due to their high HP, do something to disable the Jinmezunas behind them attempting to heal. Putting them to sleep would be a good bet.

Move on quickly to the Jinmezunas. These are easy to eliminate because of their low HP. If you happened to disable them a while ago, this task will be easy. The only thing you have to worry about is G-Hideyoshi crawling in and causing trouble. Focus your strongest attacks on him. He has an enormous amount of HP (the 999 HP displayed in-game is misleading, for he actually has 3000 HP), but his attack power leave a bit to be desired. Whirl of Flames is a skill that deals 4 (?) hits of medium fire damage. You should have Oboro standing by to heal if it becomes necessary. To sum it all up, G-Hideyoshi should hardly be an issue at this point in the game.

It's worth mentioning that sometime into the battle, two more Jinmezunas will appear at the starting point of your units. Kill them to finish the mission.

The party finishes off Hideyoshi, but it's too late to stop Nobunaga from attaining the power of Hell.

"The Genma King, Nobunaga, has acquired Hell's energy and gained ultimate power for himself. Having called forth the Genma hordes, he has made the Genma army his holy, invincible and eternal castle. But can Onimaru and his band of warriors defeat Nobunaga now?"

Episode 44: THE GENMA ARMY A FIGHT TO THE DEATH

Mission -
+ Kill Nobunaga.

Defeat Condition -
+ Death of Onimaru.

Enemies -
+ Zonmerek x5
+ Gidorozaim x2
+ Nobunaga x1

Just as things begin to look grim for our heroes, the four Sacred Spirits appear to transport the team to Nobunaga's castle...

You're almost at the final battle now, so it'd be a good idea to use up the last of your souls enhancing your weapons and perfecting your equipment. For this fight, you'll want the best characters you've raised thus far. Be sure to incorporate Mitsuhide and Oboro in there for obvious reasons, along with Magoichi and Ageha (you know, to complete that whole Sacred Spirit thing for the epic feel... okay I'm a loser). And finally, Recovery Tags are a must for this mission - you'll see why soon enough.

Along with Nobunaga, you're pitted against the most elite of Genma. Start off the fight with Tortoise Defense to boost your attack power. Because Zonmerekcs by themselves aren't much of a threat, don't worry about

killing every single one on the map. First, go straight for the Zonmereck right in front of you. Once it's dead, proceed to Nobunaga and the two Gidorozaime on either side of him. However, keep Oboro back because the Zonmerecks can suck SP with Absorb Energy.

You'll come to dread Whirling Tentacles. This cruel, cruel attack can hit any unit surrounding a Gidorozaime for hefty damage. Thanks to Tortoise Defense though, the full damage will be reduced significantly. While you're eliminating the two Gidorozaime, Nobunaga will be catatonic for the most part. This is good for you, so don't do anything to rile him up at this moment.

When the Gidorozaime are dead, you can avert your gaze to Nobunaga. At this point, you just want to throw all you've got at him. Unfortunately, thanks to those Zonmerecks, your units probably don't have too much SP left to use. Use up any powerful skills you have available. Then, just surround Nobunaga with your attackers and hit him. Have Onimaru use Onimusha Attack and slash away at Nobunaga's HP (he has 2000 HP, even though the display says 999 HP) until it's gone. If he manages to land an Absolute Death on you, your Recovery Tags will give you a second chance. If you don't manage to kill him by the next turn, well... I don't have anything to say in that case.

After that battle, Nobunaga will fall dead.

"Just when Onimaru and his band of warriors thought they had finally defeated Nobunaga, the Genma King, in a fight to the death inside the Genma camp... something extraordinary occurred in the Genma ranks..."

Final Episode: THE TRUE GENMA KING

Mission -

+ Kill the True Genma King.

Defeat Condition -

+ Death of Onimaru.

Enemies -

+ Zonmereck x3

+ Gidorozaime x4

+ G-Nobunaga x1

The victory will be short-lived though, as the Genma King manages to come back alive. Not only that, but he's become stronger (and uglier). It's up to you now to vanquish the "True Genma King" once and for all. <cue epic music>

With this being the last battle and all, you might as well use up the rest of your items, souls, and Genma stones. It's a difficult battle, so bring in your strongest units. Again, Mitsuhide and Oboro deserve an automatic spot. The rest of your party, I'll leave up to you to decide. If it's any indication, I personally used Onimaru, Oboro, Mitsuhide, Onikko, Agetha, Kotetsu, Kaidomaru, and Magoichi because I felt they were my strongest overall characters.

Equip Recovery Tags on your important units (especially Onimaru) and bring along Perfect Medicines on everyone.

Since G-Nobunaga is fitted with a whopping 6000 HP, you'll want to save up all of your SP specifically for him. That means you will need to contend with those SP-sucker Zonmerecks at the very start. Luckily, they're positioned right in front of you, making it easy to get to them. First off, cast Tortoise Defense on your entire party and then assign every two units a Zonmereck. Try to kill all three of them in the first turn; it'll make the rest of the battle that much easier without any pesky Zonmereck leeching off your SP.

With the Zonmerecks gone, you can advance toward G-Nobunaga and the nightmarish Gidorozaimes surrounding him. Unfortunately, because G-Nobunaga has so much HP, you can't kill him swiftly enough as to actually be able to ignore the Gidorozaimes. Tackle these monsters by splitting off your party and attacking the two Gidorozaimes nearest you simultaneously. With Tortoise Defense, their Whirling Tentacles won't deal as much damage thankfully.

Around this time, G-Nobunaga will mostly be using Black Storm, a ranged skill that can affect up to five units grouped together. This skill, fortunately for you, does not ignore defense and will be significantly weaker with Tortoise Defense casted on you. For now, with full HP, this skill will be all G-Nobunaga uses.

Anyway, as you attack the first two Gidorozaimes, the other two will move and engage you as well. Kill the four Gidorozaimes, but don't waste any SP at this point. When Tortoise Defense wears off, cast it again. If Mitsuhide doesn't have SP, use a Perfect Medicine to replenish it. Do your best to defeat the Gidorozaimes with a minimal loss in HP. If things begin to look grim, use Secret Light to heal all of your units back to full health.

Once you've taken care of those, you can at last set your warriors upon G-Nobunaga. Defeating him will just become a war of attrition. Mob your units around him and attack him with your strongest skills. After that, replenish your SP and HP using your Perfect Medicines and repeat. Once you begin to chip some HP off of him, he'll begin to use Chaotic Shock, a skill that damages and knocks back all units surrounding him.

Have Onimaru use Onimusha Attack and let his Oni form dish out heavy damage against G-Nobunaga. Make sure that Oboro is using Secret Light whenever the party's HP gets too low. The process for the remainder of the fight is this: 1) units get in close and attack, 2) G-Nobunaga uses Chaotic Shock, 3) Oboro heals when necessary, 4) repeat. Remember to keep Tortoise Defense strong at all times to significantly decrease Chaotic Shock's attack power. Keep this up and G-Nobunaga will die at last.

Congratulations, you've completed Onimusha Tactics! Enjoy your well-deserved ending.

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--- 6. Enemy Listing --- [6000]
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Every enemy you will encounter in-game is listed below in chronological order (from the very beginning of the game to the very end).

[-----]

Genma Pawn ~

=====

Level: 3

HP: 80
SP: 0

Genma Pawns are the basic foot soldiers of Nobunaga's dominion. They are fairly weak and don't have any special abilities, only appearing in the first few missions of the game.

Jaid ~

===

Level: 5
HP: 140
SP: 22

Jaid will prove to be somewhat challenging to defeat early on due to their high HP and strong attack. Because they wield spears, they will be able to hit units that are two units away from them. Oddly enough, their primary physical attack deals more damage than their special Double Thrust ability.

Musaid ~

=====

Level: 5
HP: 140
SP: 18

These enemies are similar to Jaid in attack power and HP. However, they don't wield spears. Defeating them shouldn't be too much of an issue. Fighting Spirit does an average amount of damage.

Gozales ~

=====

Level: 7
HP: 150
SP: 18

This elephant thing has a strong hit. You'll want to gang up on these whenever you encounter them early in the game. Be careful of their Iron Blow attack, which not only deals heavy damage but also knocks back. Gozales have a lot of HP, making them tough to take down.

Oni ~

==

Level: 8
HP: 120
SP: 5

The Oni only appear in Mission 7 alongside Yama at the Gates of Hell. They really aren't anything too remarkable. With average HP, Onis are incredibly tough to take down. They do have a pretty strong hit though. Great Swing can easily take off a huge chunk of your health.

Yama ~

===

Level: 10
HP: 300
SP: 100

Yama, the Keeper of the Gates of Hell, is a direct descendent of the

Oni Clan, just like Onimaru and Oboro. He'll try your abilities at the Gates of Hell when the party attempts to revive Magoishi. Yama is powerhouse of an enemy. His attacks deal heavy damage. His most devastating attack is Rage of Yama, which deals 90+ HP damage to an area. Wrath of Heaven should also be feared - it does about equal damage.

Nanaid ~

=====

Level: 10
HP: 120
SP: 36

Nanaids are annoying mostly for their Thunder Bullet, which they'll hit you with from a distance. Get up close to them though, and Nanaids will fall pretty quickly. They don't have much HP and certainly can not take a heavy beating.

Jahinon ~

=====

Level: 9
HP: 180
SP: 20

These monsters are fitted with a lot of HP, making them pretty hard to kill swiftly. Double Slice deals a hefty amount of damage to its target.

Dollikeen ~

=====

Level: 12
HP: 350
SP: 120

Dollikeen is one of the four Genma Lords and the first one you'll engage in battle. Apart from his HP, he really isn't difficult to kill. Flaming Explosion deals heavy damage, but it's not area damaging. Keep in mind that in the battle with both Dollikeen and Gullikeen, one is capable of reviving the other. Therefore, both must be killed in the same round.

Gullikeen ~

=====

Level: 12
HP: 350
SP: 120

Gullikeen is essentially a mirror image of Dollikeen (except he's green). He has the same attacks and the same stats. Flaming Explosions deals a lot of damage to a single target. Keep in mind that in the battle with both Dollikeen and Gullikeen, one is capable of reviving the other. Therefore, both must be killed in the same round.

GenmaSamurai ~

=====

Level: 9
HP: 140
SP: 0

The GenmaSamurais replace the GenmaPawns at around Episode 10 of the game. They aren't remarkably powerful and are pretty easy to take down.

Jorda ~

=====

Level: 10
HP: 210
SP: 14

Jorda become a fairly common enemy around Episode 10 of the game. Their Linear Slice attack deals mediocre damage. Unless they're in large numbers, these Genma won't be too much of a threat. They do have a lot of HP though.

Bistora ~

=====

Level: 12
HP: 280
SP: 20

You'll encounter Bistora once during the infamous striptease mission. For the most part, it isn't really too tough to defeat. Bistora needs to be next to a unit in order to deal damage. Try to draw your units away from the monster whenever possible to avoid its deadly Smash to Pieces attack.

Hyujaid ~

=====

Level: 11
HP: 140
SP: 20

Hyujaids wield bows so they can strike you from a distance. Either counter them with ranged weapons of your own or mob them. They'll fall quickly to repeated beatings.

Gyurossoss ~

=====

Level: 12
HP: 380
SP: 20

This creature is capable of putting your units to sleep with its annoying Purple Bubble skill. Apart from that though, it rarely attacks.

Beoziekel ~

=====

Level: 14
HP: 240
SP: 25

Don't be fooled by Beoziekel's seemingly low HP - his heavy defense more than makes up for it. Avoid grouping your units together when engaging him. His Bomb Launch attack can deal a good deal of damage to an area.

Dorogand ~

=====

Level: 12
HP: 200
SP: 32

In terms of attacking ability, Dorogands are fairly weak. Straight Bullet doesn't do too much damage and their physical attack is laughable. However, Dorogands do self-destruct upon their death. It's best to destroy these robots from a distance.

Gyumposs ~

=====

Level: 13
HP: 200
SP: 24

The Gyumposs are Zombie Genma that were once humans. They can use Sleeping Gas, which puts a group of units to sleep. Also, they have the ability to regenerate a tiny amount of HP.

Bi-Gozales ~

=====

Level: 14
HP: 220
SP: 24

Bi-Gozales are essentially a stronger version of the Gozales Genma. With more HP, they're tougher to take down and can deal more damage per hit.

Ragnassoss ~

=====

Level: 16
HP: 386
SP: 26

For the single mission that you fight Ragnassoss, you'll worry more about reaching him in time than his actual threat to your party. His Green Bubble attack can poison your party members. Apart from that though, he can't really do too much.

Ore Nanaid ~

=====

Level: 16
HP: 160
SP: 47

Ore Nanaids and their pesky Flame Bullet can deal medium damage from a distance. However, they aren't fitted with very much HP and can be defeated quite easily. The only issue is when they appear in large numbers.

Balahagi ~

=====

Level: 20
HP: 650
SP: 30

At the point in which you reach Balahagi, he'll pose quite a threat. He's fitted with a lot of HP, making him very tough to take down. He isn't fitted with any ranged skills, but his Triple Dance attack

alone makes him a force to be reckoned with. Dealing three consecutive hits, he can easily put down weaker units in a single turn. Moonlight Drop deals slightly lesser damage, but is done in one hit.

Genma Bushi ~

=====

Level: 16
HP: 200
SP: 0

Genma Bushi are weak and extremely easy to defeat. The only thing they really can do is hit your units for some medium damage. With only 200 HP, taking them down will pose no problem at all.

Magnossoss ~

=====

Level: 18
HP: 400
SP: 29

Magnossoss's only real threat is his Black Bubble skill. When he uses it, the target cannot move (but can still attack). Otherwise, Magnossoss has an extremely weak physical attack.

Gnomezop ~

=====

Level: 17
HP: 230
SP: 14

There really isn't anything too remarkable about these monsters except for the fact that, given enough time, they'll transform into Balamzop. But in their infant form, Gnomezop aren't tough to defeat. They have a weak physical attack that deals a small amount of damage.

Balamzop ~

=====

Level: 18
HP: 240
SP: 20

You'll come to dread these evil, evil monsters. Luckily they only appear in one mission. Balamzop use Shining Ray, a ranged attack that can hit multiple units grouped together. Shocking Ray can inflict paralysis on every single unit that it touches, rendering it impossible for that character to act. The only thing you can really do to counter would be to either bring Care Medicines along or not clump your units together and hope for the best.

GenmaGatling ~

=====

Level: 18
HP: 255
SP: 64

Long story short, GenmaGatling are ridiculously powerful. When they fire, they make four consecutive hits. Each hit deals heavy damage, which adds up to some deadly numbers. However, the way that their

attack works is this. If it fires at a group of units, the damage will be distributed among them. The key is to attack in groups so that each bullet is distributed among the units of the group rather than just one fighter.

Filmereck ~

=====

Level: 19
HP: 280
SP: 35

Filmerecks are capable of using Absorb Vitality, which steals HP from one of your units to replenish their own HP. If one isn't killed in one turn, you'll have to deal with it again next turn with some replenished HP to boot. Kill these swiftly for best results.

Zamnoossoss ~

=====

Level: 21
HP: 480
SP: 33

Zamnoossoss's Yellow Bubble skill has the ability to paralyze its target. Other than that though, he isn't really much of a threat even with his high HP.

Belon ~

=====

Level: 18
HP: 200
SP: 39

Belon is the first and weakest creature in the Belon-Belosk-Belozuna evolution chain. By itself, it doesn't pose any threat until it evolves. In this state, it has the weakest HP, making it the prime moment to eliminate it before it can evolve and grow stronger.

Belosk ~

=====

Level: 19
HP: 300
SP: 39

Belosk is the second creature in the Belon-Belosk-Belozuna evolution chain. It can use Saliva, which is a ranged attack that deals heavy damage to a single unit.

Belozuna ~

=====

Level: 20
HP: 400
SP: 39

Belozuna is the last and most advanced creature in the Belon-Belosk-Belozuna evolution chain. Its attack is Solvent, a ranged attack that can hit multiple units grouped together. With a ton of HP, these are very difficult to take down. If at all possible, stop any Belosks from evolving into these nightmares. And if you're too slow in killing these, they will sacrifice themselves to spawn FOUR more Belons.

Girusaid ~

=====

Level: 20
HP: 280
SP: 23

Girusaids are powerful attackers that can dish out heavy damage, even to heavy defense. Weaker characters will barely be able to take a hit from Fighting Spirit, if it doesn't kill them outright. Using Defender Mode or other forms of defense support can go a long way.

Dorogand New ~

=====

Level: 20
HP: 250
SP: 44

These robots things aren't really too dangerous. Hook Bullet deals a medium amount of damage from a range. However, do note that Dorogand New blows up when it's destroyed meaning any unit standing right next to it will be hurt. Dispatch these from far away to avoid being affected.

Zandagain ~

=====

Level: 22
HP: 666
SP: 240

Zandagain, Guildenstern's feisty assistant, is tough to take down with his high HP, iron defense, and devastating attack. Golden Blast is a ranged, area-affecting attack that deals very heavy damage. Also, he can cast Golden Defense, which boosts his defense significantly. Keep your own HP full and save your best skills for him. Zandagain is a very tough foe to defeat.

Kinmezuna ~

=====

Level: 22
HP: 200
SP: 44

Kinmezuna are more of a utility unit for your enemy than anything else. Genma Recovery can recover a huge amount of HP for any of their Genma brethren. They do have a ranged attack though called Genma Orb, which doesn't deal a significant amount of damage. Overall, Kinmezunas are weak and very easy to kill.

Medozaim ~

=====

Level: 23
HP: 660
SP: 26

These odd-looking creatures are fitted with very high HP, making them a real chore to defeat. They are quite powerful and can inflict an enormous amount of damage. Tentacle Attack deals damage to all surrounding units. If you're going to try to mob one, make sure

that you kill it in a single turn lest it unleash a Tentacle Attack on all of your units.

Zabarossoss ~

=====

Level: 25
HP: 640
SP: 35

The only thing Zabarossoss can do is use Red Bubble, a skill that will inflict confusion on its target. Otherwise though, this creature has a very weak physical attack.

Merda Nanaid ~

=====

Level: 25
HP: 240
SP: 65

Merda Nanaids are not fitted with that much HP. Although Wind Bullet is a powerful ranged attack, a Merda Nanaid is too frail to really be too much of an issue. A few hits should be enough to bring it down.

Ramegia ~

=====

Level: 28
HP: 999
SP: 35

Watch out for Blossom Dance, her ranged skill that inflicts a random status ailment. But due to her low SP, she can only cast it... like twice or something. She can regenerate SP at a slow pace though. When she can't use Blossom Dance, she can hit you with a pretty damaging physical attack. You'll need strong damage to take down her 999 HP. Use the best skills available at your disposal.

Girajorda ~

=====

Level: 26
HP: 410
SP: 28

There's nothing remarkable about this enemy. Girajordas have a lot of HP and their physical attack is quite powerful. Bring these down with strong attacks.

Bajaid ~

=====

Level: 26
HP: 390
SP: 46

Bajuids are dangerous spear-wielding enemies. Triple Thrust allows them to extend their lance three squares out, giving them a huge range. When facing these, try to avoid lining up three units at a time because Triple Thrust can hit all of them at once. Their physical attacks are very damaging.

Kefeck ~

=====

Level: 28
HP: 888
SP: 49

Kefeck's physical attack is very strong - it can easily kill units with lower HP in just one strike. Defense upgrades such as Defender Mode help significantly when facing him. He has a lot of HP, so use your strongest attacks against him.

Geoziekel ~

=====

Level: 27
HP: 670
SP: 35

The Geoziekel Genma have that much HP, so killing him isn't that hard of a task. When engaging though, avoid grouping your units together because Bomb Drop can hit multiple units. His attack is not particularly damaging, but he can still pose a threat to weaker characters.

Jahida ~

=====

Level: 27
HP: 360
SP: 39

Jahidas may very well be the coolest-looking Genma in the game. They do have a powerful physical attack. Triple Slice deals three consecutive hits to the target. Their HP though, is quite low and easy to bring down.

Hyubajaid ~

=====

Level: 28
HP: 200
SP: 29

These ranged units can deal heavy damage from far away with Curve Shot. Their weakness, though, is their low HP. Although dangerous, Hyubajaid are very easy to kill.

Haibamud ~

=====

Level: 30
HP: 700
SP: 50

Haibamud is a joke. He flies around and does absolutely NOTHING. The only skill he has is Healing Wings, which heals HP. He can't even attack your units. Whether or not he was programmed this way or just an accident is beyond me.

Dalbamud ~

=====

Level: 30
HP: 700
SP: 100

Dalbamud has very high defense. To damage him more, try to use spells on him. His attacks, luckily, aren't too much to worry about. Falling Thunder deals a medium amount of damage to a single target. Kill him quickly by using a high-powered magic spell, although repeated beatings from conventional weaponry will eventually bring him down.

Rai-Gozales ~

=====

Level: 32
HP: 840
SP: 31

These powerhouses are a nightmare to take down. Critical Shot will always land a critical hit on its target, leading to some massive damage. Defense boosters are a huge help when facing these monsters.

GenmaGasTank ~

=====

Level: 28
HP: 500
SP: 500

GenmaGasTanks are stationary targets that puff green gas all battle. Any unit standing to its left or right will be poisoned. Other than that, they're pretty useless.

Genma Gun ~

=====

Level: 28
HP: 500
SP: 30

Genma Guns are not as devastating as GenmaGatling (remember those?). Launch can hit multiple units grouped together, but it can only hit one target ONE time, unlike the gatling. However, if it manages to aim in a group of five units, all five will get hit. Without some kind of defense booster, these guns can dish out a lot of damage.

Galakalac ~

=====

Level: 35
HP: 999
SP: 52

Despite being the last Genma Lord, Galakalac is a pushover. He can fire Diffusion Laser, a ranged attack that can hit multiple units grouped together. At the point in the game that you fight him though, this attack deals pathetic damage. Though his Genma Laser on the other hand, is a bit more powerful.

Jinmezuna ~

=====

Level: 32
HP: 420
SP: 66

Overall, the Jinmezuna aren't too strong. Genma Orb, a ranged skill, does very little damage. They can also use Genma Recovery, which

can heal the HP of one of their allies. Kill them early on to prevent them from using this.

Demauzer ~

=====

Level: 32
HP: 690
SP: 59

Demauzers are capable of using Ghostly Spell, a skill that'll put it's target under a spell, rendering him or her incapable of using skills or moving. These Genma are particularly irritating - prioritize them in battles and eliminate them quickly before they can put your entire party under a spell.

Hideyoshi ~

=====

Level: 35
HP: 800
SP: 60

Monkey-face Hideyoshi is a tough opponent to defeat. He unfortunately has a knack for using Straight to Hell, a skill that will instantly kill one of your units. It doesn't help much that the unit he targets is usually Onimaru. Luckily, it can miss (and usually does). If that's an issue for you, attach a Recovery Tag to your units prior to the encounter. The thing with Hideyoshi is that Straight to Hell is pretty much all he uses. He just sits outside the battle, casting Straight to Hell again and again. When you do get up in his face though, he can hit you with his physical attack pretty hard. Keep that in mind when engaging him.

Makuma ~

=====

Level: 33
HP: 280
SP: 53

Guildenstern's "wooden dolls" are an annoying enemy to deal with. They can use Mystery Dance, a skill that can inflict confusion on your units. Luckily, they have very little HP - you should be able to take these out in a single hit with your strongest units.

Guildenstern ~

=====

Level: 44
HP: 1400
SP: 210

Guildenstern is a tough opponent. He has two ranged attacks: Spiral Tornado and Kamikaze Rage. Spiral Tornado can hit up to five units at that are grouped together. It deals a medium amount of damage. Kamikaze Rage, on the other hand, can only hit one target but it is powerful. On an average character, it can hit for 300+ HP damage. While stronger characters will be able to survive a hit, weaker units will fall instantly. Guildenstern also has a multitude of HP. He can even heal himself automatically every round 242 HP points and 28 SP points. Keep your attackers healed and use your best skills to take him down. Powerful skills like Fire of Purgatory and Onimusha Attack can help immensely.

G-Hideyoshi ~

=====

Level: 46
HP: 3000
SP: 200

Although Genma Hideyoshi boasts a huge amount of HP, he isn't really much of a challenge when it comes time to fight him. Whirl of Flames is a fire attack that dishes out four consecutive hits of medium damage. It's certainly a powerful move, but easy to deal with, especially if you have a healer available (which you should). For a final form, this is quite a disappointing side of Hideyoshi. No HP regeneration, no SP regeneration, what a joke!

Zonmerek ~

=====

Level: 35
HP: 560
SP: 64

Zonmerekcs are capable of using Ghostly Spell, a skill that will inflict a spell on any unit it targets. For some reason though, it only attempts to use that when you have a unit right next to it. Every other time, it will use Absorb Energy, which absorbs 20 SP points from the target. Unless it attacks you physically, Zonmerekcs are incapable of inflicting HP damage on your units. Even so, they are a formidable enemy.

Gidorozaime ~

=====

Level: 35
HP: 920
SP: 64

These brutish creatures are extremely powerful. Whirling Tentacles is a deadly attack that hits every unit surrounding the Gidorozaime using it for heavy HP loss. Not only that, but Gidorozaime have the highest HP for any non-boss Genma in the game! It's extremely tough defeating these, but strong skills and careful unit positioning is key to doing these Genma in. Casting defense upgrades helps significantly.

Nobunaga ~

=====

Level: 50
HP: 2000
SP: 100

Nobunaga is the cheapest enemy you'll ever face. As soon as his HP drops too low, he'll begin to cast Absolute Death every turn. For those unfamiliar with this skill, it targets any group of five, bunched together units and kills them instantly. There's no way to avoid it either because it's a no-miss skill. The only way to counter this is to equip Recovery Tags and pray that he doesn't target Onimaru more than twice. If you concentrate all of your warriors against him though, you will be able to kill him before he can cast death too many times. Skills like Mitsuhide's Summon Thunder and Fire of Purgatory and Onniko's Wrath of God are very effective and should be used whenever SP permits.

G-Nobunaga ~

=====

Level: 50
HP: 6000
SP: 255

G-Nobunaga is a badass final boss with some badass moves. Black Storm is a ranged attack that can hit multiple units grouped together for medium damage. This will be the move he uses when he's at nearly full HP. When you begin to surround him though, he'll switch his plan and begin casting Chaotic Shock, an attack that damages and knocks back all units surrounding him. The best way to deal with this move is by casting some sort of defense upgrade on your attackers. This will significantly reduce the amount of damage you'll take from said attack.

--- 7. Equipment Listing ---

[7000]

Equipment in Onimusha Tactics isn't bought at stores as is the norm with most RPGs. Rather, equipment is "made" using Recipes acquired from defeated enemies. These pieces of equipment can be upgraded using the souls of defeated opponents.

For the equipment that can be crafted, the Genma Stone cost will be listed with them. On the "Create Items" screen in-game, there's a line of Genma Stones at the top of the screen. The numbers representing the Genma Stones is order from left to right.

7.1. Weaponry

[7100]

Battleaxe ~

=====

Type: Axe
Attack: +15
Soul Cost: 0 Souls

Ability: N/A
Description: An axe made for use in battle.

Blast Gun ~

=====

Type: Gun
Attack: +11
Genma Stones: [3] x3 ; [8] x2
Soul Cost: 0 Souls

Ability: N/A
Description: A long, heavy rifle with enhanced power.

Blast Gun +1 ~

=====

Type: Gun
Attack: +14
Soul Cost: 2700 Souls

Ability: N/A

Description: A long, heavy rifle with enhanced power.

Blast Gun +2 ~

=====

Type: Gun

Attack: +17

Soul Cost: 2700 Souls

Ability: N/A

Description: A long, heavy rifle with enhanced power.

Blast Gun +3 ~

=====

Type: Gun

Attack: +21

Soul Cost: 2700 Souls

Ability: N/A

Description: A long, heavy rifle with enhanced power.

Blaster Cannon ~

=====

Type: Gun

Attack: +25

Soul Cost: 2700 Souls

Ability: Major Shock - Shockwave attack on distant multiple enemies
(30 SP)

Description: A rifle with ferocious impact.

Broadaxe ~

=====

Type: Axe

Attack: +0

Soul Cost: 0 Souls

Ability: N/A

Description: Has enough destructive power to smash jewels.

Celestial Bow ~

=====

Type: Bow

Attack: +28

Genma Stones: [5] x4 ; [8] x3

Soul Cost: 0 Souls

Ability: N/A

Description: Powerfully enhanced bow.

Celestial Bow +1 ~

=====

Type: Bow

Attack: +32

Soul Cost: 1200 Souls

Ability: Arrow of Spells - Induce the effect of a spell on 1 enemy
(18 SP)

Description: Able to bind enemies it hits with a spell.

Celestial Bow +2 ~

=====

Type: Bow
Attack: +36
Soul Cost: 2400 Souls

Ability: Arrow of Spells - Induce the effect of a spell on 1 enemy
(18 SP)

Description: Able to bind enemies it hits with a spell.

Celestial Bow +3 ~

=====

Type: Bow
Attack: +41
Soul Cost: 3800 Souls

Ability: Arrow of Spells - Induce the effect of a spell on 1 enemy
(18 SP)

Description: Able to bind enemies it hits with a spell.

Bow of Eternity ~

=====

Type: Bow
Attack: +46
Soul Cost: 5000 Souls

Ability: Arrow of Paralysis - Induce the effect of paralysis on 1
enemy (28 SP)

Description: Able to bind enemies it hits with paralysis.

Dragon's Cannon ~

=====

Type: Gun
Attack: +20
Genma Stones: [7] x2 ; [9] x3
Soul Cost: 0 Souls

Ability: N/A

Description: An unusual cannon with a red barrel.

Dragon's Cannon +1 ~

=====

Type: Gun
Attack: +23
Soul Cost: 3000 Souls

Ability: Double Shot - Shoot twice at 1 enemy from a distance (15 SP)

Description: A powerful cannon that fires 2 shots at once.

Dragon's Cannon +2 ~

=====

Type: Gun
Attack: +27
Soul Cost: 3000 Souls

Ability: Double Shot - Shoot twice at 1 enemy from a distance (15 SP)

Description: A powerful cannon that fires 2 shots at once.

Dragon's Cannon +3 ~

=====

Type: Gun
Attack: +31
Soul Cost: 3000 Souls

Ability: Double Shot - Shoot twice at 1 enemy from a distance (15 SP)
Description: A powerful cannon that fires 2 shots at once.

Triple Dragon ~

=====

Type: Gun
Attack: +35
Soul Cost: 3000 Souls

Ability: Triple Shot - Shoot 3 times at 1 enemy from a distance
(25 SP)
Description: A powerful cannon that fires 3 shots at once.

Dragon's Tooth ~

=====

Type: Spear
Attack: +16
Genma Stones: [5] x4 ; [7] x2
Soul Cost: 0 Souls

Ability: N/A
Description: A fearsome red pike.

Dragon's Tooth +1 ~

=====

Type: Spear
Attack: +22
Soul Cost: 1200

Ability: Flash - Shoot out a shockwave to the front (22 SP)
Description: Attack even enemies repulsed on impact.

Dragon's Tooth +2 ~

=====

Type: Spear
Attack: +28
Soul Cost: 2400

Ability: Flash - Shoot out a shockwave to the front (22 SP)
Description: Attack even enemies repulsed on impact.

Dragon's Tooth +3 ~

=====

Type: Spear
Attack: +34
Soul Cost: 3200

Ability: Double Flash - Shoot out a shockwave to the front and back
(32 SP)
Description: Attack repulsed enemies to the front and back.

Dragon Fang ~

=====

Type: Spear
Attack: +40
Soul Cost: 4000

Ability: Double Flash - Shoot out a shockwave to the front and back
(32 SP)

Description: Attack repulsed enemies to the front and back.

Genma Slayer ~

=====

Type: Sword

Attack: +30

Genma Stones: [6] x2 ; [9] x3

Soul Cost: 0 Souls

Ability: N/A

Description: Finely tempered, razor-sharp sword.

Genma Slayer +1 ~

=====

Type: Sword

Attack: +38

Soul Cost: 1200 Souls

Ability: Double Slice - Technique for slashing 1 enemy twice (24 SP)

Description: Strong but lightweight double-action sword.

Genma Slayer +2 ~

=====

Type: Sword

Attack: +46

Soul Cost: 2400 Souls

Ability: Double Slice - Technique for slashing 1 enemy twice (24 SP)

Description: Strong but lightweight double-action sword.

Genma Slayer +3 ~

=====

Type: Sword

Attack: +54

Soul Cost: 3600 Souls

Ability: Double Slice - Technique for slashing 1 enemy twice (24 SP)

Description: Strong but lightweight double-action sword.

Genma Agony ~

=====

Type: Sword

Attack: +62

Soul Cost: 4800 Souls

Ability: Triple Slice - Technique for slashing 1 enemy 3 times
(40 SP)

Description: Strong but lightweight triple-action sword.

Great Spear ~

=====

Type: Spear

Attack: +15

Soul Cost: 0 Souls

Ability: N/A

Description: Its blade alone is over 30 inches long.

Grenade Gun ~

=====

Type: Gun
Attack: +8
Soul Cost: 0 Souls

Ability: N/A
Description: A big gun with enhanced power.

Fire Axe ~

=====

Type: Axe
Attack: +24
Genma Stones: [6] x4 ; [7] x2
Soul Cost: 0 Souls

Ability: N/A
Description: An axe with a flame-like red tip.

Fire Axe +1 ~

=====

Type: Axe
Attack: +29
Soul Cost: 1200 Souls

Ability: Full Smash - A full-power attack on 1 enemy (30 SP)
Description: Crimson battle axe great for pulverizing enemies.

Fire Axe +2 ~

=====

Type: Axe
Attack: +35
Soul Cost: 2200 Souls

Ability: Full Smash - A full-power attack on 1 enemy (30 SP)
Description: Crimson battle axe great for pulverizing enemies.

Fire Axe +3 ~

=====

Type: Axe
Attack: +42
Soul Cost: 3400 Souls

Ability: Full Smash - A full-power attack on 1 enemy (30 SP)
Description: Crimson battle axe great for pulverizing enemies.

Inferno Axe ~

=====

Type: Axe
Attack: +50
Soul Cost: 4800 Souls

Ability: Full Smash - A full-power attack on 1 enemy (30 SP)
Description: Crimson battle axe great for pulverizing enemies.

Hand Axe ~

=====

Type: Axe
Attack: -7

Soul Cost: 0 Souls

Ability: N/A

Description: A small axe for mine work.

Handgun ~

=====

Type: Gun

Attack: +0

Soul Cost: 0 Souls

Ability: N/A

Description: A gun fired with one hand.

Hayate Spear ~

=====

Type: Spear

Attack: +22

Genma Stones: [3] x8 ; [7] x4

Soul Cost: 0 Souls

Ability: N/A

Description: A light but powerful and refined spear.

Hayate Spear +1 ~

=====

Type: Spear

Attack: +29

Soul Cost: 1400 Souls

Ability: Twin Thrust - Simultaneous attack on squares to front & back (20 SP)

Description: A spear for simultaneous front and back attacks.

Hayate Spear +2 ~

=====

Type: Spear

Attack: +36

Soul Cost: 2800 Souls

Ability: Twin Thrust - Simultaneous attack on squares to front & back (20 SP)

Description: A spear for simultaneous front and back attacks.

Hayate Spear +3 ~

=====

Type: Spear

Attack: +43

Soul Cost: 3800 Souls

Ability: Quad Thrust - Simultaneous attack on front/back/L&R squares (30 SP)

Description: A spear for simultaneous 4-directional attacks.

Raging Hayate ~

=====

Type: Spear

Attack: +50

Soul Cost: 4800 Souls

Ability: Quad Thrust - Simultaneous attack on front/back/L&R squares
(30 SP)

Description: A spear for simultaneous 4-directional attacks.

Katana ~

=====

Type: Sword
Attack: +10
Soul Cost: 0 Souls

Ability: N/A
Description: Normal sword used by samurai.

Kunitomo Rifle ~

=====

Type: Gun
Attack: +5
Genma Stones: [1] x5 ; [6] x1
Soul Cost: 0 Souls

Ability: N/A
Description: A medium-size gun that enhances your skill.

Kunitomo Rifle +1 ~

=====

Type: Gun
Attack: +7
Soul Cost: 2500 Souls

Ability: Sniper Attack - Attack 1 enemy's vital point from a
distance (20 SP)
Description: A medium-size gun with well honed accuracy.

Kunitomo Rifle +2 ~

=====

Type: Gun
Attack: +9
Soul Cost: 2500 Souls

Ability: Sniper Attack - Attack 1 enemy's vital point from a
distance (20 SP)
Description: A medium-size gun with well honed accuracy.

Kunitomo Rifle +3 ~

=====

Type: Gun
Attack: +12
Soul Cost: 2500 Souls

Ability: Assassin - Kill 1 enemy instantly from a distance (25 SP)
Description: A medium-size gun with great accuracy.

Kunitomo Sniper ~

=====

Type: Gun
Attack: +15
Soul Cost: 2500 Souls

Ability: Assassin - Kill 1 enemy instantly from a distance (25 SP)
Description: A medium-size gun with great accuracy.

Longbow ~

=====

Type: Bow
Attack: +5
Soul Cost: 0 Souls

Ability: N/A
Description: A standard bow.

Long Spear ~

=====

Type: Spear
Attack: +12
Genma Stones: [2] x3 ; [4] x2
Soul Cost: 0 Souls

Ability: N/A
Description: A light, powerful spear.

Long Spear +1 ~

=====

Type: Spear
Attack: +17
Soul Cost: 1000 Souls

Ability: Triple Stab - Stab up to 8 enemies lined in a row (12 SP)
Description: A spear with greater attack penetration.

Long Spear +2 ~

=====

Type: Spear
Attack: +22
Soul Cost: 2000 Souls

Ability: Triple Stab - Stab up to 8 enemies lined in a row (12 SP)
Description: A spear with greater attack penetration.

Long Spear +3 ~

=====

Type: Spear
Attack: +27
Soul Cost: 2600 Souls

Ability: Triple Stab - Stab up to 8 enemies lined in a row (12 SP)
Description: A spear with greater attack penetration.

Tornado Spear ~

=====

Type: Spear
Attack: +17
Soul Cost: 3200 Souls

Ability: Triple Stab - Stab up to 8 enemies lined in a row (12 SP)
Description: A spear with greater attack penetration.

Lustrous Bow ~

=====

Type: Bow
Attack: +18

Genma Stones: [4] x4 ; [7] x3
Soul Cost: 0 Souls

Ability: N/A
Description: Strangely grotesque bow.

Lustrous Bow +1 ~

=====

Type: Bow
Attack: +21
Soul Cost: 1100 Souls

Ability: Arrow of Confusion - Induce the effect of confusion on 1
enemy (24 SP)
Description: Grotesque bow that sends enemies into confusion.

Lustrous Bow +2 ~

=====

Type: Bow
Attack: +24
Soul Cost: 1200 Souls

Ability: Arrow of Confusion - Induce the effect of confusion on 1
enemy (24 SP)
Description: Grotesque bow that sends enemies into confusion.

Lustrous Bow +3 ~

=====

Type: Bow
Attack: +28
Soul Cost: 3400 Souls

Ability: Arrow of Confusion - Induce the effect of confusion on 1
enemy (24 SP)
Description: Grotesque bow that sends enemies into confusion.

Mindeater Bow ~

=====

Type: Bow
Attack: +32
Soul Cost: 4600 Souls

Ability: Arrow of Confusion - Induce the effect of confusion on 1
enemy (24 SP)
Description: Grotesque bow that sends enemies into confusion.

Moonglow Bow ~

=====

Type: Bow
Attack: +10
Genma Stones: [4] x2 ; [8] x1
Soul Cost: 0 Souls

Ability: N/A
Description: A sublime, crimson bow.

Moonglow Bow +1 ~

=====

Type: Bow
Attack: +12

Soul Cost: 1000 Souls

Ability: Arrow of Thunder - Thunder attack on a single enemy (18 SP)

Description: Bow believed powered by the god of thunder.

Moonglow Bow +2 ~

=====

Type: Bow

Attack: +14

Soul Cost: 2000 Souls

Ability: Arrow of Thunder - Thunder attack on a single enemy (18 SP)

Description: Bow believed powered by the god of thunder.

Moonglow Bow +3 ~

=====

Type: Bow

Attack: +17

Soul Cost: 3000 Souls

Ability: Arrow of Thunder - Thunder attack on a single enemy (18 SP)

Description: Bow believed powered by the god of thunder.

Lunar Avenger ~

=====

Type: Bow

Attack: +20

Soul Cost: 4000 Souls

Ability: Arrow of Thunder - Thunder attack on a single enemy (18 SP)

Description: Strongbow powered by the god of thunder.

Musket ~

=====

Type: Gun

Attack: +3

Soul Cost: 0 Souls

Ability: N/A

Description: A standard gun also known as a 'Nakazutsu'.

Ninja Dagger ~

=====

Type: Ninjutsu

Attack: +0

Soul Cost: 0 Souls

Ability: N/A

Description: A small sword used by ninja.

Ninja Star ~

=====

Type: Ninjutsu

Attack: +11

Soul Cost: 0 Souls

Ability: N/A

Description: A throwing knife used by ninja.

Ninja Sword ~

=====

Type: Ninjutsu
Attack: +15
Soul Cost: 0 Souls

Ability: N/A
Description: A standard ninja sword.

Phantom Blade ~

=====

Type: Ninjutsu
Attack: +25
Genma Stones: [4] x8 ; [9] x1
Soul Cost: 0 Souls

Ability: N/A
Description: A throwing knife with a will-o'-the-wisp trail.

Phantom Blade +1 ~

=====

Type: Ninjutsu
Attack: +28
Soul Cost: 2200 Souls

Ability: Stupid Mode - Reduce 1 enemy's evasive power (8 SP)
Description: Ninja Star that robs enemies of their agility.

Phantom Blade +2 ~

=====

Type: Ninjutsu
Attack: +32
Soul Cost: 3300 Souls

Ability: Expose Mode - Reduce 1 enemy's defense power (8 SP)
Description: Ninja Star that robs enemies of their defense power.

Phantom Blade +3 ~

=====

Type: Ninjutsu
Attack: +37
Soul Cost: 4400 Souls

Ability: Stupid Mode - Reduce 1 enemy's evasive power (8 SP)
Description: Ninja Star that robs enemies of their agility.

Phantom's Curse ~

=====

Type: Ninjutsu
Attack: +42
Soul Cost: 5500 Souls

Ability: Stupid Mode - Reduce 1 enemy's evasive power (8 SP)
Description: Ninja Star that robs enemies of their agility.

Power Bow ~

=====

Type: Bow
Attack: +13
Soul Cost: 0 Souls

Ability: N/A

Description: A powerful bow with a number of improvements.

Rockbreak ~

=====

Type: Axe

Attack: +10

Genma Stones: [4] x2 ; [6] x1

Soul Cost: 0 Souls

Ability: N/A

Description: Axe better suited to striking than slicing.

Rockbreak +1 ~

=====

Type: Axe

Attack: +16

Soul Cost: 1000 Souls

Ability: Smash Down - A high-power attack on 1 enemy (15 SP)

Description: Axe excellent for knocking down enemies.

Rockbreak +2 ~

=====

Type: Axe

Attack: +22

Soul Cost: 2000 Souls

Ability: Smash Down - A high-power attack on 1 enemy (15 SP)

Description: Axe excellent for knocking down enemies.

Rockbreak +3 ~

=====

Type: Axe

Attack: +28

Soul Cost: 3000 Souls

Ability: Smash Down - A high-power attack on 1 enemy (15 SP)

Description: Axe excellent for knocking down enemies.

Rock Crusher ~

=====

Type: Axe

Attack: +34

Soul Cost: 4000 Souls

Ability: Smash Down - A high-power attack on 1 enemy (15 SP)

Description: Axe excellent for knocking down enemies.

Samurai Sword ~

=====

Type: Sword

Attack: +25

Soul Cost: 0 Souls

Ability: N/A

Description: A sword carefully crafted by artisans.

Serpent's Tongue ~

=====

Type: Ninjutsu
Attack: +33
Genma Stones: [3] x8 ; [7] x4
Soul Cost: 0 Souls

Ability: N/A
Description: A ninja sword with a strange blade.

Serpent's Tongue +1 ~

=====

Type: Ninjutsu
Attack: +38
Soul Cost: 1000 Souls

Ability: Straight to Hell - Likely to kill 1 enemy instantly (20 SP)
Description: A ninja sword though to host vengeful spirits.

Serpent's Tongue +2 ~

=====

Type: Ninjutsu
Attack: +43
Soul Cost: 2100 Souls

Ability: Straight to Hell - Likely to kill 1 enemy instantly (20 SP)
Description: A ninja sword though to host vengeful spirits.

Serpent's Tongue +3 ~

=====

Type: Ninjutsu
Attack: +49
Soul Cost: 3200 Souls

Ability: Absolute Death - Kill multiple targets instantly without
fail (30 SP)
Description: A ninja sword that lures its victims to Hades.

Doom Tongue ~

=====

Type: Ninjutsu
Attack: +55
Soul Cost: 4300 Souls

Ability: Absolute Death - Kill multiple targets instantly without
fail (30 SP)
Description: A ninja sword that lures its victims to Hades.

Shadow Blade ~

=====

Type: Ninjutsu
Attack: +21
Genma Stones: [4] x5 ; [6] x1
Soul Cost: 0 Souls

Ability: N/A
Description: A ninja sword with a dull, platinum sheen.

Shadow Blade +1 ~

=====

Type: Ninjutsu
Attack: +24

Soul Cost: 800 Souls

Ability: N/A

Description: A ninja sword with a dull, platinum sheen.

Shadow Blade +2 ~

=====

Type: Ninjutsu

Attack: +27

Soul Cost: 1600 Souls

Ability: N/A

Description: A ninja sword with a dull, platinum sheen.

Shadow Blade +3 ~

=====

Type: Ninjutsu

Attack: +31

Soul Cost: 2400 Souls

Ability: Pocket Search - Rob the possessions of 1 enemy (3 SP)

Description: With hooks for stealing enemy possessions.

Kiss of Shadows ~

=====

Type: Ninjutsu

Attack: +35

Soul Cost: 3200 Souls

Ability: Pocket Search - Rob the possessions of 1 enemy (3 SP)

Description: With hooks for stealing enemy possessions.

Short Sword ~

=====

Type: Sword

Attack: +0

Soul Cost: 0 Souls

Ability: N/A

Description: Common type of short sword.

Sickle Spear ~

=====

Type: Spear

Attack: +5

Soul Cost: 0 Souls

Ability: N/A

Description: Features a scythe for increased attack power.

Spear ~

=====

Type: Spear

Attack: +0

Soul Cost: 0 Souls

Ability: N/A

Description: Normal spear.

Spirit Sword ~

=====

Type: Sword
Attack: +20
Genma Stones: [1] x2 ; [4] x2
Soul Cost: 0 Souls

Ability: N/A

Description: An ashen bladed sword in the form of a wyvern.

Spirit Sword +1 ~

=====

Type: Sword
Attack: +26
Soul Cost: 800 Souls

Ability: God of Wind - Wind attack on a single enemy (8 SP)

Description: A wyvern-like sword with the power of the wind.

Spirit Sword +2 ~

=====

Type: Sword
Attack: +32
Soul Cost: 1600 Souls

Ability: God of Wind - Wind attack on a single enemy (8 SP)

Description: A wyvern-like sword with the power of the wind.

Spirit Sword +3 ~

=====

Type: Sword
Attack: +38
Soul Cost: 2400 Souls

Ability: God of Wind - Wind attack on a single enemy (8 SP)

Description: A wyvern-like sword with the power of the wind.

Ultimate Sword ~

=====

Type: Sword
Attack: +44
Soul Cost: 3200 Souls

Ability: God of Wind - Wind attack on a single enemy (8 SP)

Description: A ferocious sword with the power of the wind.

Thunder Axe ~

=====

Type: Axe
Attack: +38
Genma Stones: [5] x3 ; [6] x6
Soul Cost: 0 Souls

Ability: N/A

Description: Ultimate axe with enhanced attack power.

Thunder Axe +1 ~

=====

Type: Axe
Attack: +44
Soul Cost: 1400 Souls

Ability: Critical Strike - Attack 1 enemy's vital point (20 SP)
Description: Ultimate axe designed for its attack power.

Thunder Axe +2 ~

=====

Type: Axe
Attack: +50
Soul Cost: 2600 Souls

Ability: Critical Strike - Attack 1 enemy's vital point (20 SP)
Description: Ultimate axe designed for its attack power.

Thunder Axe +3 ~

=====

Type: Axe
Attack: +57
Soul Cost: 3800 Souls

Ability: Critical Strike - Attack 1 enemy's vital point (20 SP)
Description: Ultimate axe designed for its attack power.

Supreme Thunder ~

=====

Type: Axe
Attack: +64
Soul Cost: 5000 Souls

Ability: Dragon Attack - Effect of Critical Strike and Mow Down
(35 SP)
Description: Ultimate axe designed for its attack power.

Tiger Fang ~

=====

Type: Sword
Attack: +25
Genma Stones: [5] x2 ; [8] x2
Soul Cost: 0 Souls

Ability: N/A
Description: A sword like the fang of a bloodthirsty beast.

Tiger Fang +1 ~

=====

Type: Sword
Attack: +32
Soul Cost: 1000 Souls

Ability: Send to Sleep - Technique for attacking 1 enemy with sleep
(22 SP)
Description: Sword technique whose victims fall into a coma.

Tiger Fang +2 ~

=====

Type: Sword
Attack: +39
Soul Cost: 2000 Souls

Ability: Send to Sleep - Technique for attacking 1 enemy with sleep
(22 SP)

Description: Sword technique whose victims fall into a coma.

Tiger Fang +3 ~

=====

Type: Sword

Attack: +46

Soul Cost: 3000 Souls

Ability: Send to Sleep - Technique for attacking 1 enemy with sleep
(22 SP)

Description: Sword technique whose victims fall into a coma.

Tiger's Fury ~

=====

Type: Sword

Attack: +53

Soul Cost: 4000 Souls

Ability: Send to Sleep - Technique for attacking 1 enemy with sleep
(22 SP)

Description: Sword technique whose victims fall into a coma.

Wedge Knife ~

=====

Type: Ninjutsu

Attack: +17

Soul Cost: 0 Souls

Ability: N/A

Description: Throwing knife that blocks enemy movement.

Windmill Knife ~

=====

Type: Ninjutsu

Attack: +15

Genma Stones: [1] x6 ; [6] x4

Soul Cost: 0 Souls

Ability: N/A

Description: 8-blade throwing knife of great power.

Windmill Knife +1 ~

=====

Type: Ninjutsu

Attack: +17

Soul Cost: 1100 Souls

Ability: Leave Stranded - Leave 1 enemy stranded at one place (10 SP)

Description: Throwing knife that blocks enemy movement.

Windmill Knife +2 ~

=====

Type: Ninjutsu

Attack: +19

Soul Cost: 2200 Souls

Ability: Leave Stranded - Leave 1 enemy stranded at one place (10 SP)

Description: Throwing knife that blocks enemy movement.

Windmill Knife +3 ~

=====

Type: Ninjutsu
Attack: +22
Soul Cost: 3300 Souls

Ability: Stop Dead - Leave 1 enemy stranded and attack (20 SP)
Description: Throwing knife that blocks enemy movement.

Typhoon Knife ~

=====

Type: Ninjutsu
Attack: +25
Soul Cost: 4400 Souls

Ability: Stop Dead - Leave 1 enemy stranded and attack (20 SP)
Description: Legendary throwing knife that blocks enemy movement.

Wooden Bow ~

=====

Type: Bow
Attack: +0
Soul Cost: 0 Souls

Ability: N/A
Description: A simply-constructed bow with little power.

7.2. Armor

[7200]

Chain Mail ~

=====

Type: Ninjawear
Defense: +18
Soul Cost: 0 Souls
Description: Protective ninja gear woven from chains.

Commander Suit ~

=====

Type: Armor
Defense: +24
Soul Cost: 0 Souls
Description: Sturdy armor worn by generals.

Combat Armor ~

=====

Type: Armor
Defense: +30
Genma Stones: [2] x4 ; [4] x1
Soul Cost: 0 Souls
Description: Armor with the emphasis on defense.

Combat Armor +1 ~

=====

Type: Armor
Defense: +32
Soul Cost: 800 Souls
Description: Armor with the emphasis on defense.

Combat Armor +2 ~

=====

Type: Armor
Defense: +34
Soul Cost: 1600 Souls
Description: Armor with the emphasis on defense.

Combat Armor +3 ~

=====

Type: Armor
Defense: +37
Soul Cost: 2400 Souls
Description: Armor with the emphasis on defense.

Combat Armor +4 ~

=====

Type: Armor
Defense: +40
Soul Cost: 3200 Souls
Description: Armor with the emphasis on defense.

Demonbane Armor ~

=====

Type: Armor
Defense: +62
Genma Stones: [7] x3 ; [9] x2
Soul Cost: 0 Souls
Description: Extremely strong and efficient armor.

Demonbane Armor +1 ~

=====

Type: Armor
Defense: +65
Soul Cost: 1200 Souls
Description: Extremely strong and efficient armor.

Demonbane Armor +2 ~

=====

Type: Armor
Defense: +68
Soul Cost: 2400 Souls
Description: Extremely strong and efficient armor.

Demonbane Armor +3 ~

=====

Type: Armor
Defense: +71
Soul Cost: 3600 Souls
Description: Extremely strong and efficient armor.

Demonbane Armor +4 ~

=====

Type: Armor
Defense: +74
Soul Cost: 4800 Souls
Description: Extremely strong and efficient armor.

Double Plate ~

=====

Type: Armor
Defense: +18

Soul Cost: 0 Souls

Description: Sturdy upper body armor worn by warriors.

Half Plate ~

=====

Type: Armor

Defense: +10

Soul Cost: 0 Souls

Description: Simple, mass-produced protective gear.

Kimono ~

=====

Type: Clothes

Defense: +8

Soul Cost: 0 Souls

Description: Don't expect too much defense power!

Mumyou Robe ~

=====

Type: Clothes

Defense: +40

Genma Stones: [4] x4 ; [7] x3

Soul Cost: 0 Souls

Description: A robe with orbs on each breast for protection.

Mumyou Robe +1 ~

=====

Type: Clothes

Defense: +47

Soul Cost: 1200 Souls

Description: A robe with orbs on each breast for protection.

Mumyou Robe +2 ~

=====

Type: Clothes

Defense: +54

Soul Cost: 2300 Souls

Description: A robe with orbs on each breast for protection.

Mumyou Robe +3 ~

=====

Type: Clothes

Defense: +62

Soul Cost: 3400 Souls

Description: A robe with orbs on each breast for protection.

Mumyou Robe +4 ~

=====

Type: Clothes

Defense: +70

Soul Cost: 4500 Souls

Description: A robe with orbs on each breast for protection.

Ninja's Wear ~

=====

Type: Ninjawear

Defense: +15

Soul Cost: 0 Souls

Description: Clothes for espionage rather than defense.

Lion Armor ~

=====

Type: Armor
Defense: +32
Soul Cost: 0 Souls
Description: Strong armor that enhances abilities.

Sacred Clothes ~

=====

Type: Clothes
Defense: +15
Soul Cost: 0 Souls
Description: Clothes for psychic who exorcises demons.

Scale Mail ~

=====

Type: Ninjawear
Defense: +32
Genma Stones: [1] x6 ; [5] x8
Soul Cost: 0 Souls
Description: Very strong kimono.

Scale Mail +1 ~

=====

Type: Ninjawear
Defense: +39
Soul Cost: 1000 Souls
Description: Very strong kimono.

Scale Mail +2 ~

=====

Type: Ninjawear
Defense: +46
Soul Cost: 2100 Souls
Description: Very strong kimono.

Scale Mail +3 ~

=====

Type: Ninjawear
Defense: +53
Soul Cost: 3200 Souls
Description: Very strong kimono.

Scale Mail +4 ~

=====

Type: Ninjawear
Defense: +60
Soul Cost: 4300 Souls
Description: Very strong kimono.

Secret Attire ~

=====

Type: Ninjawear
Defense: +20
Genma Stones: [5] x2 ; [6] x3
Soul Cost: 0 Souls
Description: Very tough ninja wear.

Secret Attire +1 ~

=====

Type: Ninjawear
Defense: +23
Soul Cost: 700 Souls
Description: Very tough ninja wear.

Secret Attire +2 ~

=====

Type: Ninjawear
Defense: +26
Soul Cost: 1500 Souls
Description: Very tough ninja wear.

Secret Attire +3 ~

=====

Type: Ninjawear
Defense: +30
Soul Cost: 2300 Souls
Description: Very tough ninja wear.

Secret Attire +4 ~

=====

Type: Ninjawear
Defense: +34
Soul Cost: 3100 Souls
Description: Very tough ninja wear.

Southern Armor ~

=====

Type: Armor
Defense: +28
Soul Cost: 0 Souls
Description: Solid armor introduced by southern barbarians.

Thor's Armor ~

=====

Type: Armor
Defense: +48
Genma Stones: [6] x2 ; [8] x2
Soul Cost: 0 Souls
Description: Really tough armor.

Thor's Armor +1 ~

=====

Type: Armor
Defense: +52
Soul Cost: 1100 Souls
Description: Really tough armor.

Thor's Armor +2 ~

=====

Type: Armor
Defense: +56
Soul Cost: 2200 Souls
Description: Really tough armor.

Thor's Armor +3 ~

=====

Type: Armor
Defense: +60
Soul Cost: 3300 Souls

Description: Really tough armor.

Thor's Armor +4 ~

=====

Type: Armor
Defense: +64
Soul Cost: 4400 Souls
Description: Really tough armor.

Wing Armor ~

=====

Type: Armor
Defense: +38
Genma Stones: [1] x6 ; [3] x3
Soul Cost: 0 Souls
Description: Strong, easily maneuverable armor.

Wing Armor +1 ~

=====

Type: Armor
Defense: +40
Soul Cost: 1000 Souls
Description: Strong, easily maneuverable armor.

Wing Armor +2 ~

=====

Type: Armor
Defense: +43
Soul Cost: 2000 Souls
Description: Strong, easily maneuverable armor.

Wing Armor +3 ~

=====

Type: Armor
Defense: +47
Soul Cost: 3000 Souls
Description: Strong, easily maneuverable armor.

Wing Armor +4 ~

=====

Type: Armor
Defense: +50
Soul Cost: 4000 Souls
Description: Strong, easily maneuverable armor.

Yin-Yang Wear ~

=====

Type: Clothes
Defense: +25
Genma Stones: [1] x2 ; [6] x2
Soul Cost: 0 Souls
Description: Protected by the power of Yin and Yang.

Yin-Yang Wear +1 ~

=====

Type: Clothes
Defense: +28
Soul Cost: 900 Souls
Description: Protected by the power of Yin and Yang.

Yin-Yang Wear +2 ~

=====

Type: Clothes

Defense: +31

Soul Cost: 1700 Souls

Description: Protected by the power of Yin and Yang.

Yin-Yang Wear +3 ~

=====

Type: Clothes

Defense: +36

Soul Cost: 2500 Souls

Description: Protected by the power of Yin and Yang.

Yin-Yang Wear +4 ~

=====

Type: Clothes

Defense: +41

Soul Cost: 3300 Souls

Description: Protected by the power of Yin and Yang.

7.3. Accessories

[7300]

Angel's Robe ~

=====

Genma Stones: [5] x3 ; [6] x3

Effect: Evasive power increases when worn (Evade +10).

Blue Bracelet ~

=====

Genma Stones: [5] x 6 ; [9] x1

Effect: Max HP increases when worn (HP +100).

Blue Orb Trim ~

=====

Genma Stones: [7] x2 ; [8] x3

Effect: Periodically restores a little HP.

Defense Helmet ~

=====

Genma Stones: [5] x2 ; [6] x2

Effect: Defense power increases slightly when worn (Defense +10).

Evasion Helmet ~

=====

Genma Stones: [2] x6 ; [8] x1

Effect: Evasive power increases slightly when worn (Agility +10).

Hell's Mirror ~

=====

Genma Stones: [3] x8 ; [8] x1

Effect: A mirror increasing the number of souls produced.

Issen Gauntlet ~

=====

Genma Stones: [3] x2 ; [5] x2

Effect: Increases the chance of Issen.

Lucky Talisman ~

=====

Genma Stones: [2] x6 ; [4] x4

Effect: Increase the chances of obtain an implement.

Power Gauntlet ~

=====

Genma Stones: [2] x8 ; [9] x2

Effect: Slightly increase your attack power (Attack +15).

Power Helmet ~

=====

Genma Stones: [3] x4 ; [8] x1

Effect: Attack power increases slightly when worn (Attack +10).

Purple Orb Trim ~

=====

Genma Stone: [8] x3 ; [9] x2

Effect: Periodically restores a little HP and SP.

Red Bracelet ~

=====

Genma Stones: [6] x6 ; [9] x1

Effect: Max SP increases when worn (SP +20).

Strike Gauntlet ~

=====

Genma Stones: [3] x4 ; [8] x2

Effect: Increase the chances of a critical hit.

Spirit Band ~

=====

Genma Stones: [5] x4 ; [7] x2

Effect: Prevent malfunctions.

Talisman Doll ~

=====

Genma Stones: [8] x2 ; [9] x2

Effect: All parameters increase a little when worn (Attack +6,
Defense +6, Intelligence +6, Agility +6).

Telescope ~

=====

Genma Stones: [3] x4 ; [8] x1

Effect: Improve your Attack hit ratio.

Twisted Band ~

=====

Genma Stones: [4] x3 ; [6] x3

Effect: Increase the chances of warding off an attack.

Victory Gauntlet ~

=====

Genma Stones: [4] x4 ; [8] x1

Effect: Slightly increase your defense power (Defense +15).

Wise Helmet ~

=====

Genma Stones: [3] x2 ; [6] x4

Effect: Intelligence increases slightly when worn (Intelligence +10).

Items are mostly found from dead Genma that you kill. Once you discover their recipes though, you can craft some of these by yourself from Genma stones.

[-----]

Care Medicine ~

=====

Genma Stones: [2] x2 ; [4] x2

Effect: Helps you recover from malfunctions.

Defense Secrets ~

=====

Effect: Increase defense power slightly (Defense +1).

Divine Nectar ~

=====

Genma Stones: [1] x5 ; [2] x5

Effect: Secret ninja medicine, restores full HP.

Evade Secrets ~

=====

Effect: Increase evasive power slightly (Evade +1).

Herb ~

====

Genma Stones: [1] x1 ; [2] x1

Effect: Nutritious herb restores your HP (restores 100 HP).

Magic Elixir ~

=====

Genma Stones: [1] x6 ; [4] x6

Effect: Rare magic water restores a lot of SP (restores 100 SP).

Magic Orb ~

=====

Effect: Increase max SP slightly (SP +2).

Magic Potion ~

=====

Genma Stones: [1] x4 ; [4] x4

Effect: Mature magic water restores your SP (restores 50 SP).

Magic Water ~

=====

Genma Stones: [1] x2 ; [4] x2

Effect: Magic solution restores a little of your SP (restores 20 SP).

Medicine ~

=====

Genma Stones: [1] x3 ; [2] x3

Effect: Based on medicinal herbs restores some of your HP (restores 250 HP).

Perfect Medicine ~

=====

Genma Stones: [7] x1 ; [9] x1

Effect: Fully restores HP/SP & recover from malfunctions.

Power Orb ~

=====

Effect: Increases max HP slightly (HP +5).

Power Secrets ~

=====

Effect: Increase attack power slightly (Attack +1).

Secrets of Wisdom ~

=====

Effect: Increase intelligence slightly (Intelligence +1).

--- 9. Version History --- [9000]

Version 1.0 - The guide is complete. 211 KB

--- 10. Legal Disclaimers --- [10000]

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--- 11. Credits and Closing --- [11000]

That's it for this guide. I hope you found it helpful. Other than that, I do not really have anything else to say, so I guess I'll stop typing now.

[-----]

GameFAQs - I've been writing for this site for a good number of years now. Don't plan on quitting anytime soon.

The FCSB - They didn't help too much but what can I say, where would I be without a few of them? Major props to these great board members who are also prized FAQ writers.

[-----]



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