

Tactics Ogre: Let Us Cling Together FAQ/Walkthrough

by Firelce38

Updated to v0.45 on Oct 6, 2016

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o           TACTICS OGRE: LET US CLING TOGETHER (PSP)                                         o
o           FAQ/Walkthrough                                                                    o
o           By: cloud_8f8f                                                                      o
o           v0.45                                                                                o
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MAY CONTAIN SLIGHT SPOILERS

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TABLE OF CONTENTS
#####
Like all FAQs, press Ctrl+F and Copy/Paste reference word to automatically
jump to that section.
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I. Introduction	[00INTRO]
II. Updates	[01UPDATE]
III. Controls	[02CONTROL]
IV. Game Mechanics	[03MECHANIC]
-Battle Basics	
-Stats	
-Skills and Skill Points	
-Experience Points	
-Tactical Points and Finishers	
-Classmarks	
-Equipment	
-Items	
-Magic	
-Loyalty and Alignment	
-Chariot Tarot	
-WORLD Tarot	
-Recruiting Skills	
V. Weather	[04WEATHER]
VI. Xytegenian Calendar	[05XYTEG]
VII. Terrain Types	[06TERRAIN]
VIII. Races	[07RACE]
IX. Classes (IN PROGRESS)	[08CLASS]
-Generic Classes	
-Unique Classes	
-Monster Classes	
X. Main Story Walkthrough	[09MAIN]
Chapter I: There is Blood on my Hands, How Long till it Lies on my Heart?	[CH1]
(Lawful Path)	
Chapter II: I Will Fear No Reproach.	[CH2LP]
Chapter III: Deceiver and Deceived.	[CH3LP]

(Chaotic Path)	
Chapter II: This World Can be Put to Rights.	[CH2CP]
Chapter III: Ambition and Greed Rule, While Dogs and Swine Serve.	[CH3CP]
(Neutral Path)	
Chapter III: There Will be Sacrifices.	[CH3NP]
(All Paths Join)	
Chapter IV: Let Us Cling Together	[CH4]
XI. Sidequest Walkthrough	[SIDE]
(Chapter I Sidequests)	[SQCH1]
A. Qadriga Fortress	[SQ.A]
(Chapter II Sidequests)	[SQCH2]
B. The Reisan Way (Law ONLY)	[SQ.B]
C. Ndamsa Fortress (Chaos ONLY)	[SQ.C]
D. Phorampa Wildwood-Chapter 2 Maps	[SQ.D]
(Chapter III Sidequests)	[SQCH3]
E. Qadriga Fortress (Neutral ONLY)	[SQ.E]
F. Golyat (Neutral ONLY)	[SQ.F]
G. Bahanna Highlands (Law ONLY)	[SQ.G]
H. Phorampa Wildwood-Chapter 3 Maps	[SQ.H]
(Chapter IV Sidequests)	[SQCH4]
I. Deneb's Emporium	[SQ.I]
J. Port Omish/Pirate's Graveyard	[SQ.J]
K. Balmamusa Dead (Chaos ONLY)	[SQ.K]
L. Pirates of Qadriga Fortress (Neutral ONLY)	[SQ.L]
M. A Rift in the Dark Knights (Law ONLY)	[SQ.M]
N. Mysterious Blast on Exeter	[SQ.N]
O. Ocionne's Vengeance (Law ONLY)	[SQ.O]
P. Rhamsen Wreck	[SQ.P]
Q. The Bandits of Neimrahava	[SQ.Q]
R. Phorampa Wildwood-Chapter 4 Maps	[SQ.R]
S. The Ancient Temples	[SQ.S]
-Temple of Lyuneram	
-Temple of Nestharot	
-Temple of Xoshonell	
-Temple of Hahnela	
-Temple of Greuza	
-Temple of Vaasa	
T. Palace of the Dead (1st Visit Floors 1-100)	[SQ.T]
XII. CODA Walkthrough	[POST]
CODA Episode I	
-The Songstress	
CODA Episode II	
-San Bronsa Ruins	
-Palace of the Dead (2nd Visit Floors 1-115)	
CODA Episode III	
CODA Episode IV	
XIII. Missables	[MISS]
XIV. Equipment List	[EQUIP]

XV. Arcana List	[ARCANA]
XVI. Status Condition List	[STATUS]
XVII. FAQs	[FAQS]
XVIII. Credits, Thanks, and Copyright	[CREDIT]

I. Introduction [00INTRO]
#####

Welcome to Valeria and the world of Tactics Ogre!!
This is my FAQ/Walkthrough for Tactics Ogre: Let Us Cling Together for the PSP. This game is one of my favorite games of all time and I'm here to, hopefully, guide you through this amazing game!! If you liked Final Fantasy Tactics, you'll love this!
This is, indeed, a remake of the original Tactics Ogre which came out in Japan in 1995 on the SNES. It was a Japan-only title until it was ported to the Playstation and released in North America.
For those of you still asking that age old question, Yes. Tactics Ogre came BEFORE Final Fantasy Tactics and henceforth known as the Grandfather of SRPGs. Before we move on, know one thing: I am NOT an expert at this game by no means. However, I've gone through this game twice and I do know quite a bit about it. If corrections must be made, please feel free to email me using my email address at the bottom of the FAQ. I will make mistakes. As a matter of fact, this is my first FAQ/Walkthrough for any game. Now that that's out of the way, let's get started!!

II. Updates [01UPDATE]
#####

- v0.10 (7/11/12)
- + Started Guide.
 - + Finished up to Controls section.
- v0.30 (7/12/12)
- + Finished up to Main Story section.
 - + Class section in progress.
 - + Loyalty and Alignment section in progress.
- v0.35 (7/13/12)
- + Fixed a few spelling errors.
 - + Tarot Card chart in progress.
 - + FAQ posted on GameFAQs.
- v0.40 (7/14/12)
- + Tarot Card chart finished.
 - + Chapter 1 finished.
 - + Updated Experience Points section.
 - + Fixed a few spelling errors.
 - + Updated Classmarks section.
 - + Updated Races section.
 - + Updated Skills and Skill Points section.
 - + Updated Stats section.

v0.45 (7/15/12)

- + Loyalty and Alignment section finished.
- + Updated Reagents section.
- + Fixed a few spelling errors.
- + Arcana section finished.
- + Warrior, Archer, and Wizard classes finished. See Classes.
- + Chapter 1 Sidequest: Qadriga Fortress finished.
- + New section added: Missables

NOTE: Because this game is HUGE, there are going to be quite a few updates. So, since the classes are so detailed, I'm going to split the Class section up by doing 3 Classes per update instead of the entire section at once. That way, I'm not spending 2 weeks of my life just doing the Class section and updates can come more frequently.

NOTE: I also don't have 24/7 access to the internet, so updates will come every 3 to 4 days.

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III. Controls [02CONTROL]  
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World Map:

X Button- When used on a Town or Wilderness area, opens up menu to access Shop, Party Roster, and Warren Report.

Start- Access Options, Saving/Loading, Controls, and Back to Main Menu screens.

Square Button- Switch between different equipment screens, Zoom in and out.

Triangle Button- Access Party Roster and Class Total Experience Screen.

O Button- Cancel

D-Pad- Moves Denam across the map.

During Battle:

L Button- Access Chariot Tarot

X Button- Access Attack, Magic, Inventory, Finishers, etc.
(Let's face it. X does everything in battle.)

O Button-Cancel

Start- Pause

-----BATTLE BASICS-----

The Battle Mechanics in this game are EXTREMELY similiar to FFT with a few exceptions. Like FFT, you move once, then either attack, use an item, or cast a spell once per turn. Unlike Tactics Ogre:Knight of Lodis(a side story to LUCT), there is no Player Phase and Enemy Phase. Instead, when you get your turn is based on RT(Recovery Time). The lower your unit's RT, the faster they get their turn. RT can be altered by the weight of your equipment.

Every battle has one of two winning conditions:

1. Vanquish Leader!
2. Vanquish the Enemy!

Depending on which one, you win once you've killed the leader or killed all the enemies on the map.

-----STATS-----

Just like every other SRPG, stats determine the usefulness and effectiveness of a unit. There are a total of 13 stats in the game:

- oo
- o Melee Attack(Sword Icon)- Short-ranged physical attack o
 - o o o
 - o Ranged Attack(Bow Icon)- Long-ranged physical attack o
 - o o o
 - o Magic Attack(Staff Icon)- Magic attack o
 - o o o
 - o Defense(Sword & Shield Icon)- Defense against Short-ranged and o
 - o Long-ranged physical attacks o
 - o o o
 - o Magic Resist(Staff & Shield Icon)- Magic Defense o
 - o o o
 - o Strength(STR)- Affects Melee and Ranged physical attacks. o
 - o Also affects physical Defense. o
 - o o o
 - o Vitality(VIT)- Affects Defense against physical attacks. o
 - o o o
 - o Dexterity(DEX)- Affects Melee and Ranged accuracy and attack. o
 - o o o
 - o Agility(AGIL)- Affects accuracy of attacks and physical Avoidance. o
 - o o o
 - o Avoidance(AVD)- Affects ability to avoid attacks while defending. o
 - o o o
 - o Intelligence(INT)- Affects strength of Offensive Magic. o
 - o Also affects strength of Healing Magic. o
 - o o o
 - o Mind(MIND)- Affects success of special skills and all magic. o
 - o Also affects Magical attack and defense. o

- o
- o Resistance (RES)- Affects ability to resist magic.
- o
- oo

There are 3 ways to increase Base Stats:

1. Leveling Up.
2. Collecting Tarot Cards during battle.
3. Auctioning off a Monster to get special stat-increasing items.

There are 2 ways to increase Current Stats:

1. Certain stats increase exponentially more during level up depending on Class. For Example: Wizards gain more INT than any other stat when leveling up.
2. Equipment

-----SKILLS AND SKILL POINTS (SP)-----

Skills in Tactics Ogre are the equivalent to Abilities in FFT. They are used to make your unit stronger.

There are 4 types of Skills:

Command Skills- These skills give new commands to a unit in battle such as all Magic, Ninjutsu, and War Dances.

Support Skills- Support skills, IMO, are the most important skills in making your unit stronger. You MUST learn how to use these skills effectively if you ever hope to reach the end of the game.
 Support skills add to the first 5 stats (the ones with the picture icon next to them) depending on the skill.
 Many are able to Rank up. The weapon proficiency skills are also needed to add Finishers to that unit when Ranked up.

Action Skills- These skills are what makes a class even more unique from each other. They usually require a certain amount of TP when used in battle. These are very helpful skills in battle and most classes have completely different Action skills than each other.

Special Skills- These are usually Monster-only skills. They, too, have a certain amount of TP that must be met before using. Special Skills are generally powerful skills and drain all of the unit's TP even if it exceeded the required amount. Note: The more TP the unit has over the required amount, the more powerful the attack will be.

Like I stated earlier, some skills can rank up. How it ranks up, depends on the skill. For example: Weapon proficiency skills are support skills that can be ranked up. Take the skill Swords (1H) for example. In order to rank this skill up, the unit must have this skill equipped and must be wielding a 1H Sword. Every time that sword is used in battle, the ranking gauge for the skill will slowly increase. Not only that, but every time your unit gets hit by certain weapons, the gauge will increase. Once it reaches 100, the skill will rank up to Rank 2. The same goes for Magic and their affiliated Augment skills.

Skill Points(SP) are TO's equivalent to FFT's Job Points(JP). Obviously, they are used to purchase skills for a unit. SP is divided among each individual unit at the end of every battle as long as they participated.

Every unit can have up to a total of 10 Skills equipped at a time.

Skills can't just be purchased, however. 2 requirements must be met, first.

1. The unit must have the required amount of SP.
2. The unit's class must meet the required level of the skill.

Simply purchase the skill and equip it onto 1 of 10 skill slots.

Note: Skill Slots must also be purchased(Maximum of 10).

-----EXPERIENCE POINTS-----

Experience, like Skill Points, is also obtained at the end of every battle. However, unlike FFT and just about every other SRPG, it is NOT awarded to individual units. Instead, classes level up as a whole. Each new Class starts out at Level 1, no matter how late in the game you get them. This makes it somewhat difficult to level certain classes that are obtained much later when the enemy's levels are much higher.

But, if you permanently lose someone in battle, you can hire a new one and they will have a fighting chance. For example: Say I have a Level 10 Knight and he dies permanently in battle. If I go to shop and hire another unit, I can change his class into a Knight and he will automatically be Level 10 because my Knight class as a whole is Level 10. The only thing you'll have to worry about with doing this, is that the new unit won't have any skills or magic.

Total Experience consists of two separate factors.

1. Basic Experience- The pre-determined experience set for each Battle Map. The amount of Basic Experience differs depending on the map.
2. Bonus Experience- Bonus Experience depends on how many enemies you kill and how much higher their level is than yours.

The amount of experience a class gets depends on the level and quantity of the same class in the battle.

For example: Say 2 Warriors(Level 1) and 1 Archer(Level 1) participated in battle. At the end of the battle, the Warrior Class will receive more EXP than the Archer because there were more Warriors in battle than Archers.

Now, let's say 2 Warriors(Level 4) and 1 Archer(Level 1) participated in battle. THIS time the Archer Class will receive more EXP because even though there were more Warriors, the Archer Class level was much lower.

Make sense?

Unlike FFT, technically your unit does NOT have to do anything in battle and it will still gain EXP for its class at the end. This makes it easy to level up low-leveled classes. Just have them sit in a corner and keep enemies from hitting them.

-----TACTICAL POINTS AND FINISHERS-----

Tactical Points(TP) are primarily used to execute Action Skills and Special Skills. Each unit starts out with 200 TP. Maximum TP can be raised through certain Support Skills. TP is built up by either attacking or being attacked in battle. It can then be used to unleash Action Skills, Special Skills, and Finishers.

Finishers are associated with the Weapon Skills. As I explained two topics up, Weapon Skills have the ability to Rank up. If you use the skill's affiliated weapon in battle, it will gain Skill EXP. Once it gains 100 Skill EXP, the skill will Rank up. For example: I have the Sword(1H) skill equipped. I have a 1H Sword equipped. I use that sword in battle and it ranks up to Rank 2.

For every 2 Ranks(Rank 2, 4,6, and 8) that a Weapon Skill gets, it gains a Finisher. Finishers are EXTREMELY powerful attacks that cost 100 TP. Every weapon-type in the game has 4 different Finishers. A unit can use those Finishers as long as the Weapon Skill of that type is still equipped. If either the Weapon or the Weapon Skill associated with that Finisher is removed, the Finisher cannot be used in battle.

-----CLASSMARKS-----

Unlike FFT, Classes, or Jobs, are not unlocked by leveling up. Instead, they are gained through the use of Classmarks. Classmarks obviously allow the unit to change into another class. Each class has it's own Classmark and they are obtained in 4 different ways.

1. Buy them at normal Shops.
2. Found as drops from certain enemies. Some more rare than others.
3. Buy at Deneb's special Shop.
4. Through Story events.

Here is a list of all the Classmarks in the game and how they can be found:

CLASSMARKS		OBTAINED
Warrior's Mark		Shop
Archer's Mark		Shop
Mage's Mark		Shop
Sibyl's Mark		Shop
Mage-Knight's Mark		Shop
Knight's Mark		Shop
Dreadknight's Mark		Shop
Berserker's Mark		Shop
Swordsman's Mark		Shop
Dragoon's Mark		Shop

Ninja's Mark		Shop
Bandit's Mark		Deneb's Shop
Fusilier's Mark		Chapter 4 Sidequest
Beastmaster's Mark		Shop
Magus's Mark		Enemy Drop
Necroprentice's Mark		Rare Enemy Drop
Sovereign's Mark		Story Event
Brave's Mark		Story Event
Abuna's Mark		Steal
Heretic's Mark		Rare Enemy Drop
Princess's Mark		Story Event
Peregrine's Mark		Enemy Drop
White Knight's Mark		Story Event
Oracle's Mark		Chapter 4 Sidequest
Wicce's Mark		Shop after unlocking
Songstress's Mark		Shop after unlocking
Pirate's Mark		Chapter 4 Sidequest Common Enemy Drop
Hagiaknight's Mark		Rare Enemy Drop
Footsoldier's Mark		Enemy Drop
Juggernaut's Mark		Enemy Drop
Familiar's Mark		Enemy Drop
Chief's Mark		Enemy Drop
Holy Knight's Mark		Deneb's Shop after unlocking.
Star Seer's Mark		Deneb's Shop after unlocking.
Cragwyrn's Mark		Earth Dragon Drop*
Windwyrn's Mark		Cloud Dragon Drop*
Waterwyrn's Mark		Flood Dragon Drop*
Firewyrn's Mark		Flame Dragon Drop*

Stormwyrms Mark		Thunder Dragon Drop*
Icewyrms Mark		Frost Dragon Drop*
Gloowyrms Mark		Dark Dragon Drop*
Gleamwyrms Mark		Arc Dragon Drop*
Sandstone's Mark		Clay Golem Drop
Granite's Mark		Stone Golem Drop
Black Iron's Mark		Iron Golem Drop
Magesteel's Mark		Baldur Golem Drop

* Dragon Marks can also be obtained from the shop by first auctioning off a Dragon. 3 of it's corresponding mark will be added to the shop inventory.

-----EQUIPMENT-----

There are 7 different types of Equipment:

- Weapons
- Shields
- Helms
- Body Armor
- Armguards
- Legguards
- Jewelry

On the Equipment Screen, a unit can equip up to 5 different categories of equipment depending on their current class. In the 1st and 2nd slots, a unit can have either: a (1H)Weapon and Shield, a (2H)Weapon, or TWO (1H)Weapons (If Double Attack is equipped).

In the 3rd and 4th slots, a unit can have any TWO of the following:

- Helm
- Body Armor
- Armguard
- Legguard

In the 5th slot, a unit can have any piece of Jewelry.

-----ITEMS-----

There are 5 different types of Items:

- Consumables
- Reagents
- Classmarks
- Recipes
- Ingredients

Consumables:

Consumables are items that are used in battle to Heal HP, Heal MP, Inflict

debuff, Inflict buffs, change the Weather, etc. These are probably what you'll be relying on the most.

Reagents:

There are two different types of Reagents. Reagents and Oberyths. Reagents are used to perform Ninjutsu and War Dances. Oberyths are TO's way of making Goth(Money).

5 different Oberyths:

Copper Oberyths (Common)
Bronze Oberyths (Uncommon)
Silver Oberyths (Rare)
Gold Oberyths (Very Rare)
Platinum Oberyths (Extremely Rare)

Note: Silver Oberyths can be used to scavenge skills off of a deceased unit. This way, you can get a unit to replace the fallen and scavenge their body. So, now you're new unit will have all of the old one's skills.

Classmarks:

(See Classmarks)

Recipes:

Recipes are used to Craft. A few are in the shop to buy. The rest are either obtained from a story battle or obtained as rare drop from sidequests. More on Crafting later.

Ingredients:

Needed to make Weapons, Armor, etc. found on Recipes. A few can be bought in the shop. Others are obtained as rare drops.

-----MAGIC-----

Magic is the source of every Mage's power and a verey important part of Tactics Ogre. First, you have to know the 8 Elements and the 12 Schools of Magic.

8 Elements:

Fire
Air
Water
Earth
Ice
Lightning
Dark
Light

12 Schools of Magic:

Fire Magic
Air Magic
Water Magic
Earth Magic
Ice Magic
Lightning Magic
Dark Magic
Divine Magic
Draconic Magic
Necromancy
Ninjutsu
War Dances

Different classes can learn different schools of magic.

Some can learn a school of magic but not every spell in that school, such as a Cleric. They can learn Divine Magic, but they cannot learn the offensive Divine Magic spells.

That's right. Every School has Offensive and Defensive spells of that element.

Offensive Spells do damage.

Defensive spells cause buffs and debuffs.

To cast a spell in battle, the unit must go through a small process first.

I'll use an example. I have a Wizard and I want to cast the Fire Magic spell, Sparksphere in battle. Here's the process in which you do so:

1. Make sure you are a class that can use Fire Magic.
Make sure you have a sufficient amount of SP.
2. Go to the nearest shop, go to the Arcana section, and buy the grimoire called "Grimoire Bouledefeu".
3. Once you've bought it, find it in your inventory under "Arcana".
4. Now, hold down SQUARE and press RIGHT to check what level the class has to be to use it. Make sure you are the required level to cast it.
5. Next, go to your Wizard's Skill screen and buy the skill "Fire Magic" and equip it.
6. Now, go to your Wizard's Magic screen and learn the grimoire you just bought, "Grimoire Bouledefeu" (Sparksphere).
7. Now, when you go into battle, your Wizard can cast Sparksphere.

This is for the Beginner's to understand how to cast a spell.

After you've done it once, it's an easy process.

"How do I make my Magic stronger?"

To make your magic more powerful, you can do 3 things. Raise your unit's INT stat through either Tarot Cards or Equipment, learn the Spellcraft Support skills, and use the Augment Element Support skills.

"What are Augment Element Support skills?"

Augment Element Support skills are yet another type of skill that Ranks Up. To Rank up an Augment Element skill, you have to use either an Elemental Weapon of that element or cast a spell of that element.

For example, Augment Fire is ranked up by casting a Fire Spell or using a Fire-Elemental Weapon.

As an Augment rises in Rank, so will the power of that element. Therefore, it will make your spells and elemental weapons stronger.

-----LOYALTY AND ALIGNMENT-----

Alignment gives units peronality and pretty much tells their beliefs.

There are 3 Alignments:

Lawful (L)
Neutral (N)
Chaotic (C)

Every unit in the game has a predetermined Alignment. I cannot be changed.
The only unit in the game who's Alignment CAN be changed is Denam.
Even his Alignment is changed automatically depending on where you are in the story.

Loyalty is a bit more important than alignment.
Loyalty shows how much or how little units trust Denam and your order.
Loyalty is constantly changing depending on Denam's choices and behavior.
Units with loyalty that is too low, do not like Denam and will threaten to leave your party roster.

To check a unit's loyalty, press SELECT on the unit's status screen and move the cursor over to their name. You should see a message. This message tells how loyal they are to you.

Loyalty is actually measured in numbers. To translate the message to a number, use this chart:

Alignment	Loyalty Rating	Message
Lawful	81-100	This unit supports you in all things-- a loyal ally to the end.
	61-80	This unit often speaks on your behalf to win others to your side.
	41-60	More often than not, this unit speaks in support of your decisions.
	31-40	Though not openly discontent, this unit is often at odds with your decisions.
	21-30	Of late, this unit has grown more vocal in criticizing your decisions.
Neutral	11-20	It is not uncommon to find this unit defying you openly in front of others.
	0-10	This unit has lost all faith in you and can scarce look you in the eyes while talking.
	81-100	This unit backs your every decision.
	61-80	This unit looks favorably on you decisions and shares an understanding with you.
	41-60	Though not openly discontent, this unit will not speak against those who are.
Chaotic	31-40	This unit averts it's eyes when spoken to and often refuses to reply to even simple questions.

	21-30	This unit regards you with eyes cold and distant.
	11-20	Often you've noticed this unit staring at you with thinly veiled hatred.
	0-10	This unit regards you with violence in it's eyes.
	81-100	In the eyes of this unit, you are a worthy leader who can do no wrong.
	61-80	This unit is prepared to put aside it's own interests in service of your cause.
	41-60	Though not openly discontent, this unit makes no effort to keep counsel with you.
Chaotic	31-40	This unit often speaks openly of it's distaste for your decisions.
	21-30	This unit does not open it's mouth but to complain.
	11-20	Not only does this unit disagree with your decisions, it seems to openly revile you.
	0-10	This unit regards you with violence in it's eyes.
	81-100	This beast purrs like a kitten when you draw near.
Beast	61-80	The beast has taken to you, a loyal companion that will fight at your side.
	41-60	Though still wary of you, this beast is content enough so long as it's fed.
	21-40	This beast cowers at your approach.
	0-20	The beast crouches as though it might spring on you at any moment.

-----CHARIOT TAROT-----

The Chariot Tarot is a Brand New feature added to the remake. It's a system that allows players to rewind a battle up to 50 moves and try a different strategy. You can essentially undo a move if you're in trouble. Some people don't use this feature for one or both of these reasons: They want to earn a special Title in the end for not using the Chariot even once or they want to give themselves more of a challenge. I personally love using it.

-----WORLD TAROT-----

The WORLD Tarot is another Brand New feature added to the remake. It is unlocked only after the player has beaten the main story. The WORLD Tarot allows players to go into the past back into the main story and choose a different path, while still keeping all of their levels, equipment, and party roster intact. Enemies DO still scale to your level in both story battles and random battles.

-----RECRUITING SKILLS-----

Recruiting Skills are used to convince an enemy to join your cause. There are 9 different recruiting skills. Each one recruits a different Race.

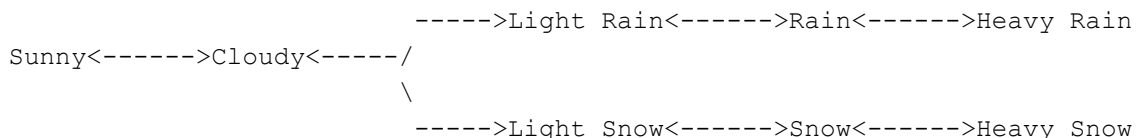
RECRUITMENT SKILL----ENEMY-----CLASS(s) THAT CAN USE SKILL

- Recruit-----Human-----Knight, Cleric
- Subdue-----Beast-----Beast Tamer
- Coax-----Reptile-----Wizard, Patriarch
- Tame-----Dragon-----Beast Tamer
- Seraph's Pact-----Divine-----Divine Knight
- Demon's Pact-----Umbra-----Lich
- Fey Pact-----Faerie-----Vartan, Rogue
- Master Undead-----Phantom-----Necromancer
- Control Golem-----Golem-----Warlock/Witch

Success increases with corresponding Racial Skill equipped, enemy is at 10% of HP, Closer you are to enemy, and the lower their loyalty.

V. Weather [04WEATHER]
#####

Tactics Ogre has changing weather just like FFT. sure, it looks nice, but depending on the Weather, it also affects your unit's Accuracy and Movement. It can either rain or snow depending on the battlefield.



Coral Harps can be used to change the weather into something more desirable.

VI. Xytegenian Calendar [05XYTEG]
#####

Like other SRPGs, Tactics Ogre's Calendar is called the Xytegenian Calendar. The Xytegenian Calendar is made up of 15 months. Each month has a dominant weather(wet or dry). A Wet month means it's much more likely to Storm that month and a Dry month means it's much more likely to be Sunny that month.

Godscale 24 days Jan. 1 - Jan. 24 Dry Month

Earthsacle	25 days	Jan. 25 - Feb. 18	Dry Month
Waterscale	23 days*	Feb. 19 - Mar. 13	Wet Month
Shadowscale	24 days	Mar. 14 - Apr. 6	Wet Month
Whitescale	25 days	Apr. 7 - May 1	Dry Month
Flamescale	24 days	May 2 - May 25	Dry Month
Windscale	24 days	May 26 - June 18	Dry Month
Goldscale	25 days	June 19 - July 13	Dry Month
Stormscale	24 days	July 14 - Aug. 6	Wet Month
Darkscale	24 days	Aug. 7 - Aug. 30	Wet Month
Seascale	25 days	Aug. 31 - Sep. 24	Wet Month
Blackscale	24 days	Sep. 25 - Oct. 18	Wet Month
Twinscale	24 days	Oct. 19 - Nov. 11	Wet Month
Firescale	25 days	Nov. 12 - Dec. 6	Dry Month
Lightscale	25 days	Dec. 7 - Dec. 31	Dry Month

* Once every 4 years, Waterscale has 24 days.

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VII. Terrain Types [06TERRAIN]
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Terrain makes up every Battle Map. Different terrain have different effects; Especially in Weather. Some Terrain Tiles, like Water and Lava, cannot be entered by normal means. They can only be entered by certain classes, skills, and equipment that have the abilities to traverse these tiles. Also, terrain tiles have different Accuracy Modifiers depending on the Terrain type.

TERRAIN TYPE	MOVEMENT COST	MELEE ACCURACY MODIFIER	RANGED ACCURACY MODIFIER
Earth	1	25	30
Sand	1	15	20
Ash	1	15	20
Grass	1	20	25
Scrub	1	25	30
Snow	1	10	15
Rock	1	5	10
Gravel	1	10	15
Desert	1	5	10
Swamp	1	0	5
Mold	1	0	0
Basalt	1	10	15

Tar	2	0	5

Frost	1	10	15

Waterway	-	0	0

River	-	0	0

Lake	-	0	0

Sea	-	0	0

Lava	-	0	0

Road	1	35	40

Snowy Road	1	30	35

Wooden Floor	1	35	40

Stone Floor	1	35	40

Stone Wall	1	25	30

Snowy Stone	1	20	25
Wall			

Roof	1	25	30

Crystal	1	20	25

Quicksand	1	15	20

Ashen Soil	1	15	20

Underground	-	0	0
Stream			

Fetid Water	-	0	0

Mold (PotD)	2	0	0

"-" means that these tiles can't be entered normally, but can still be entered with certain Skills and Equipment.

VIII. Races [07RACE]
#####

There are a total of 8 Races in Tactics Ogre.

HUMAN- The most common race. They can become most classes. They also include Winged.

REPTILE- This includes Lizardmen and Lamias. Lizardmen have high HP and STR. Lamias have high HP and MIND.

UMBRA- This includes Orcs, Gremlins, and Human Zombies.

allows you to do a normal attack TWICE in one turn! Even though they are two normal attacks, both attacks still have a chance for a critical hit. Double Attack is REALLY nice, but you don't have access to it until much later.

===ARCHER===

Move: 3 Move Type: Agile Jump: Up 2, Down 3 RT: 26

Usable Equipment: Daggers, Bows, Crossbows, Thrown, Light Armor, Heavy Armor

Magic: None

Action Skills: Tremendous Shot, Eagle Eye, Double Shot

Recommended Skill Set:

Bows or Crossbows

Trajectory

Strengthen

Anatomy

Tremendous Shot

Double Shot

Counterattack

Trueflight

Parry

Sidestep

Archers are one of the two most OP classes in the game. With they right skills, they can one to two shot almost any unit in the game. Once they get Double Shot, they become ridiculous! They have their own versions of the Warrior's skills. Tremendous Shot ensures a 100% Critical Hit, 100% Accuracy, and works outside of the firing radius. Double Shot allows you to fire two normal arrows that each have a chance to critical hit. It will fail, however, when fired outside their firing radius.

===WIZARD/ENCHANTRESS===

Move: 3 Move Type: Slow Jump: Up 1, Down 2 RT: 25

Usable Equipment: Daggers, Hammers*, Cudgels, Robes

Magic: All Elemental Magic, Dark Magic

Action Skills: Meditate, Conserve RT, Engulf, Coax

Recommended Skill Set:

Cudgels

[Element]Magic

Augment[Element]

Spellcraft
Spellstrike
Meditate
Engulf
Expand Mind
Spell Ward
Channeling

Wizards and Enchantresses are the most basic of the spell casting classes. They are decent up until you are able to change them into Warlocks and Witches. Wizards depend COMPLETELY on their spells and INT stat. So, to strengthen your Wizard, Augment[Element] and Spellcraft are vital. The Wizard also has interesting Action Skills at their disposal. Meditate is VERY nice, allowing you expend TP to build up your MP each turn. Engulf gives your spells more range, and Coax allows you to recruit Reptiles.

* The class can only use certain weapons in this category.

Cleric
Rune Fencer/Valkyrie
Knight
Terror Knight
Swordmaster
Ninja/Kunoichi
Dragoon
Berserker
Rogue
Fusilier
Beast Tamer
Warlock/Witch
Necromancer
Vartan
Lich
Divine Knight
Hoplite
Juggernaut
Patriarch/Matriarch
Familiar

-----UNIQUE CLASSES-----

Lord
Ranger
Priest
Dark Priest
Princess
White Knight
Shaman
Wicce
Songstress
Buccaneer
Knight Commander

-----MONSTER CLASSES-----

Cyclops
 Earth Dragon
 Cloud Dragon
 Thunder Dragon
 Flood Dragon
 Flame Dragon
 Frost Dragon
 Arc Dragon
 Dark Dragon
 Hydra
 Clay Golem
 Stone Golem
 Iron Golem
 Baldur Golem
 Gryphon
 Cockatrice
 Octopus

(IN PROGRESS)

Note: Right now this section is just a list, but it is currently in progress of being a full class section.

 X. Main Story Walkthrough [09MAIN]
 #####

Welcome to the Walkthrough portion of my FAQ!

Before you begin the game, you must first choose your name and birthdate. The default name is Denam. Denam alignment starts out as Neutral.

Once you've done that, you'll be shown 5 different Tarot Cards and each one has a question on it. The answers you give will affect Denam's starting stats. The 5 cards are randomly drawn out of a total of 22 Tarot Cards and they will be added to your inventory as consumables after you've begun the game.

Here are the 22 possible Tarot Cards and the stats they give:

CARD	ANSWERS	HP	MP	STR	VIT	DEX	AGI	AVD	INT	MND	RES
0. The Fool	My family	4	1	0	0	1	2	1	0	0	2
	My beloved	1	4	0	2	1	0	1	2	0	0
	My friend	5	0	0	1	0	0	0	3	1	0
I. The Magician	Order and obedience	1	4	0	0	1	0	1	2	1	0
	Concession and regret	3	2	2	1	0	2	1	0	0	1
	Liberty and turmoil	4	1	0	0	1	0	2	0	2	0
II. The High Priestess	My sloth	2	3	0	2	1	2	0	0	0	0
	My envy	5	0	1	2	0	1	0	0	0	1
	My pride	2	3	0	0	0	1	2	0	0	2
III. The Empress	My beauty	5	0	0	0	2	1	1	0	2	0

	My wealth	0	5	1	0	0	1	0	2	1	0
	My wisdom	2	3	2	0	1	0	1	0	1	0

IV. The Emperor	Treat for peace	0	5	2	1	0	0	0	2	0	0
	Rally my armies	2	3	2	1	2	1	1	0	0	0
	Abdicate the throne	1	4	0	1	1	2	0	1	0	0

V. The Hierophant	Deceiving others	2	3	0	0	2	1	2	0	1	0
	Sacrificing others	4	1	2	1	0	0	0	1	0	2
	Stealing from others	2	3	1	1	0	0	1	1	0	1

VI. The Lovers	Wisdom and ability	1	4	0	2	1	0	1	2	0	0
	Wealth and power	2	3	0	0	2	0	0	0	1	3
	Youth and beauty	5	0	1	0	0	0	1	0	2	1

VII. The Chariot	Vanquishing my foes	3	2	2	1	0	2	1	0	0	1
	Ending the conflict	5	0	0	1	0	0	0	3	1	0
	Preserving my allies	1	4	1	2	0	0	0	0	2	0

VIII. Strength	Vengeance for family	5	0	1	2	0	1	0	0	0	1
	Vengeance for friends	4	1	0	0	1	0	2	0	2	0
	Vengeance for country	2	3	0	0	0	1	0	1	1	2

IX. The Hermit	The secret of wealth	0	5	1	0	0	1	0	2	1	0
	The secret of victory	2	3	0	0	0	1	2	0	0	2
	The secret of winning hearts	4	1	0	0	1	2	1	0	0	2

X. Wheel of Fortune	Inadequate troops	2	3	2	1	2	1	1	0	0	0
	Poor leadership	2	3	2	0	1	0	1	0	1	0
	Ill luck	1	4	0	0	1	0	1	2	1	0

XI. Justice	By force	4	1	2	1	0	0	0	1	0	2
	By religion	1	4	0	1	1	2	0	1	0	0
	By diplomacy	2	3	0	2	1	2	0	0	0	0

XII. The Hanged Man	To satisfy revenge	2	3	0	0	2	0	0	0	1	3
	To defend my honor	2	3	1	1	0	0	1	1	0	1
	To defend my life	5	0	0	0	2	1	1	0	2	0

XIII. Death	My king	5	0	0	1	0	0	0	3	1	0
	My beloved	5	0	1	0	0	0	1	0	2	1
	My dearest friend	0	5	2	1	0	0	0	2	0	0

XIV. Temperance	My friends and beloved	4	1	0	0	1	0	2	0	2	0
	My position and honor	1	4	1	2	0	0	0	0	2	0
	My family and fortune	2	3	0	0	2	1	2	0	1	0

XV. The Devil	Grotesque disfigurement	2	?	0	0	0	1	2	0	0	2
	Complete isolation	2	?	0	0	0	1	0	1	1	2
	Relentless fear	1	?	0	2	1	0	1	2	0	0

XVI. The Tower	My beloved	2	3	2	0	1	0	1	0	1	0
	My child	4	1	0	0	1	2	1	0	0	2
	My parents	3	2	2	1	0	2	1	0	0	1

XVII. The Star	Success for my friends	1	4	0	1	1	2	0	1	0	0
	Happiness for myself	1	4	0	0	1	0	1	2	1	0
	Peace for the world	5	0	1	2	0	1	0	0	0	1

```

| Gildas      (White Knight) ?? | -----
| Mirdyn     (White Knight) ?? |
| Warren     (Astromancer) ?? |
-----

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Guests:

Catiua
Vyce

BATTLE STRATEGY:

This is just a tutorial battle to show you how to move Denam. Once you've moved, Vyce will attempt to inflict pain upon Canopus and the battle will end.

=====

After the battle a couple of scenes will occur and you will be sent to the World Map. You can't do anything yet but save your game. So do so, and head to Almorica Castle to trigger your second battle.

Chapter I Battle 2

-----THE GATES OF ALMORICA-----

Vanquish Bapal!

Battle Party Limit: 1

Enemy Level: 1-2

-----		-----	
/	Enemies	\	Important Loot Drops
-----		-----	
	Human Berserker (Bapal)		Blessing Stone (Drop-Bapal)
	Human Archer x2		Grimoire Aguille (Drop-Wizard)
	Human Warrior x3		Berserker's Mark (Drop-Bapal)
	Human Wizard		

-----		-----	

Guests:

Catiua Vyce
Lanselot H. Canopus
Gildas Mirdyn
Warren

BATTLE STRATEGY:

Not much to say here. Just stand there and watch as Lanselot cleans house. There's really no point in attacking. Just find the treasure tiles and pick them up. All of them are actually right in front of where you begin. Be sure to kill the Wizard, as he drops a grimoire you'll need when setting up your own Wizard.

=====

Move right on to Almorica Passageway.


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=====
-----ALMORICA PASSAGEWAY-----
=====
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Vanquish Agares!

Battle Party Limit: 1

Enemy Level: 1-2

Enemies		Important Loot Drops	
Human Knight (Agares)		Blessing Stone (Drop-Agares)	
Human Enchantress		Grimoire Rafale (Drop-Enchantress)	
Human Warrior	x3	Knight's Mark (Drop-Agares)	
Human Archer	x2		

Guests:

Catiua	Vyce
Lanselot H.	Canopus
Gildas	Mirdyn
Warren	

BATTLE STRATEGY:

Once again, Lanselot and his crew will dominate the map. There are no treasure tiles on this map though, so go ahead and fight till your heart's content. Be sure to kill the Enchantress here to get another grimoire before Lanselot delivers the final blow on Agares. Being a Knight, Agares is tougher to take down than Bapal was. But, that's nothing Lanselot can't handle.

During the next cutscene, you will be asked to name your new found order. The default will be what you chose as your birthdate in the beginning. You can name it ANYTHING you want, but I kept the default so mine is Firescale.

After the cutscene, Duke Ronwey will give you 30,000 Goth and 5 generic units to add to your army. These 5 units are: A Warrior, Archer, Wizard/Enchantress, Cleric, and Rune Fencer/Valkyrie. After all this, he will send you back to the World Map. The shop is now open in Almorica.

Our next destination is Tynemouth, but first you may want to prepare. Now, I personally don't like randomly named generics with mediocre stats. So what I did, was strip all 5 units of their equipment. Then, I dismissed them. What I like to do, is go into the shop and, using part of the 30,000, hire 5 more generics with likeable stats. You can also name these.

The downside to this is that they come completely blank. No equipment, no skills, and no magic. But, I like buiding a generic from scratch. Your choice.

Now, start getting your units ready for the next battle. Like I said earlier, I doubt any of your units are a high enough level to upgrade their armor. However, if Denam is atleast level 3, buy him a Gladius. If you want, change one of your units into a Knight. Not only are they "Tanks", but they can assist

your Cleric in healing. You also got a Berserker's Mark from Bapal. Plenty of options. Now, let's buy some magic.

Start off by buying a couple of Grimoire Vitalite for your Knight and Cleric, a Grimoire Exorcisme for your Cleric, and any Elemental Magic for your Wizard/Enchantress. I like to go with both an Elemental Magic and Dark Magic on the same Wizard for two reasons:

1. You have more Magic options this way. I like the damage potential of Elemental Magic and the Status-inflicting potential of Dark Magic.
2. Dark Magic has spells that inflict the most Status Ailments out of all the other Magics. So, I have Elemental Magic to deal damage and Dark Magic to inflict Status Ailments. ONLY damage-dealing spells need Augmenting. So,...with these two different Magics, I can damage enemies, inflict status ailments, AND save a skill slot because only Augment[Element] is needed.

Your Rune Fencer/Valkyrie can also use Divine and Elemental Magic.

Once you've gotten everyone equipped to your satisfaction, go on ahead to Tynemouth Hill.

Chapter I Battle 4

=====

-----TYNEMOUTH HILL-----

=====

Vanquish Orba!

Battle Party Limit: 6

Enemy Level: 1-2

Enemies		Important Loot Drops	
Human Wizard(Orba)		Blessing Stone (Drop-Orba)	
Human Warrior x4		Grimoire Bouledefeu (Drop-Orba)	
Human Archer x3		Mage's Mark (Drop-Orba)	

Guests:

Catiua

Vyce

Canopus

BATTLE STRATEGY:

This is a pretty easy fight. Listen to Catiua's advice. Magic-users are NOT front-line units. All it takes is a mere two shots from an Archer to kill them so attack from a safe distance. Especially, since there are 3 Archers in this battle. Besides keeping your casters safe, this battle is cake. Just gang up on each Warrior using your Melee units and prevent them from reaching your Magic-users. Once they're out of the way, send in your Archers to take care of the enemy Archers. Orba can be pretty dangerous at this point of the game, so approach him carefully. If you need extra healing, take your Knight along. Orba, being a Wizard, is very squishy. Two arrows should end him. Also,

you get more experience and items if you kill everyone else before the leader. Canopus will join you as a guest in this fight and the Chariot Tarot will also be unlocked.

=====

After the battle, Canopus will offer to join you as a completely controllable unit. I seriously recommend accepting his offer. Canopus, being a Winged, can travel alot farther than most units in a single turn. He also comes with his Semi-unique class, Vartan. Only Canopus and Hawkmen can become this class. He comes equipped with a Short Bow and a Hand Axe.

If anyone has reached Level 4, but them some Chainmail. It's a decent upgrade to Leather Armor. Also, I HIGHLY recommend buying a bunch of Grimoire Exorcisme scrolls, but don't teach them to anyone. You'll need them where we're going next.

Once you've prepared, head off to Kryсаро.

When you arrive at Kryсаро, you'll watch a cutscene where a man is attempting to Exorcise a Skeleton. But, it fails?! Hmm.....

Chapter I Battle 5

-----KRYсаро-----

Vanquish Moldova!

Battle Party Limit: 7

Enemy Level: 2-3

Enemies		Important Loot Drops	
Human Necromancer (Moldova)		Blessing Stone (Drop-Moldova)	
Human Warrior x2		Grimoire Sommeil (Drop-Moldova)	
Human Archer x2		Grimoire Aquamasse (Drop-Enchant.)	
Skeleton Warrior x2		Grimoire Foudrarc (Drop-Wizard)	
Phantom Wizard			
Phantom Enchantress		-----	

Guests:

- Catiua
- Vyce
- Donnalto

BATTLE STRATEGY:

In this battle, you will be fighting the undead. Believe me, they can be a pain. Undead are special units. They can't be killed by normal means. When you reduce an undead's HP to 0, they crumble to the ground and a counter with the number 3 appears above their body. They are now "Stilled". For every turn they would normally get, their counter counts down 1. When their counter reaches "0", they rise from the dead with Full HP. It doesn't matter how many times you do this, they will keep coming back.

If a battle's victory condition is "Vanquish the enemy", you CAN win the battle if all the undead are stilled at the same time.

So, how do you kill them? That's where those Grimoire Exorcisme scrolls I told you to buy come in. With these, it's simple. Reduce their HP to 0 like normal. This will cause them to enter the "Stilled" state. Once they're "Stilled", use a Grimoire Exorcisme scroll or spell on them to vanquish them for good.

I recommended buying alot of scrolls because Donnalto, Catiua, and your Cleric probably won't be able to handle all the exorcising with just their spells. The scrolls can be used by anyone. Just be warned: When you use a scroll in battle, the unit using the scroll will automatically learn that spell.

Anyway, this is sort of one of those rescue missions. The man we saw in that scene is Donnalto. You don't HAVE to save him, however. If he dies you will get his replacement, Felicia. I like to save him, though. Him and a certain Red-Haired Archer(which we will meet in the future) know eachother well. So, when we get that far, he adds some dialogue to quite a few battles.

Donnalto, being a Cleric, LOVES to get himself killed. Fortunately, if you can pick off the Skeleton Warrior that's on his tail at the start of the battle, he'll usually stay in the back and keep healed. Slowly make your way toward the bridge on the left side of the map Exorcising undead along the way. Be sure to pick up both Grimoires the two Phantoms drop. Moldova stays around the bridge, forcing you to come to her. She has pretty strong Dark Magic, so watch out. Although, like Orba, she's a Mage-type class so therefore she has pretty bad defense. End her in 3 or 4 bow attacks.

=====
After the battle, Donnalto(or Felicia) and two of Donnalto's good friends, Sara and Voltare will offer to join your army. Like I said, hold onto Donnalto. Sara is an Archer and Voltare is a Knight. They are slightly stronger than normal generic units, but I don't use them. Sara is an OK Archer, but whatever. Your choice.

Head back to Almorica to watch a cutscene. After the cutscene, Sir Leonar will join you as a guest.

You now have different places to go. Golborza Plain and Qadriga Fortress. Golborza Plain advances the main story. Qadriga Fortress is Sidequest, meaning it is COMPLETELY optional. It branches off the events in Kryсаро.

This Sidequest is covered in the Sidequest Walkthrough section under Chapter I Sidequests (see [SQ.A]).

If you ARE doing this sidequest, I recommend waiting until after Arkhaiopolis of Rhime as the enemies are a bit higher leveled.

Stock up on healing items and equip your army with the best equipment so far. Upgrade your Archers to Great Bows and Wizard's to Mage's Staffs and Circlets.

Alright, on to the next!!

Chapter I Battle 6

=====
-----THE GOLBORZA PLAIN-----
=====

Vanquish Brezen!

Battle Party Limit: 8

Enemy Level: 3-4

-----		-----	
/	Enemies	\	/
-----		-----	
	Human Berserker (Brezen)		Berserker's Mark (Drop-Brezen)
	Human Wizard		Grimoire Rocher (Drop-Wizard)
	Human Rune Fencer		Grimoire Hypnose (Drop-Enchant.)
	Human Valkyrie		Blessing Stone (Drop-Cleric)
	Human Enchantress		Magic Leaf +2 (Drop-Cleric)
	Human Archer		Grimoire Engourdissant (Wizard)*
	Human Cleric		

-----		-----	

Guests:

- Catiua
- Vyce
- Leonar

BATTLE STRATEGY:

This is another easy battle. Don't let the stream fool you. Anyone can jump over it and Rune Fencers and Valkyries can wade through water tiles. To start off, Vyce, for some reason, has a grudge against that Wizard just north of your starting position. He will ALWAYS go after this Wizard. Have your Archers shoot arrows across the stream at the Galgastani on the other side. Then, have half of your Melee units jump across the stream to go after the enemies on top of the hill and have the other half go with Vyce. Brezen is a Berserker, which means he's capable of inflicting major damage, but his defense suffers. Once you've killed everyone else, wail on Brezen with everything you've got.

=====

Before moving on to Arkhaipolis of Rhime, I HIGHLY recommend stripping all of Canopus's gear and giving him a Lobber. Also, make sure you have PLENTY of Mending Leaves (or Mend Leaves +1 if you can afford it.) Stripping Canopus's equipment allows his turn to come around faster.

Note: If you're going to use Mend Leaves +1, make sure you have the Field Alchemy Skill equipped.

Once you're ready, Head to Arkhaipolis of Rhime.

Chapter I Battle 7

 -----THE ARKHAIPOLIS OF RHIME-----

Vanquish Bolis!

Battle Party Limit: 8

Enemy Level: 4-5

-----	-----
/ Enemies \	/ Important Loot Drops \
-----	-----
Human Knight (Bolis)	Knight's Mark (Drop-Bolis)
Human Berserker	Grimoire Calcinant (Drop-Wizard)
Winged Archer	Berserker's Mark (Drop-Berserker)
Human Beast Tamer	Beastmaster's Mark (Drop-B.Tamer)
Human Valkyrie	Cragwyrn's Mark (Drop-Earth Drag.)
Human Wizard	
Human Cleric	-----
Dragon Earth Dragon	
-----	-----

Guests:

Catiua

Vyce

Leonar

BATTLE STRATEGY:

At the beginning of this battle, you have two choices. If you chose to save Cistina, you're in for a rough time. If you chose NOT to save Cistina, then the battle will go on even if she dies.

If you plan on going into the Chaos route and recruiting everyone, then you MUST save Cistina here. If you're going to Law, then it doesn't matter if she lives or dies. You'll never see her again, anyway.

For those of you planning on saving Cistina, you'll need to get aid to her ASAP. Be sure to put Canopus in the front-row before beginning this fight.

Cisina WILL die, REAL fast.

There are 3 dangerous units on this map. 2 of them are dangerous to Cistina and 1 of them is dangerous to you.

I'm not sure, but I think there are some random units in this battle. If there are, you might see two Archers.

Anyway, the 3 units that I'm talking about are:

Wizard

Winged Archer

Earth Dragon

The Wizard and Archer have a nice clear shot at Cistina right at their starting positions. It'll probably only take them 2 or 3 turns to kill Cistina, so you have to work fast. Not only are these two units a threat, but the Valkyrie that starts right next to Cistina doesn't help either.

To make matters worse, Cistina doesn't even want to help herself. She's actually a bit suicidal. She will immediately attack the Valkyrie, leaving her guard down for the Wizard and Archer.

This is where you come in. Only, you have obstacles preventing you from rushing to her aid. First of all, you start halfway across the map from her and second of all, there's an Earth Dragon blocking your advancement. First, you'll have to deal with the Dragon. Don't try to kill it with physical attacks. You'll only

deal about 5 or 6 damage to it and Dragons generally have a whopping 250-300 HP. Your best bet is to put it to sleep using a Wizard. Once the Dragon's out of the way, get Canopus there as soon as possible. Once he can even get barely in range, use the Lobber to toss a Mend Leaf at Cistina. On my first attempt, they killed her before I could even get over there. I actually got lucky the second time. She jumped off the little island onto the main stairs where I could reach her ALOT easier. Also, note that the enemies tend to go after units with low defense. So, maybe you could divert their attention away from Cistina.....

Another strategy is to strip Canopus of everything except the Lobber. This will lower his RT, making his turn come faster AND the enemies will usually turn their attention toward Canopus.

Anyway, once you've got her healed go after Bolis and end the battle. Make sure you get all the loot here, first. One is the Beastmaster's Mark. This will allow you to turn a unit into a Beast Tamer. Very important if you want your own Beast or Dragon.

=====
 After the battle, you will get a cutscene with Cistina(if you saved her). If you want to go to the chaos route, choose the SECOND answer to see her again on Chaos.

Now, go to Phidoch castle for another cutscene. After it finishes, go back to Almorica for yet ANOTHER cutscene. After they're done talking, Sir Leonar will leave your army and be replaced with Dame Ravness as a guest.

Upgrade equipment if needed and stock up on consumables.

Head back to the west towards Lake Bordu.

Chapter I Battle 8

=====
 -----LAKE BORDU-----
 =====

Vanquish Grion!

Battle Party Limit: 8

Enemy Level: 4-5

-----		-----	
/	Enemies	\	Important Loot Drops
-----		-----	
	Human Knight (Grion)		Knight's Mark (Drop-Grion)
	Human Archer x3		Grimoire Malepluie (Drop-Wizard)
	Human Warrior x2		Grimoire Scindeceil (Drop-
	Human Berserker x2		Enchant.)
	Winged Archer		Peregrine's Mark (Drop-Hawkman)
	Human Wizard		Berserker's Mark (Drop-Berserker)
	Human Enchantress		
-----		-----	

Guests:

Catiua

BATTLE STRATEGY:

This map has alot of unusable terrain. Try your best to stay out of the Swamp Tiles (bluish-green ones). While you are standing on Swamp Tiles, your Accuracy severely drops and you'll probably miss 80% of the time. It does differ with melee and ranged weapons. See Terrain Types.[06TERRAIN]

Anyway, the trick to this battle is to let the enemy come to you. You're safe on Grass and Scrup Tiles, while the enemy has to cross the marsh. Once they get to be just in range start firing arrows and spells at them. Try and take out the Wizard and Enchantress first, so they can't put any status ailments on you. Then, just gang up on each one that approaches from the swamp. Finally, go after Grion. He's sturdy, but he'll go down.

=====
Let's head straight to Xeod Moors.

Chapter I Battle 9

-----XEOD MOORS-----

Vanquish Ganpp!

Battle Party Limit: 9

Enemy Level: 5-6

-----		-----	
/	Enemies	/	Important Loot Drops
-----		-----	
	Human Beast Tamer (Ganpp)		Peregrine's Mark (Drop-Hawkman)
	Beast Gryphon (Obda)		Berserker's Mark (Drop-Berserker)
	Beast Gryphon (Berda)		Beastmaster's Mark (Drop-B.Tamer)
	Winged Archer x2		
	Winged Beast Tamer		-----
	Lizardman Warrior x2		
	Lizardman Berserker		
	Human Wizard		
	Human Enchantress		
	Human Cleric		
-----		-----	

Guests:

Catiua
Vyce
Ravness

BATTLE STRATEGY:

Another swamp map. Oh well. Same as last time. Let them come to you. You need to be careful this time. There are more units and Ganpp and both of his Gryphons hit hard. You may take some casualties in this battle. But, that's what Blessing Stones are for. Anyway, watch out for his Gryphons' Numbing Hook attack. It does MAJOR damage and can easily wipe out a unit. Just slowly pick of Ganpp's

lackeys. When either Ganpp OR either one of his Gryphons has critical HP they will all flee. Battle Cleared!!

=====
Make your final preparations for the last set of battles in Chapter 1.
If you can, upgrade all your equipment.

Once you're ready, enter Balmamusa.

Chapter I Battle 10

=====
-----BALMAMUSA---Part I-----
=====

Vanquish the Enemy!

Battle Party Limit: 9

Enemy Level: 5

-----		-----			
/	Enemies	\	/	Important Loot Drops	\
-----		-----		-----	
	Human Warrior	x4		Blessing Stone (Drop-Archer)	
	Human Archer	x4			

-----		-----		-----	

Guest:

- Catiua
- Vyce
- Ravness

BATTLE STRATEGY:

This battle is extremely easy if you have an Archer. You have a nice height advantage over your enemies and you can literally sit back and watch your Archers rip through those Warriors like butter. The enemy Archers? Lol. I don't even know why the enemy has Archers. They're COMPLETELY worthless at that height. Of course, they like to stay at the very bottom of the map just out of reach of your Archers. You may have to send some Melee units after them.

=====
After this battle, you will watch a scene. After the scene comes one of the most important decisions in the game. Sir Leonar will ask you a question. Your answer to this question will affect what path you will go to in Chapter 2. Just decide which path you want to take and answer accordingly:

1. I understand. -----> LAWFUL PATH
2. Stop this lunacy! -----> CHAOTIC PATH

Once you've chosen your answer, another scene will occur. (They are different depending on your answer.)

From here on out, the entire story differs depending on your Path.

Denam's Alignment will also change to reflect the path he's chosen.

After this scene, you will be thrust into the last battle of Chapter 1. There are 2 different versions of this battle. If you chose the Lawful Path, you will be fighting the LAW version. If you chose the Chaotic Path, you will be fight the CHAOS version.

Chapter I Battle 11

=====
-----BALMAMUSA---Part II--LAW-----
=====

Vanquish the Enemy!

Battle Party Limit: 10

Enemy Level: 6-7

Table with 2 columns: Enemies and Important Loot Drops. Enemies include Human Archer (x2), Human Warrior (x2), Human Knight, Human Rune Fencer, Human Berserker, Human Valkyrie, Human Wizard, and Human Valkyrie (Ravness). Loot drops include Blessing Stone (Drop-Knight) and Grimoire Immobilisant (Drop-Wizard).

Guests:

Catiua

BATTLE STRATEGY:

The Lawful version of this battle is without a doubt, much more difficult than the other version, if for one reason: Ravness. You'll notice that this is the exact same map as the last battle. Only, now we're at the bottom.

So, now we've got 3 problems. Your Archers are useless, Ravness starts almost right next to you, and you have to walk all the way up the stairs to reach the Galgastani. First, we need to deal with Ravness.

If you are fighting this version of the battle, then you are on your way to Chapter 2 Law. You COULD kill Ravness, but, if you want to recruit her in the future, you MUST keep her alive. Note: Ravness is ONLY recruitable in Law.

So, the best thing to do, is cast a sleep spell on her. Try to keep her asleep at all times. She gets to be REALLY annoying when awake. Now that she's out of the way, march your Melee units up the stairs to take down everyone else. Keep a Mage close to Ravness in case she wakes up.

=====

Chapter I Battle 11

=====
-----BALMAMUSA---Part II---CHAOS-----
=====

Vanquish the Enemy!

Battle Party Limit: 10

Enemy Level: 6-7

-----			-----		
/	Enemies	\	/	Important Loot Drops	\
-----			-----		
	Human Warrior	x2		Blessing Stone (Drop-Knight)	
	Human Archer	x2		Grimoire Stagnation (Drop-	
	Human Valkyrie			Enchant.)	
	Human Rune Fencer				
	Human Berserker			-----	
	Human Knight				
	Human Enchantress				

Guests:

Catiua

BATTLE STRATEGY:

This version is easier than the other, but you still start at the bottom of the map. Send your heavy units up the stairs first, followed by your Archers, then your Magic-users. Not much to say about this version.

=====
After the battle, you will get a cinematic that starts up Chapter II.

I will be doing Law first.

*****Tactics Ogre***

* C H A P T E R II

XI. Sidequest Walkthrough [SIDE]
#####

=====

A.-----QADRIGA FORTRESS-----

=====

Vanquish Nybeth!

[SQ.A]

Battle Party Limit: 8

Enemy Level: 4-5

-----		-----	
/	Enemies	\	Important Loot Drops
-----		-----	
	Human Necromancer (Nybeth)		Magic Leaf +1 (Drop-Wizard)
	Phantom Wizard		Grimoire Scindeciel (Drop-Wizard)
	Phantom Enchantress		Grimoire Malepluie (Drop-
	Skeleton Archer x3		Enchant.)
	Skeleton Warrior		
	(Z) Human Valkyrie		-----
	(Z) Human Warrior		
-----		-----	

(Z)=Zombie

Guests:

Catiua

Vyce

BATTLE STRATEGY:

This battle introduces you to your first Zombie units. Zombies are treated just like Undead. They cannot be killed permanently unless exorcised. Because of the tile height just north of your starting point, it's pretty much impossible for your mages and clerics to climb the fortress. Because you start at the bottom, your Archers will also be useless. Slowly climb the fortress with your melee units knocking out the undead on the way. Nybeth will stay at the top, so you HAVE to climb up. DO NOT exorcise the undead. It's pointless. For every undead you vanquish, Nybeth will just cast Summon Darkness and another undead unit will take it's place. Nybeth's Dark Magic is powerful at this point in the game. Be careful. Nybeth, being a Necromancer, is pretty lacking in defense so show him the edge of your blade and end the battle. Nybeth will threaten you and then flee. You haven't seen the last of him.

XIII. Missables [MISS]
#####

XIV. Equipment List [EQUIP]
#####

XV. Arcana List [ARCANA]
#####

List of all the Grimoires in the game and their locations.

FIRE MAGIC

Location

Grimoire Bouledefeu	Shop
Grimoire Bouledefeu II	Shop
Grimoire Bouledefeu III	Shop
Grimoire Bouledefeu IV	San Bronsa- Tower of Law Eternal
Grimoire Flammes	Shop
Grimoire Flammes II	Shop
Grimoire Flammes III	Shop
Grimoire Flammes IV	San Bronsa- Floating Ruins
Grimoire Salamandre	Shop- Palace of the Dead(CODA)
Grimoire Salamandre II	San Bronsa- Floating Ruins
Grimoire Calcination	Temple of Xoshonell
Grimoire Calcination II	Temple of Xoshonell(33+)
Grimoire Infufeu	Shop
Grimoire Antifeu	Shop
Grimoire Enflammant	Shop
Grimoire Brulant	Shop
Grimoire Calcinant	Shop
Grimoire Fumerolle	Shop

LIGHTNING MAGIC

Grimoire Foudrarc	Shop
Grimoire Foudrarc II	Shop
Grimoire Foudrarc III	Shop
Grimoire Foudrarc IV	San Bronsa- Tower of Law Eternal
Grimoire Scindeciel	Shop
Grimoire Scindeciel II	Shop
Grimoire Scindeciel III	Shop
Grimoire Scindeciel IV	San Bronsa- Floating Ruins
Grimoire Tonnerre	Shop- Palace of the Dead(CODA)
Grimoire Tonnerre II	San Bronsa- Floating Ruins
Grimoire Eclat	Temple of Nestharot
Grimoire Eclat II	Temple of Nestharot(33+)
Grimoire Infufoudre	Shop
Grimoire Antifoudre	Shop
Grimoire Elecrisant	Shop
Grimoire Immobilisant	Shop
Grimoire Choquant	Shop
Grimoire Eclair	Shop

EARTH MAGIC

Grimoire Aiguille	Shop
Grimoire Aiguille II	Shop
Grimoire Aiguille III	Shop
Grimoire Aiguille IV	San Bronsa- Tower of Law Eternal
Grimoire Rocher	Shop
Grimoire Rocher II	Shop
Grimoire Rocher III	Shop
Grimoire Rocher IV	San Bronsa- Floating Ruins
Grimoire Orestiad	Shop- Palace of the Dead(CODA)
Grimoire Orestiad II	San Bronsa- Floating Ruins
Grimoire Seisme	Temple of Vaasa
Grimoire Seisme II	Temple of Vaasa(33+)
Grimoire Infuterre	Shop
Grimoire Antiterre	Shop
Grimoire Rempart	Shop
Grimoire Maladresse	Shop
Grimoire Ensablant	Shop
Grimoire Monolithe	Shop

AIR MAGIC

Grimoire Rafale	Shop
Grimoire Rafale II	Shop
Grimoire Rafale III	Shop
Grimoire Rafale IV	San Bronsa- Tower of Law Eternal
Grimoire Tourbillon	Shop
Grimoire Tourbillon II	Shop
Grimoire Tourbillon III	Shop
Grimoire Tourbillon IV	San Bronsa- Floating Ruins
Grimoire Sylphide	Shop- Palace of the Dead(CODA)
Grimoire Sylphide II	San Bronsa- Floating Ruins
Grimoire Onde	Temple of Hahnela
Grimoire Onde II	Temple of Hahnela(33+)
Grimoire Infuvent	Shop
Grimoire Antivent	Shop
Grimoire Trombe	Shop
Grimoire Detournant	Shop
Grimoire Hypnose	Shop
Grimoire Fixateur	Shop

WATER MAGIC

Grimoire Aquamasse	Shop
Grimoire Aquamasse II	Shop
Grimoire Aquamasse III	Shop
Grimoire Aquamasse IV	San Bronsa- Tower of Law Eternal
Grimoire Malepluie	Shop
Grimoire Malepluie II	Shop
Grimoire Malepluie III	Shop
Grimoire Malepluie IV	San Bronsa- Floating Ruins
Grimoire Naiade	Shop- Palace of the Dead(CODA)
Grimoire Naiade II	San Bronsa- Floating Ruins
Grimoire Vaporisateur	Temple of Greuza
Grimoire Vaporisateur II	Temple of Greuza(33+)
Grimoire Infueau	Shop
Grimoire Antieau	Shop
Grimoire Bonnepluie	Shop
Grimoire Stagnation	Shop

Grimoire Toxibrume	Shop
Grimoire Embourbant	Shop

ICE MAGIC

Grimoire Glace	Shop
Grimoire Glace II	Shop
Grimoire Glace III	Shop
Grimoire Glace IV	San Bronsa- Tower of Law Eternal
Grimoire Congelation	Shop
Grimoire Congelation II	Shop
Grimoire Congelation III	Shop
Grimoire Congelation IV	San Bronsa- Floating Ruins
Grimoire Wendigo	Shop- Palace of the Dead(CODA)
Grimoire Wendigo II	San Bronsa- Floating Ruins
Grimoire Grandfroid	Temple of Lyuneram
Grimoire Grandfroid II	Temple of Lyuneram(33+)
Grimoire Infuglace	Shop
Grimoire Antiglace	Shop
Grimoire Serenite	Shop
Grimoire Fragilisant	Shop
Grimoire Engourdissant	Shop
Grimoire Gelant	Shop

DIVINE MAGIC

Grimoire Radiance	Shop
Grimoire Radiance II	Shop
Grimoire Radiance III	Shop
Grimoire Radiance IV	San Bronsa- Floating Ruins
Grimoire Punition	Shop
Grimoire Punition II	Shop
Grimoire Punition III	Shop
Grimoire Punition IV	San Bronsa- Floating Ruins
Grimoire Lumina	Shop- Palace of the Dead(CODA)
Grimoire Lumina II	San Bronsa- Floating Ruins
Grimoire Chatiment	San Bronsa- Floating Ruins
Grimoire Chatiment II	San Bronsa- Floating Ruins
Grimoire Exorcisme	Shop
Grimoire Exorcisme II	Shop- Palace of the Dead
Grimoire Infulumiere	Shop
Grimoire Antiflumiere	Shop
Grimoire Scellant	Shop
Grimoire Celerite	Shop
Grimoire Annulation	Shop- Palace of the Dead
Grimoire Reveil	Shop
Grimoire Reveil II	San Bronsa- Floating Ruins
Grimoire Vivacite	Shop
Grimoire Volubilite	Shop
Grimoire Defigeant	Shop
Grimoire Fluidite	Deneb's Shop
Grimoire Purete	Shop
Grimoire Purete II	???
Grimoire Mobilite	Shop
Grimoire Benediction	???
Grimoire Bravoure	Shop
Grimoire Purgation	Shop- Palace of the Dead
Grimoire Vitalite	Shop
Grimoire Vitalite II	Shop
Grimoire Vitalite III	Shop

Grimoire Vitalite IV	San Bronsa- Floating Ruins
Grimoire Soins	Shop
Grimoire Soins II	Shop
Grimoire Soins III	San Bronsa- Floating Ruins
Grimoire Resurrection	Shop
Grimoire Resurrection II	San Bronsa- Floating Ruins

DARK MAGIC

Grimoire Douleur	Shop
Grimoire Douleur II	Shop
Grimoire Douleur III	Shop
Grimoire Douleur IV	San Bronsa- Floating Ruins
Grimoire Briseciel	Shop
Grimoire Briseciel II	Shop
Grimoire Briseciel III	Shop
Grimoire Briseciel IV	???
Grimoire Fenrir	Shop- Palace of the Dead(CODA)
Grimoire Fenrir II	San Bronsa- Floating Ruins
Grimoire Abimes	Geyld Pre-Fortress, Palace of the Dead
Grimoire Abimes II	Ch.4 Xapan Battle, Palace of the Dead
Grimoire Aspirevie	Shop
Grimoire Aspiremagie	Shop
Grimoire Aspirenergie	Shop, Shop- Palace of the Dead
Grimoire Infutenebres	Shop
Grimoire Antitenebres	Shop
Grimoire Offrande	Shop
Grimoire Revirement	Shop
Grimoire Torpeur	Shop
Grimoire Petrifiant	Shop
Grimoire Paralysie	Shop
Grimoire Toxigaz	Shop
Grimoire Miasme	San Bronsa- Tower of Law Eternal
Grimoire Sommeil	Shop
Grimoire Tentation	Shop
Grimoire Arret	San Bronsa- Floating Ruins
Grimoire Menottes	Shop
Grimoire Entrave	Shop
Grimoire Gravite	Shop
Grimoire Epouvante	Shop
Grimoire Damnes	Shop

DRACONIC MAGIC

Grimoire Tempete	???
Grimoire Tempete II	San Bronsa- Floating Ruins
Grimoire Distorsion	???
Grimoire Distorsion II	San Bronsa- Floating Ruins
Grimoire Ouragan	???
Grimoire Ouragan II	San Bronsa- Floating Ruins
Grimoire Inondation	???
Grimoire Inondation II	San Bronsa- Floating Ruins
Grimoire Fournaise	???
Grimoire Fournaise II	San Bronsa- Floating Ruins
Grimoire Glaciation	???
Grimoire Glaciation II	San Bronsa- Floating Ruins
Grimoire Stellaire	???
Grimoire Stellaire II	San Bronsa- Floating Ruins
Grimoire Supplices	???
Grimoire Supplices II	Palace of the Dead(Non-Story)

Grimoire Decelement	San Bronsa- Floating Ruins
Grimoire Grandsaut	Palace of the Dead
Grimoire Transfert	San Bronsa- Floating Ruins
Grimoire Vivification	Palace of the Dead
Grimoire Revigoration	San Bronsa- Floating Ruins
Grimoire Insensibilite	San Bronsa- Floating Ruins
Grimoire Immunité	San Bronsa- Floating Ruins
Grimoire Prestesse	Shop- Palace of the Dead
Grimoire Oeildaigle	Hanging Gardens
Grimoire Vifesprit	Heim South Curtain Wall, Shop- PotD
Grimoire Antimagie	Shop- Palace of the Dead
Grimoire Sanctuaire	Palace of the Dead
Grimoire Dondevie	San Bronsa- Floating Ruins

NECROMANCY

Grimoire Mortvivant	Shop- Palace of the Dead
Grimoire Malediction	Shop- Palace of the Dead
Grimoire Malediction II	Palace of the Dead
Grimoire Malediction III	Pirate's Graveyard
Grimoire Ensorcelant	Palace of the Dead
Grimoire Tourments	Pirate's Graveyard
Grimoire Metaponction	Shop- Palace of the Dead
Grimoire Cendres	Shop- Palace of the Dead
Grimoire Sangnoir	Shop- Palace of the Dead
Grimoire Sangnoir II	Pirate's Graveyard
Grimoire Debilitation	Shop- Palace of the Dead
Grimoire Sombrailes	Palace of the Dead
Grimoire Necrotransfert	Shop- Palace of the Dead

NINJUTSU

Scroll of Windshear	Shop
Scroll of Windshear II	Palace of the Dead
Scroll of Earthshear	Shop
Scroll of Earthshear II	Palace of the Dead
Scroll of Stormshear	Shop
Scroll of Stormshear II	Palace of the Dead
Scroll of Waveshear	Shop
Scroll of Waveshear II	Qadriga Pre-Fortress
Scroll of Flameshear	Shop
Scroll of Flameshear II	Palace of the Dead
Scroll of Iceshear	Shop
Scroll of Iceshear II	Palace of the Dead
Scroll of Shadow	Shop
Scroll of Monkey	Shop
Scroll of the Strider	Phorampa Wildwood
Scroll of the Cicada*	Hagia Banhamuba, Heim Courtyard, Hanging Gardens; Must be below 35
Scroll of the Reins	Shop
Scroll of the Toad	Shop
Scroll of the Spider	Shop

WAR DANCES

Treatise on Courage	Shop
Treatise on Safety	Shop
Treatise on Resolve	Shop
Treatise on Cleansing	Palace of the Dead

Treatise on Inferiority	Shop
Treatise on Excess	Shop
Treatise on Technique	Shop
Treatise on Seduction*	Barnicia Grand Staircase, Hanging Gardens; Must be below 35

SONGS

Devil's Score	Deneb's Shop
Cursed Score	Deneb's Shop
Raucous Score	Deneb's Shop
Limpid Score	Deneb's Shop
Resonant Score	San Bronsa- Floating Ruins
Glorious Score	San Bronsa- Floating Ruins
Rapturous Score	San Bronsa- Floating Ruins

* Missable

NOTE: The Arcana marked with "???" mean that either I don't have them yet, or I have them and don't recall where I got them. This section will be updated as soon as I get more info.

NOTE: For some of the Arcana NOT marked with "???", only some of the locations are listed.

XVI. Status Condition List [STATUS]
#####

XVII. FAQs [FAQS]
#####

XVIII. Credits, Thanks, and Copyright [CREDIT]
#####

Credits:

- >BradyGames Official Strategy Guide
- Terrain and Tarot Card charts
- Loot and Classmark info
- Cistina strategy
- Loyalty chart

- >whirlwind111
- for pointing out that Human Zombies are Umbra, not Phantom.
- for correcting a few Classmark locations and giving me missing Classmark names.
- for pointing out the two separate EXP that make up Total EXP.
- for noting that Skill EXP can also be gained from getting attacked.
- for additional mechanics affected by Stats.

>beatumdown

- for noting that Divine is included in Races.
- for more info on Classmarks.
- For confirmed location of Scroll of the Strider.

>Rockman47

- for pointing out that Cistina has a non-standard Game Over.

>Razz99

- for an alternate strategy in Ch. 1 Cistina fight.

Thanks:

GameFAQs for hosting this guide.
Square Enix for a beautiful remake of a classic!
Developers from Quest for starting it all.

These websites are authorized to host this FAQ:

www.gamefaqs.com
www.neoseeker.com
www.supercheats.com

If you see this FAQ on ANY other website, please email me.

Other Aliases:

chris_ff7

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