



from me. This is MY work. If you rip it off, I will hunt you through the ends of the Earth.

These things are very boring, I know, but the thing is though, I worked very hard on this guide and don't wish for others to steal it. Here's the deal, if you want to use it, go ahead. If you want to put it up, go ahead.

Here's the thing, if you do either of the above, do this too:

G I V E M E C R E D I T !!!

D O N O T A L T E R !!!

Here's an idea; you could add a "credits" section to your work, whatever it may be. This would make your work look ever so much more sophisticated. That is a good thing, for both of us.

At this time, the only page this should be on is GameFAQs at <[www.gamefaqs.com](http://www.gamefaqs.com)>

|||||

## II. Updates

Ver 1.0 12-22

\*The actual FAQ is done

Ver 0.1 released 12-19-00

\*Everything is new

|||||

## III. Introduction

Hey, this is my very first attempt at a FAQ. What is this based on? Elmdor and all his precious Genji gear. Yes, that entire entire ensemble can be yours now... But it won't be easy. There is much preparations and precautions that you should consider before you attempt this feat. On this FAQ, I will attempt to put you up in the best possible position to take on Elmdor and those accused assassins. There are many ways to attempt this; I will simply show things you can do to make it easier. If you guys have any input, feel free to send your questions, comments, corrections, and suggestions.

This guide assumes you know how to play. Odds are, if you are reading this, then you've gotten up to or are close to this battle; which takes place on Chapter 4 "Some One to Love". The fight is after "At the Gate of Limberry Castle" during "Inside of Limberry Castle".

Remember that you cannot save between these battles! So get completely ready before the first fight "At the Gates of Limberry Castle" or you may be in a very bad predicament trying to steal from Elmdor.

General rule of thumb: "SAVE OFTEN"

|||||

## IV. Why would you want it?

Well, why would you want it? It is true that there are better pieces of equipment out there and it is so hard to get, it may not be worth it. But if you think about it, the Genji gear in general is the second most powerful set of equipment in FFT. Besides, if your a perfectionist, everything Elmdor has is one of a kind, there is no other place you can get his equipment. He has the only Masamune sword in the game, which if you are raising a complete

samurai, you'd need.

Genji Equipment-

Masamune

A Samurai Sword. The Masamune Draw out ability will cast Regen and Haste on all characters within a three block range. The skill cost 740 JP.

Weapon Power	Physical Evade
18	15

Genji Shield

This shield has good physical evade but no magic evade.

Physical Evade	MA Evade
43	0

Genji Helmet

A solid knight helm, one of the best you can get.

HP	MP
+130	0

Genji Armor

The second best knight armor.

HP	MP
+150	0

Genji Gloves

Bonus magic and attack stats, complements both the draw out skills of a samurai and their attack power with a sword.

+2 At. +2 Mg.

|||||

V. What are you up against?

5v3, easy,... right? Granted, this isn't the hardest battle in the game, in fact, it is far from it (even a team of blood sucked knights have beaten Elmdor). If you plan to walk away from this battle with the ENTIRE set of Genji gear though... That is another story altogether. This will become a very arduous task. The assassins can kill any of your characters with a single blow at a hundred percent accuracy. Elmdor can turn your entire team into vampires with "Blood Suck". Don't forget, if you kill the assassins, they become Ultima Demons.

Elmdor - Arc Knight

This vampiridic Zodiac Stone bearer is one very mean sword wielder. His main skills Sword Spirit (otherwise known as "Draw") is amazingly powerful in the capable hands of Elmdor. Blood Suck is just plain annoying. He can move to any point on the map, so no character he targets is safe.

Elmdor Skills:

- Sword Spirit
- Blood Suck
- Blade Grasp
- Martial Arts
- Teleport 2

Stats - to be added

Lede and Celia - Assassins

Their stop bracelets can kill any member of your group OR put the "stop" status

effect on your characters. The assassin class has an innate "2 Swords" and "Equip Knife" abilities. ONE is amazingly deadly, but you are up against TWO! Don't forget, as you kill them off, they become Ultima Demons.

Stats - to be added

Equipment - to be added

|||||

VI. What you should have.

I don't know what your primary team is, and since I want to make it as easy as possible to get the entire set of Genji equipment without too much hassle, I've listed a few things you could obtain to make life easier. There is almost no way to use ALL of them and still be successful, this is one of those times to use your best judgment (or what I suggest).

Thief - If you plan on stealing from Elmdor, having one of them with the entire collection of "steal" abilities never hurt.

\*"Steal" - A must, this... you need, to be able to steal...

Timemage - either having Time Magic as a secondary or having a Timemage, you can REALLY use Haste.

\*"Time Magic" - Mainly for Haste, get more chances to steal before Elmdor attacks again.

Knight - For their break speed, don't really have any other reason. Let him steal as a secondary ability or something.

\*"Break Speed" - As above, knocking Elmdor down to 1 speed lets you try to steal from him about 8-12 times before he moves.

Archer - Get one high enough to buy your thief "Concentrate".

\*"Concentrate" - Definite MUST, this ability drastically raises your 3% to almost 20%! If you plan to take his stuff, have this learned.

Ninja - They are fast and make good thieves.

\*"2 Swords" - A great side ability, both for killing assassins and for 2x break speed.

Engineer - Stops assassins on the spot.

\*"Snipe" - Assassin stopper, don't stop their movement, just their Act.

Mediator

\*"Talk" - Use "Threaten" to lower brave. This is really important because "Blade Grasp" greatly affects your stealing percentage. But "Blade Grasp" is weakened with lower brave.

Oracle - Another class with Brave lowering skills.

\*"Yin Yang Magic" - Allows you to lower Elmdor's brave.

Beowulf - All sorts of assassin stopping skills and brave lowering for Elmdor.

\*"Chicken" - This will greatly decrease the brave of Elmdor.

Ramza - You kind of have to have him, but he does have his uses.

\*"Guts" - Mainly for his ability to raise speed.

Berret - You can't be "Stopped" or "Blood Sucked".

108 Gems - You can avoid the whole "Blood Suck" ability with these.

Sprint shoes - You need as many turns as you can get.

Holy Water - To cure "Blood Suck"

Alternative to certain things are ok.

|||||

## VII. Thanks

I kind of worked on this independently so there isn't that many people to thank yet. Well, I guess I can thank authors of previous FAQs as I used them in a VERY broad genralized kind of way.

Much thanks to cjayc for putting up such an awesome gaming site.

Many thanks must go to Square for bringing us such a masterfully crafted Final Fantasy Game

This unpublished work is Copyright (c) 2000 Byron Hoy. All rights reserved.

This document is copyright Byron Hoy and hosted by VGM with permission.