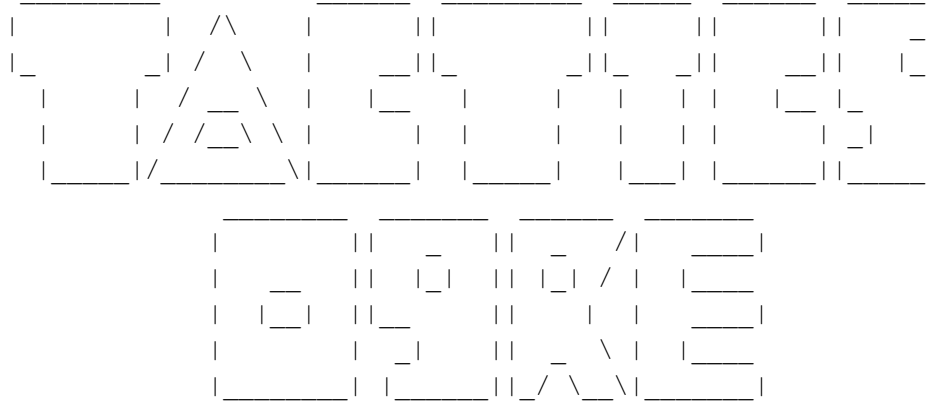


Tactics Ogre Ending FAQ

by Fragnarok

Updated to v1.0 on Oct 26, 2006



~~~~~[OGRE BATTLE SAGA]~~~~~  
#####{ Episode VII: Let Us Cling Together }#####

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:> ENDING FAQs <=====  
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+Version 1.0+  
As of  
)-October 25th, 2006-(

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By Kurtis "Fragnarok" Seid  
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|                                      |   |
|--------------------------------------|---|
| Content \                            |   |
| 1. Updates                           | \ |
| 2. Intro to the Guide                | \ |
| 3. Best ending Walkthrough           | \ |
| 3.1 Lawful                           |   |
| 3.2 Neutral                          |   |
| 3.3 Chaotic                          |   |
| 4. The "Bad" Ending                  |   |
| 4.1 Comments from the peanut gallery |   |
| 4.2 Foriner sisters know something   |   |
| 4.3 Denim mourns                     |   |
| 4.4 Assassination                    |   |
| 4.5 Back at Zenobia                  |   |
| 5. The "Good" Ending                 |   |
| 5.1 The throne room                  |   |
| 5.2 The return of the Brunhild       |   |
| 5.3 Comrades                         |   |
| 5.4 Coup De Grace                    |   |
| 6. Ending changing characters        |   |
| 6.1 Denim Mown                       |   |
| 6.2 Bersalia Overis                  |   |
| 6.3 Vice Bozeg                       |   |
| 6.4 Canopus Wolff                    |   |
| 6.5 Mildain Walhone                  |   |
| 6.6 Guildus Winzalf Burn             |   |
| 6.7 Donald Presence                  |   |
| 6.8 Sisteena Foriner                 |   |
| 6.9 Selye Foriner                    |   |

|  |                             |  |
|--|-----------------------------|--|
|  | 6.10 Shelley Foriner        |  |
|  | 6.11 Olivia Foriner         |  |
|  | 6.12 Haborym Van Rams       |  |
|  | 6.13 Zapan Illydus          |  |
|  | 6.14 Jenounes Apatizer      |  |
|  | 6.15 Oxyones Lavin          |  |
|  | 6.16 Aloser Danya           |  |
|  | 6.17 Forcas Rhende          |  |
|  | 6.18 Byan Ohwan             |  |
|  | 6.19 Orias Obderhode        |  |
|  | 6.20 Debordes Oberhode      |  |
|  | 6.21 Deneb Rhobe            |  |
|  | 7. Other suspicious fellows |  |
|  | 7.1 Ganb Backstein          |  |
|  | 7.2 Radlum                  |  |
|  | 8. Politics Ogre            |  |
|  | 9. GameShark                |  |
|  | 10. Credits                 |  |
|  | 11. Legal junk              |  |
|  | _____                       |  |

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Section 1: U p d a t e s  
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-V 1.0- (10/25/06)

Wow, three years since I last updated this guide. There are still so many grammatical errors left! Anyway, added the "Best Ending Walkthrough" section and fixed a few minor errors. I'll probably do a full overhaul if I ever update this guide again.

-V 0.9- (03/30/03)

Added more dialog for the "Bad" ending. Added "Politics Ogre". Changed all the Death quotes to those of Chapter 4. More GameShark stuff. Unless I made some huge error, forgot something or anything drastic is found out about the ending then this will most likely be the last update to the guide.

-V 0.8-

Added a whole lot of spoilicious dialog. Added "Coup De Grace", "Comments from the peanut gallery" and "GameShark". Edited mistakes here and there.

-V 0.7-

Changed the format of the guide a tad and how to contact me. Fixed how to get Oxyones and a few other characters.

-V 0.6-

Hopefully made the title a bit less awful (Word transfers funny into Notepad and I let GameFAQs do the dirty work). Included info about favored weapons.

-V 0.5-

Made the insult to human kind...Er...I mean title. Fixed minor typos and other stuff.

-V 0.4-

Added "Other suspicious fellows". Added some info about special classes and items characters will bring.

-V 0.3-

Fixed some more formatting and grammatical errors. Added some more quotes as well.

-V 0.2-

Actually made this part as well as fixed some typos. Added some death, omit and reputation quotes.

-V 0.1-

Got the bulk of the FAQs up. Still need some info on the sayings for Denim's highest reputation.

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Section 2: I n t r o t o t h e G u i d e

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Seeing as I couldn't find any FAQs for the endings of Tactics Ogre (Either by the fact that there are none, I'm blind, or just very lazy) and was also really bored so I decided to make this document.

Regardless of whatever some weird pixies tell you I don't actually know everything (Not now...But very soon...) about how the ending works. But never fear because you can E-mail me at Zerwif@gmail.com with helpful information. Although I won't answer anything, if the information turns out to be true I will include it in this FAQs.

Although most sites say that there are 7 or 8 endings to Tactics Ogre there are in fact only 2. However those two endings have many different variations, which if you really want to, could be considered completely different endings. I however do not. This FAQs will cover how to gain and manipulate the endings and characters you desire for your next time through Tactics Ogre.

The following information is based solely on the US Playstation port and whatever mistranslations or changes it may contain, however much of this guide can still apply to other versions of the game such as the original on Super Nintendo.

\*Note\*: This of course means that the following contains massive spoilers so only read on if you can't fight off your burning, chafing curiosity or are just too torpid to finish the game.

Now let the erroneous fun begin!

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Section 2: B e s t E n d i n g W a l k t h r o u g h

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This section is a step by step summary on how to recruit everyone and do everything in order to gain the best endings for all three routes. "Save" simply means keeping that character alive during the fight, and "Injure" means put that character into critical HP without killing them.

//////////

Part 1: L a w f u l

.....

Chapter 1

-Story Battle 4: Tanmas Hill

\*Save Canopus

\*Canopus recruited!  
-Story Battle 5: Krizar  
\*Save Presance  
\*Presance recruited!

#### Chapter 2

-Story Battle 5: Fort Kadoriga  
\*Save Zapan  
\*After the battle tell him "Okay." to recruit him now, or "Sorry..."  
to get him in Chapter 4  
\*Zapan recruited! if you say "Okay."

#### Chapter 3

-Story Scene: Brigantes Castle  
Choose "You're wrong."  
\*Jenounes recruited!  
-Story Battle 6: Coritani  
\*Bring Jenounes into this battle and let it go long enough to hear  
two conversations: One prompted during Jenounes' turn, and the other  
during Guacharo's  
-Story Scene: Amorika Castle  
\*Vice recruited!  
\*Mildain recruited!  
\*Guildus recruited!  
-Story Battle 12: Rime  
\*Save Haborym  
\*Haborym recruited!

#### Chapter 4

-Warren Report: "Deneb's Store"  
\*Go and shop in a city where her store is. Rime on the 15th/16th, and  
Fiduc on the 17th/18th are easy to do. Buy 250 items, then ask her to  
join  
\*Deneb recruited!  
-Story Scene: Brigantes Castle  
\*Olivia recruited!  
-Story Battle 3: Banhamba  
\*Injure Shelly so that she escapes  
-Story Scene: Banhamba  
\*Answer either way, but keep in mind which you choose. Saying that you  
can't might make things harder.  
-Story Scene: Fiduc Castle  
\*WARNING the window for getting the next (Or next two) characters is  
limited, so get them now.  
-Training: Baramus  
\*Equip Storm on a Witch/Warlock and cast it until it rains heavily,  
then exit training and try to move  
-Side Scene: Baramus  
\*Shelly recruited!  
-Side Battle: Griate (Only if you said "Sorry..." in Chapter2)  
\*Injure Zapan, then pick "Fine!"  
\*Zapan recruited!  
-Warren Report: "Freak Explosion"  
-Side Battle: Brumor Plateau  
-Random Battle: Brumor Plateau  
\*Bring Jenounes into this battle and let it go long enough to hear  
two conversations: One prompted on Jenounes' turn, and the other  
on Denim's  
\*Injure Oxyones  
\*Oxyones recruited!

-Story Battle 7: Inside Banisha  
\*If you answered that you can fight Kachua, she'll leave, but if you said that you can't fight her, she'll stay in the battle; Don't kill her in that case

-Story Scene: Banisha  
\*Choose "I did, once". If Kachua was in the battle pick "I love you!", if she was not then pick "Come with me!"  
\*Kachua recruited!

-Warren Report: "Double Agent" (After Heigm is freed)

-Side Scene: Krizar

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Part 2: N e u t r a l  
.....

Chapter 1

-Story Battle 4: Tanmas Hill  
\*Save Canopus  
\*Canopus recruited!

-Story Battle 5: Krizar  
\*Save Presance  
\*Presance recruited!

-Story Battle 7: Rime  
\*Save Sisteena

Chapter 2

-Story Battle 6: Fort Kadoriga  
\*Save Byan

-Story Scene: Dock  
\*Agree to save Sisteena

-Story Battle 7: Griate  
\*Keep Sisteena alive

-Story scene: Fort Bodo  
\*Choose "Join us."  
\*Sisteena recruited!

Chapter 3

-Story Scene: Amorika Castle  
\*Mildain recruited!

-Story Battle 2:  
\*Save Seyle

-Side Scene: Krizar  
\*Wait until later if you want Haborym with better loyalty

-Side Battle: Fort Kadoriga  
\*Haborym recruited!, but with low loyalty

-Story Battle 4: Ashton  
\*Save Orias and Debordes  
\*Orias and Debordes recruited!

-Side Battle: Griate  
\*Haborym recruited, with normal loyalty

Chapter 4

-Warren Report: "Deneb's Store"  
\*Go and shop in a city where her store is. Rime on the 15th/16th, and Fiduc on the 17th/18th are easy to do. Buy 250 items, then ask her to join  
\*Deneb recruited!

-Story Scene: Brigantes Castle  
\*Olivia recruited!

-Story Battle 3: Banhamba  
\*Injure Shelly so that she escapes

-Story Scene: Banhamba  
 \*Answer either way, but keep in mind which you choose. Saying that you can't might make things harder.

-Story Scene: Fiduc Castle  
 \*WARNING the window for getting the next two characters is limited, so get them now.

-Training: Baramus  
 \*Equip Storm on a Witch/Warlock and cast it until it rains heavily, then exit training and try to move

-Side Scene: Baramus  
 \*Shelly recruited!

-Warren Report: "Pirates in the Fort"

-Side Battle: Fort Kadoriga  
 \*Choose "Help us!" to avoid the battle  
 \*Selye recruited!

-Story Battle 7: Inside Banisha  
 \*If you answered that you can fight Kachua, she'll leave, but if you said that you can't fight her, she'll stay in the battle; Don't kill her in that case

-Story Scene: Banisha  
 \*Choose "I did, once". If Kachua was in the battle pick "I love you!", if she was not then pick "Come with me!"  
 \*Kachua recruited!

-Warren Report: "Double Agent" (After Heigm is freed)

-Side Scene: Krizar

Part 3: C h a o t i c  
 .....

Chapter 1

-Story Battle 4: Tanmas Hill  
 \*Save Canopus  
 \*Canopus recruited!

-Story Battle 5: Krizar  
 \*Save Presance  
 \*Presance recruited!

-Story Battle 7: Rime  
 \*Save Sisteena

Chapter 2

-Story Battle 1: Ashton  
 \*Injure Aloser

-Story Battle 4: Tanmas Hill  
 \*Save Aloser  
 \*Aloser recruited!

-Story Battle 6: Fort Kadoriga  
 \*Save Byan

-Story Scene: Dock  
 \*Agree to save Sisteena

-Side Battle: Damsa  
 \*Keep Forcas and Byan alive

-Story Battle 7: Griate  
 \*Keep Forcas, Byan, and Sisteena alive

-Story scene: Fort Bodo  
 \*Choose "Join us."  
 \*Sisteena recruited!  
 \*Forcas recruited!  
 \*Byan recruited!

Chapter 3

-Story Battle 8: Vahanna  
\*Save Haborym  
\*Haborym recruited!  
-Story scene: Amorika Castle  
\*Mildain recruited!  
\*Guildus recruited!  
-Side Battle: Fort Bodo  
\*Selye recruited!

Chapter 4

-Warren Report: "Deneb's Store"  
\*Go and shop in a city where her store is. Rime on the 15th/16th, and  
Fiduc on the 17th/18th are easy to do. Buy 250 items, then ask her to  
join  
\*Deneb recruited!  
-Story Scene: Brigantes Castle  
\*Olivia recruited!  
-Story Battle 3: Banhamba  
\*Injure Shelly so that she escapes  
-Story Scene: Banhamba  
\*Answer either way, but keep in mind which you choose. Saying that you  
can't might make things harder.  
-Story Scene: Fiduc Castle  
\*WARNING the window for getting the next character is limited, so  
get them now.  
-Training: Baramus  
\*Equip Storm on a Witch/Warlock and cast it until it rains heavily,  
then exit training and try to move  
-Side Scene: Baramus  
\*Shelly recruited!  
-Story Battle 7: Inside Banisha  
\*If you answered that you can fight Kachua, she'll leave, but if you  
said that you can't fight her, she'll stay in the battle; Don't kill  
her in that case  
-Story Scene: Banisha  
\*Choose "I did, once". If Kachua was in the battle pick "I love  
you!", if she was not then pick "Come with me!"  
\*Kachua recruited!  
-Warren Report: "Double Agent" (After Heigm is freed)  
-Side Scene: Krizar

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Section 4: The "Bad" ending  
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Part 1: Comments from the peanut gallery  
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This whole ending comes about if Kachua dies either in combat or by  
committing suicide. The first part is a bunch of nobles scheming while  
Moruba gazes out a window.

(Blackout)  
Text: Under the name of our glorious father Filaha...We anoint  
Denim Mown as the king of Valeria...And here we give you the name  
of Valeria...

(War room, Heigm)  
Noble Dietman: Then...You can have a peace treaty with the Walsta  
Liberation Front?

Executive Knight: Yes, in a month the representatives will have a meeting.

Magician Chief: What is the condition?

Executive Knight: To free six captives and give us the right of vote.

Noble Dietman: That is ridiculous! That will give the guerrillas more power!

Executive Knight: I know. The rest of it has to be handled by the king. But even the king...

Executive of order: Stop arguing now. This is not the appropriate time. In an hour, there will be a crowning ceremony. We should talk about this afterwards.

(A soldier enters)

Soldier: Allow me to interrupt. It is time to go to the hall.

Noble Dietman: We will be there.

Soldier: Sir Moruba? Do you know where Sir Denim is at? The servants have been looking for him for hours...

Noble Dietman: He might be at the usual place. Tell them to wait for a while.

Soldier: Yes, sir.

(The soldier leaves)

Executive Knight: The King is the problem...

Moruba: I shall call him. You guys go ahead...

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Part 2: F o r i n e r s i s t e r s k n o w s o m e t h i n g  
.....

If you have Sisteena and Selye they will report to Moruba that a noble was killed and that Denim could be the next target. If you are missing either sister this scene won't happen.

(Courtyard of Heigm)

Selye: Father!

Moruba: What is it you two?

Sisteena: At Yomlahaba...

Selye: Viscount Grauda, a supervisor of Amorika, is assassinated in Yomlahaba!

Moruba: What!?

Sisteena: He was suppose to be in the capital yesterday. I dispatched the shadow and he found a carrage in the bottom of Yomlahaba valley... With the body of the Viscount.

Moruba: What a disaster...Any suspects?

Selye: So far, none of the organizations have claimed anything. But according to the shadow, the pattern of killings resembles to the method of the "Barnam Tiger" group.

Moruba: Those extremists! Who else knows about this?

Sisteena: Only Selye and I.

Moruba: Do not leak a word until the crowing ceremony is done.

Selye: Not even to Denim?

Moruba: I will take care of it. Go to the hall. Don't let anybody know. There are people who is against Denim becoming King. And Selye, double the number of guards. Check the guests thoroughly!

Selye: Let's go Sisteena!

(The two sisters run off)

Moruba:...

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Part 3: D e n i m m o u r n s  
.....

This scene mainly just shows a bunch of flashbacks about Kachua and Plancy. You can change this part slightly depending on what route you



took.

(South Heigm)

Denim: Kachua...

(Flashback to Chapter 1, Griate)

Kachua:...You never listen to me, do you...I know what you're thinking. But I just don't want to lose you. You're the only family I have left...It's just that...You're my only brother. I don't want you to die...I-I'm sorry. I know that I can't stop you. But promise me one thing, don't leave me...

-Lawful path:

(Flashback to Chapter 3, Amorika)

Denim: Leave you, Kachua? I will always be at your side!

Kachua: Everything that I have ever known is a lie! You chose the war over me! You abandoned me for the sake of your ideals. Just forget that I ever existed.

Denim: Kachua...

Kachua: You're the only family I have left!

(She runs back inside)

Denim: Kachua!

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-Chaotic path:

(Flashback to Chapter 3, Coritani)

Denim: Leave you, Kachua? I will always be at your side!

Kachua: Everything that I have ever known is a lie! You chose the war over me! You abandoned me for the sake of your ideals. Just forget that I ever existed.

Denim: Kachua...

Kachua: You're the only family I have left!

(She runs outside)

Denim: Kachua!

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-Neutral path:

(Flashback to Chapter 3, Amorika)

Denim: Leave you, Kachua? I will always be at your side!

Kachua: You're lying! You're going to leave me someday! Just like Vice! You'll probably forget that I ever existed...

Denim: Kachua...

Kachua: You're the only family I have left!

(She runs outside)

Denim: Kachua!

(South Heigm)

Denim: Kachua...Was I wrong?

Moruba: Are you thinking about Kachua again?

(Moruba shows himself)

Moruba: The crowning ceremony is about to begin. Every one is waiting for you.

Denim: Moruba, I cannot...

Moruba: This is not a time to talk about this. You have to act like a king.

Denim: But...

Moruba: You have to be the king to avoid the war. You are the only one that can do this. And you know it. Let's go.

(He leaves)

Denim: Father...

(Flashback to Chapter 4, Bringantes)

Plancy: Denim! Save Kachua...! Go, my son! You are the only one that can save Kachua and Valeria!

Denim: Father!!

Plancy: You are going to be the foundation of justice. Throw away your selfish desires. Take a good look around you and make the right decisions...You will be the leader for the generation to come...That's it...This is your mission...Do not forget...

Denim: Father! Hang in there!!

Plancy:...Denim...Forgive me...I...

Denim: Father!!!

As it snows different parts of Valeria will be shown including Amorika, Eden, and the shack where Clarie watches over Lans.

(Blackout)

Text: And the war in Valeria was later called...The war of Heigm...

////////////////////////////////////  
Part 3: A s s a s s i n a t i o n  
.....

If you fail to unite the people of Valeria(Look below) then after the staff credits a gunman will enter and kill(Or maybe just injure) Denim while he is being inaugurated. To Denim's left stand Olivia(Or Deneb), Shelly, Selye, and Sisteena. If you are missing them they will be replaced by a generic Witch, Siren, Archer, and Valkyrie. If you have Vice he will also be there.

(Throne room, Heigm)

Denim: The war is over. But there are a lot of problems to be solved. People in poverty, orphans, people lost their homes, and people with hatred...I want to ask you to not hold a grudge. I want to ask you to leave the past behind. For our future and for our children, we have to repent and redeem our deeds. And we can do that! For the new world, all people will become one nation of Valeria. And let us create the peaceful future!

Terrorist: Kill Denim Mown! Glory to Walsta!

(A knight rushes in and shoots a RimFire at Denim...)

THE END

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Part 4: B a c k a t Z e n o b i a  
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Known to many as the "Gilbert ending". If you unite the people of Valeria then instead of Denim being shot Gilbert will report to Tristan that Lodis is getting ready to attack Valeria.

To actually unite the people of Valeria you need to raise Denim's reputation with the 3 races(Bacrumeese, Gargastan, Walstania) to the max. You can check this by hiring new recruits and clicking on their name, if the text is at the highest level then that race likes you. Check "7. Politics Ogre" for more info on this subject.

(Tristan's room, Zenobia)

Tristan: What, Lodis began to move!?

Gilbert: I just got the message, your highness. 200,000 soldiers are heading toward the country.

Tristan:...What a disaster...They just got their peace back and now another disaster is coming. King Denim has no luck...

THE END

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Section 5: T h e " G o o d " e n d i n g  
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////////////////////  
Part 1: T h e t h r o n e r o o m  
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Kachua will give a speech as she is crowned Queen. To Kachua's left stand Deneb, Shelly, Selye, and Sisteena. If you are missing them they will be replaced by a generic Witch, Siren, Archer, and Valkyrie.

(Blackout)

Text: Under the name of our glourious father Filaha...We anoint Bersalia Overis as the queen of Valeria...And here we give you the name of Valeria...

(Throne room, Heigm)

Bersalia: I'm not saying forget about the past. We have to think what to tell our children why this war happend and what we gained and lost from the war.

(Blackout)

Text: Kachua...You have a mission to accomplish. It is your responsability.

(Flashback to Chapter 1, Griate)

Kachua:...You never listen to me, do you...I know what you're thinking. But I just don't want to lose you. You're the only family I have left...It's just that...You're my only brother. I don't want you to die...I-I'm sorry. I know that I can't stop you. But promise me one thing, don't leave me...

(Flashback to Chapter 4, Banisha)

Denim: Come with me, Kachua! I'm not about to give up my only sister!  
Kachua:...  
Denim: I'm sorry, Kachua. I will never abandon you again.

(Throne room)

Bersalia: But we should not carry any ill feelings. We have to leave the past behind. For our children, our future, we have to repent our past and change. We are capable of that. Let's live as residents of Valeria. Let's live as one people for the future of this island. Glory to Valeria!

(Blackout)

Text: Thank you Denim.

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If you have Vice he will get his own scene in which he cuts Kachua's crowning to think about Denim.

(War room, Heigm)

Vice: Denim. So you're gone...

(Flashback to Chapter 2, Rime)

Vice: I never thought Bacrum would begin the invasion so soon. I guess this is the end of the Duke's life. What can a corrupted Liberation Army do?

Denim: No, I will not allow it to end here like that. I will not allow

Bacrum to defeat us!

Vice: What do you mean? If you have any ideas, now is the time to show us. There isn't that much time left. Can you really unite the Liberation Army?

(Pause)

Denim: Next time we meet...We're enemies. Don't die, until then.

Vice: You too. See you around, Denim.

(Flashback to Chapter 3, Amorkia)

Vice:...There isn't much time left. Can you really unite the Liberation Army? You did what you thought was best at the time. You were just dumber than I was. Now that you have come to your senses, your mission is to fight to bring this war to an end. That is the only way you can redeem the souls of the people of Baramus.

Kachua: Vice, you're being too harsh!

Denim: It's alright, Kachua.

Vice: Well, I'll be going, Denim.

Denim:...Thanks, Vice.

Vice: Hey don't thank me yet. Remember, I still haven't forgiven you.

(War room)

Vice:...

(A Soldier enters)

Valeria Soldier: Sir Vice, everybody is waiting.

Vice: I will be right there.

(Blackout)

Text: I hope we can meet you again, Denim.

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Olivia also triggers her own scene in which she leaves Heigm to find Denim.

(Courtyard, Heigm)

Olivia: Father...

(South Heigm)

Olivia:...I can't. I can't leave you father...

Moruba: I understand how you feel, my dear. You have done alot for me and your other sisters. But your troubles are over...From now on, I will take care of things. You are free now, Olivia.

Olivia: Father...

Moruba: Don't worry about us anymore. We'll be fine. Follow him.

(Courtyard)

Olivia: Follow him...

(Blackout)

Text: Wait for me, Denim. I will be there...

////////////////////////////////////  
Part 2: The return of the Brunhild  
.....

Denim will be standing over Plancy's grave(Back in his stupider green and blue costume) talking about Kachua.

(Plancy's grave, Griate)

Denim: Father...I saved Kachua like I promised you.

(Flashback to Chapter 4, Bringantes)

Plancy: Denim! Save Kachua...! Go, my son! You are the only one that

can save Kachua and Valeria!

Denim: Father!!

Plancy: Your are going to be the foundation of justice. Throw away your selfish desires. Take a good look around you and make the right decisions...You will be the leader for the generation to come...That's it...This is your mission...Do not forget...

Denim: Father! Hang in there!!

Plancy:...Denim...Forgive me...I...

Denim: Father!!!

(Grave)

Denim:...I will leave the rest of the work to Kachua...She is fine now. She can keep going without me...I bet Kachua is about to be crowned in Heigm. She has become the queen of Valeria.

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If you have one of the Zenobians(Canopus, Mildain, Guildus) a scene will start in which Denim will see them off. Canopus does most of the talking, unless he is dead then Mildain takes over, then Guildus. The dialog changes depending on which on them you have but most of the time ends up in a joke(Some times funny, other times just dumb)that leaves Denim, Mildain and Guildus laughing while Canopus is a bit pissed.

-If all three are saved:

Denim: Canopus went home...with the Brunhild.

(A dock)

Canopus: Thank you Denim, for everything.

Denim: Thank you, without your help, we would have not accomplished this.

Canopus: Ha, ha, ha. Thanks, kid. If Lans and Warren were with us, they would be happy too.

Denim:.....

Mildain: Canopus, we don't know for sure yet. Don't worry Denim...You don't have to feel responsible for what happend to them. It was our choice to come here.

Guildus: Yeah, it was our decision to fight with you.

Canopus: That's right. If Lans and Warren were here, they would be saying the same thing. Okay, let's get going!

Mildain: Good-bye, Denim. I will be looking forward to see you again.

Guildus: So long, kiddo! Give the queen our regards!

Denim: C-Canopus! Sir Lans is...!

Canopus: It's okay, Denim. It's okay...Hey come and visit Zenobia when things settle down. We'll be waiting for you. It's the land where Lans was born. I want you to see Zenobia with your own eyes. Promise me.

Denim: Canopus...

Canopus: What's with that sad look! That's not how a man should look!

Smile Denim. Smile.

Guildus: Ha, ha, ha. I heard that before.

Canopus: Shut up. You're the one who nearly got killed by Martym!

Guildus: What, you red-haired duck! I'm gonna roast you!

Canopus: DUCK!? Watch your mouth, you hairy ape!

Denim: Ha, ha, ha.

~~~

-Canopus and Mildain:

The same as above scene, minus Guildus' lines, plus:

Canopus: What's with that sad look! That's not how a man should look!

Smile Denim. Smile.

Denim: Yes.

Canopus: There you go, kid! Well, Denim. Take care...

~~~

-Canopus and Guildus:

Same as first scene, minus Mildain's lines, plus:

Denim:.....

Guildus: We don't know if they're dead for sure. They wouldn't die that easily! You don't have to feel responsible. This was our mission. And even if they are dead they would have no regrets.

Canopus: That's right. If Lans and Warren were here, they would be saying the same thing. Okay, let's get going!

~~~

-Mildain and Guildus:

Denim: Sir Mildain went back home...with the Brunhild.

(A dock)

Mildain: Thank you for everything Denim.

Denim: Thank you, without your help I would never have made it this far.

Guildus: Ha, ha, ha. Thanks a lot, kid. That will make Lans and Warren happy.

Denim:.....

Mildain: We're still not sure if they died, Guildus.

Guildus: You're right...They must be alive somewhere.

Mildain: Don't worry Denim...You don't have to feel responsible for what happened to them. It was our choice to come here.

Guildus: Yeah, it was our decision to fight with you.

Mildain: Good-bye, Denim. I will be looking forward to see you again.

Guildus: So long, kiddo! Give the queen our regards!

Denim: Sir Mildain! Sir Lans is...!

Mildain: It's okay, Denim. It's okay. Come visit Zenobia when things settle down. Our king will be glad to meet you. Please, promise me that.

Guildus: Or else, we'll spank you! Ha, ha, ha!

Denim: Sure! I will!

Guildus: That's how the Hero of Goriath should be! Ha, ha, ha!

Denim: Ha, ha, ha.

~~~

-Canopus only:

Same as with Canopus and Mildain, minus Mildain's lines, plus:

Denim:.....

Canopus: You're right. Sorry about that, kid. It's Lans and Warren. They must be alive somewhere. Okay, let's get going!

Denim: C-Canopus! Sir Lans is...!

~~~

-Mildain only:

Same as Mildain and Guildus, minus Guildus' lines, plus:

Denim: Thank you, without your help I would never have made it this far.

Mildain: No, you made this happen. We just gave you a little support, but you achieved the peace. You should have more confidence.

Denim: Thank you.

Mildain: Good-bye, Denim. I will be looking forward to see you again.

~~~

-Guildus only:

Denim: Sir Guildus went back home...with the Brunhild.

(A dock)

Guildus: Thanks a lot Denim.

Denim: Thank you. Without your help, we would never have achieved victory.

Guildus: Ha, ha, ha. Thanks a lot, kid. That will make Lans and Warren happy.

Denim:.....

Guildus: Sorry, kid...I didn't mean that. Ignore what I said. They must be alive somewhere. I guess it's time to go!

Denim: Sir Guildus! Sir Lans is...!

Guildus: It's okay Denim. It's okay...Come visit Zenobia someday when things settle down. You should see the outside world for the future of Valeria and your sister too! Promise! Don't forget!

Denim: Sir Guildus...

Guildus: Or else, we'll spank you! Ha, ha, ha!

Denim: Sure! I will!

Guildus: That's how the Hero of Goriata should be! Ha, ha, ha!

Denim: Ha, ha, ha.

(Grave)

Denim: Not only Kachua. Everyone is moving on there own path, Father. There are some comrades who have left Heigm...

////////////////////////////////////
Part 3: C o m r a d e s
.....

This is the part of the ending that actually changes the most. After Denim finishes talking about the Brunhild he will talk about some of his comrades who left Heigm. You will need all of the required people in normal state(No Lich, Angel knight, Snapshot, Undead, or Retissue)in order for the scene to occur. Despite whatever class you made them they will revert back to their starting class. Only one scene will be played even if you have all the necessary people.

The first set of people all have the same priority but seeing as you can't get them all in one route it doesn't really matter. In C route Forcas and Byan tell you that they are going to help people along with Aloser, if you are missing even one of them(Such as in N route)then this scene won't happen.

(Front gate of Heigm)

Denim:...Are you sure you're leaving? The crowning ceremony is next week.

Byan: I regret I cannot attend the ceremony for my body needs to rest. And if I stay in Heigm, people will keep asking if I am going to teach in Academy. Too noisy. I would rather stay in the country side. I will go to this girl's village and open a school with Forcas.

Aloser: I'm sorry, Denim. I know I should stay in Heigm and work to build up a new order, but I want to go back home. Now that the war is over, I suddenly have a longing to go back home. So for now, I will go back with Byan and Forcas and think for awhile...Figure out what to do next.

Forcas: You have helped me a lot. Thank you very much. And forgive me for not joining the knights order. I thought it through and this is my decision. Although the war is over, a lot of people still hold a grudge about the past. Their trauma is not yet healed. That is why I wanted to heal those hearts by talking and not by using a sword.

Byan: Give Kachua our regards.

Denim: Take care of yourselves.

Aloser: When things settle down, I will write to you.

Forcas: I'm looking forward to see you again.

~~~

In L route Oxyones finally forgives Jenounes then gives Denim a kiss, the Dragoon tries to redeem his sins.

(Front gate of Heigm)

Denim:...I heard you're going back to Coritani.

Jenounes: Yes, I am going back with her.

Oxyones: I heard that the remaining remaining soldiers of the Cardinal are residing in Coritani.

Jenounes: I want to work with people rather than staying here.

Oxyones: This is my fault! I involved Jenounes to this...I am sorry Denim. I wanted to stay in Heigm but...

Denim: Don't worry Oxyones. We are not the only ones that can establish Valeria. All people in the countryside also need to cooperate. We all have to be one and create peace together. Your plan is right. Please pursue it with confidence.

Oxyones: Thank you Denim.

(She gives Denim a kiss then leaves)

Jenounes: I will go to her village.

Denim: Oxyones Village...

Jenounes: Not that I can do anything about the past, but at least I want to send flowers to them. She forgave me, but my deed will never disappear

Denim:.....

Jenounes: So long. Call me whenever you need me. I'll be back whenever you need me.

Denim: Take care, Jenounes.

~~~

In N route Debordes is starting to regain his memory. Him and Orias are leaving for home.

(Rear of Heigm)

Orias:...I am thinking of going back to Bringantes with my brother. If we stay in Heigm, it will be hard on my brother. He can not stay in a big city with his condition.

Denim: You have a place to stay there?

Orias: There is a church where I used to study in a tiny village near Ashton. If the village was not attacked, there should be a preist that was my teacher. Then my brother can stay there without any disturbance.

Denim: Forgive me. I put you into a lot of trouble.

Orias: You don't need to apologize. It's not your fault, Denim.

Besides, it seems that my brother is gaining back his memory little by little.

Denim: Really!?

Orias: He's been talking bits and peices of his memory...But these days he seems to be gaining his will back and trying to express it...Right, Debordes?

Debordes: Thank, you, Denim...I, will, never, forget, you. I, am, looking, forward, to, see, you, again.

Denim: Take care, Debordes.

(The two shake hands)

Orias: Good-bye, Denim.

Denim: Good-bye, Orias.

~~~

I'm not quite sure of Haborym's priority. In one of my saves he will always be in the ending(Unless I kick him out), but in another he will only show up if I dismiss other characters. To see his part in the ending you have to see his optional scene. After you take over Heigm read the Warren report about "Double agent?". Go to Krizar and Haborym will tell you why he is really in Valeria. In the ending he will tell Denim that he will continue to hunt down his brother.

(South Heigm)

Denim:...You're going back to Lodis?

Haborym: Tartare and Belzpho fled. I must go after them until I get



them.

Denim: But it is too dangerous to go to Lodis alone...

Haborym: I will be fine. I was there before. The situation might be more dangerous than ever before, but I will not do anything stupid. Besides...

Denim: Yes?

Haborym: You taught me the joy of accomplishment.

Denim: Joy of accomplishment?

Haborym: I used to have a dream just like you...Then things changed. My entrie purpose was to avenge. That was my sole pupose to live...

Denim:.....

Haborym: The time I spend with you was the most valuable and fulfilling moment I ever had. When I accoplished the mission with you...Somehow the evil grudge has disappeared...I would never forget the joy I felt. And I want to have that kind of feeling again. No, I can't die. I will not do anything stupid to waste my life. That is why I am making a promise. I will meet you again.

Denim: I pray for your success.

Haborym: Take care of yourself, young man.

~~~

Zapan is a bit lower in priority and will only come up if you don't have both Oxyones and Jenounes. He says he wants to find more young people like Denim which Denim thinks is a little weird coming from Zapan. Zapan gives Denim a bear hug before heading off.

(South Heigm)

Denim: You're leaving?

Zapan: Yea, I got a lot of money. And peace has arrived in the capital. We bounty hunters have no place to earn money anymore. I am thinking of going to the continent. I will not be back here anymore.

Denim: You even turned down the chief posistion of the Heigm patrol unit. Moruba was very disappointed. I thought it was good for you. And you got your money. Why don't you settle down?

Zapan: Hey! Are you giving me advice, kid? You need to live another 100,000 years to do that. Actually I know what you mean...I should settle down...I know I can't live like this forever, but...

Denim: What?

Zapan: When I see you young ones...I just think...There's still hope for the world. So I kind of want to meet with other kids like you and help them use their hidden talent.

Denim: Wow.

Zapan: What, did I say something wrong?

Denim: No, I just never expected you to say such things.

(Zapan grabs him by the collar)

Zapan: What!? You young whipper-snapper!

Denim: Hey, it's just a joke, it's a joke!

(Zapan puts Denim down and hugs him)

Zapan: So long kid!

Denim: Take care of yourself!

~~~

And last is Presence. If you some how couldn't save anyone or got slaughtered a few too many times this is the last guy that will show up. Presence tells you that vengeance is done and that he will return to his life of helping orphans.

(Courtyard of Heigm)

Denim: So, you're going back to Amorika with these children...

Presence: These orphans are Walstanian. Although we achieved peace, people still discriminate against minorities. I'm alittle concerned about leaving them in Heigm.

Denim: We have to build a world where people do not have to worry about those issues.

Persence: Don't be in haste. You've done your job. You have done enough. It takes time to change people's mind. This is the will of the Gods.

Denim: You think the Gods did this?

Persence: I don't expect miracles, though. The true revolution accours from our everyday act. When people do not treat themselves right, there will be no miracles. Look at these children. They lost their parents, but they have not lost their future. A future of hope. And you are the one who gave that future to them. Do not worry. The seed you plant today will blossom and bear abundant fruit. Let us believe that day will come soon.

Denim: Yes sir.

////////////////////  
Part 4: C o u p D e G r a c e  
.....

The next scene can't be changed but I thought I'd include it anyway just for completion.

(Grave)

Denim: Father...I will be leaving now. Before, Lodi's attack us again, I want to do one thing...I want to see the country Sir Lans protected. The country where Sir Lans came from...

(Flashback to Chapter 1, Griate)

Lans:...Who are you?

Vice: We are warriors of the Walstania Liberation Army! We will avenge our people's suffering!

Lans: Avenge?

Canopus: What a polite way to welcome people...Look at them, they're just kids!

Lans: Wait. Are you sure you're talking to the right person?

Vice: If your name is Lans, then you're our enemy!

Lans: Indeed, my name is Lans. How did you know?

(Flashback to Chapter 1, Rime)

Lans:...Four or five years ago. Before the war against the kingdom. We were chased by the kingdom's men and during our journey, my wife got sick and died...I can't remember how many times I considered killing myself. Especially before the battle. Then I listen to the music box that my wife left me. It reminds me how precious life is. It tells me, I have to live. I have to carry on...

Denim: ...To live.

Lans: I hope the day will come when a young lad like yourself does not have to fight...

(Grave)

Denim: I will be back, father. Don't worry...

As it starts to snow different parts of Valeria will be shown including Amorika, Eden, and the shack where Clarie watches over Lans.

(Blackout)

Text: After the war in Heigm...Until the Hittites invade the land of Valeria has been flourished...Has remained in the front line of history for thousands of years...As an independent country...

After the credits roll a scene will show what happend to the missing

Roslolians.

(A snowy dock)

Ship crew: A ship bound to Lodis is leaving!

(Balzephon and Volac move forwards, followed by Lans Tartare)

THE END

=====  
Section 6: Ending changing characters  
-----

If you haven't noted by now the whole ending of Tactics Ogre is based on what characters Denim has in his party at the end of the game. This section covers the aspects of as well as how to gain the ending changing characters regardless if their role is paramount or just repugnant.

////////////////////////////////////  
Part 1: Denim Mown  
.....

Race: Bacrumese  
Element: Varies  
Alignment: Neutral (Changes through the course of the game, though)  
Starting class: Soldier  
Special class: Lord  
Special class' favored weapon: Sword  
Omit quote: "Are you going to get rid of me? I'm your buddy."  
Joins: Chapter 1  
Contributes: Blue Necklace, Leather Armor, Short Sword, Cure

Denim is the hero of our story and that of course means that he needs to be kept alive in order to beat the game. His alignment will change with two (or one) answers to Leonard's questions during the end of chapters 1 and 2, which will in turn allow which classes he can change to. To turn Denim into the very powerful Lord class Kachua/Bersalia must die in anyway before returning to Fiduc from Banisha in Chapter 4.

-Recap of effect on the ending-  
Bad ending: You need him to beat the game  
Good ending: You need him to beat the game

////////////////////////////////////  
Part 2: Bersalia Overis  
.....

Race: Bacrumese  
Element: Varies  
Alignment: Lawful  
Starting class: High Priestess  
Special class: Princess  
Special class' favored weapon: Staff  
Loyalty: Highest (You can't even kick her out of your party)  
Omit quote: "I can't run away. I have a responsibility."  
Death quote: "Denim, I'm so sorry. I was so selfish...But I love you..."  
Joins: Chapter 4 all  
Contributes: Red Necklace, Balder Dagger, Holy Cap, Balder Robe, LightBow, Vitalize, Heal+

Denim's adopted sister also known as Kachua. She will fight on Lans'

side at Banisha in chapter 4 depending on how you answered Moruba's question at Banhamuba. If you said you couldn't fight her she will show up, if you said you could then she won't. If you didn't kill her or if she wasn't in the battle Denim will have a talk with her in which you need to tell her you abandoned her once, then if she was in the battle tell her you love her, or if she wasn't there tell her to come with you. If you tell her what she wants to hear then she will join your party as the god like Princess class, other wise she will kill herself. However if she dies you can turn Denim into his Lord class and also get the Shotgun. You can't dismiss her once she joins.

-Recap of effect on the ending-

Bad ending: She needs to be dead to see the bad ending

Good ending: She need to be alive to see the good ending

////////////////////////////////////  
Part 3: V i c e B o z e g  
.....

Race: Walstanian

Element: Varies

Alignment: Neutral

Starting class: Soldier

Special class: Warrior

Special class' favored weapon: Sword

Loyalty: High

Omit quote: "You still got a grudge against me?"

Death quote: "Kachua...I have always loved you..."

Joins: Chapter 3 Lawful

Contributes: Balder Sword, Balder Shield, Balder Armor, Balder Helmet

~~~

Vice does the opposite of whatever Denim does. If Denim becomes Ronway's dog then Vice will be go by his own ideals, however if Denim is the one to take the rebellious path then Vice will take his place as the puppet. In the 3rd chapter of the Law route Vice will join the party in his Warrior class when you find Mildain, Guildus and Warren. In the other games he will die either by public execution or at the hands of Ronway's bodyguards.

-Recap of effect on the ending-

Bad ending: Stands opposite of Moruba during Denim's crowning

Good ending: Has his very own scene at Heigm

////////////////////////////////////
Part 4: C a n o p u s W o l f f
.....

Race: Zenobian

Element: Wind

Alignment: Lawful

Starting class: Eagle Man

Loyalty: High

Omit quote: "Really? This is a joke, isn't it? Are you serious?"

Death quote: "Thanks Denim, it's been fun..."

Joins: Chapter 1

Contributes: Spear, Battle Boots, Leather Armor, Cure

~~~

The wind rider from the first game is back for more! Canopus will join your party when you first enter Tanmas, filling in the gap as your 10th place person. Eagle man is very similar to Hawk man but seems to have higher stats. This class also learns the special skills Wind shot at level 10 and Tornado at level 20 which both cost Canopus' level in HP.

-Recap of effect on the ending-

Bad ending: None

Good ending: Returns to Zenobia with the Brunhild

////////////////////  
Part 5: Mildain Walhone  
.....

Race: Zenobian

Element: Varies

Alignment: Lawful

Starting class: White knight

Special class' favored weapon: Sword

Loyalty: Highest

Omit quote: "I see...I am very sad to hear that...I guess this is good  
bye..."

Death quote: "Keep on moving Denim...You are so close."

Joins: Chapter 3 All

Contributes: Desert Sword, Balder Shield, Balder Armor, Balder Helmet  
~~~

During chapter 3 Mildain is waiting in Amorika with Warren and
Guildus(Or not) and will join you once you get there. However when you
actually get there depends on which route of the game you took, in N it
is very early but in C and L it is more towards the end. White knight
is simply a beefed up Knight which can come in quite handy.

-Recap of effect on the ending-

Bad ending: None

Good ending: Returns to Zenobia with the Brunhild

////////////////////
Part 6: Guildus Winzalf Burn
.....

Race: Zenobian

Element: Varies

Alignment: Lawful

Starting class: White knight

Special class' favored weapon: Sword

Loyalty: Highest

Omit quote: "No way! You don't deserve a great warrior like me!"

Death quote: "Kill the Rosloliens...You can do it..."

Joins: Chapter 3 Lawful and Chaotic

Contributes: Isbleberg Two-handed Sword, Balder Helemt, Balder Armor,
Magic Ring
~~~

In the Law and Chaotic routes of Chapter 3 Guildus will be with Mildain  
in Amorika. In chapter 3 N he will be experimented on by the  
necromancer Nybbas and you will be forced to kill him. Although he  
won't join you in that route you still get his Isleberg sword. Guildus  
is stronger than Mildain, but also slower and less resistant to magic.

-Recap of effect on the ending-

Bad ending: None

Good ending: Returns to Zenobia with the Brunhild

////////////////////  
Part 7: Donald Presence  
.....

Race: Walstorian

Element: Earth

Alignment: Lawful

Starting class: Exorcist

Loyalty: High

Omit quote: "I have already given my soul to. I will do whatever you say. Are you sure about this?"

Death quote: "I have taken my revenge...I can finally rest in peace."

Joins: Chapter 1

Contributes: Cedar Staff, Magic Ring, Battle Boots, Magi, Exorcism, Heal  
~~~

Presence is running around outside Krizar fighting Nybbas' undead. If he lives through the battle then he will join you, other wise you get a cleric(Who doesn't change the ending)in his place.

-Recap of effect on the ending-

Bad ending: None

Good ending: If you are missing anyother combination of 'comrades'

Denim will see him off

////////////////////////////////////
Part 8: S i s t e e n a F o r i n e r
.....

Race: Bacrumese

Element: Wind

Alignment: Neutral

Starting class: Amazon

Special class: Wind Shaman

Special class' favored weapon: Staff

Loyalty: Above average

Omit quote: "What is this? You are becoming like the Cardinal!"

Death quote: "Only you can bring peace...To Valeria..."

Joins: Chapter 2 Chaotic

Contributes: Slender Spear, Battle Boots, Chain Armor, Leather Hat
~~~

During the first chapter she will be running around Rime and you will have to save her, but even if you do she will run off. Later in chapter 2 C Byan will suggest that you save her, if you agree you will fight in an optional battle. Once you reach Bodo Sisteena will ask to join your forces along with Forcas and Byan, if you say yes they all join, if you say no one of them do. In chapter 4 after the battles at Banisha talk with Moruba at Coritani and ask him about forbidden magic and he will turn Sisteena into a Shaman that can use Pray-H when you go back to Banhamuba. Once she is a Shaman take her to Damsa to gain the Forbidden magic Air cry.

-Recap of effect on the ending-

Bad ending: If you failed to unit Valeria and have Selye she reports to Moruba about Viscount Grauda. Replaces a Valkyrie at Denim's crowning

Good ending: Replaces a Valkyrie a Kachua's crowning

////////////////////////////////////  
Part 9: S e l y e F o r i n e r  
.....

Race: Bacrumese

Element: Fire

Alignment: Neutral

Starting class: Valkyrie

Special class: Fire Shaman

Special class' favored weapon: Staff

Loyalty: High

Omit quote: "What a wonderful idea...I guess my brain is too small to

understand you."

Death quote: "Denim, I leave the rest to you..."

Joins: Chapter 3 Chaotic and chapter 4 Neutral

Contributes: Balder Spear, Balder Armor, Balder Helmet, Mind Ring, FireBurn(Chaotic); Volcano Spear, Balder Helmet, Balder Armor, Blessing(Neutral)

~~~

In chapter 3 C head to fort Bodo to drive out the Dark Knight Oz. Once he runs back to Fiduc, Selye will ask to join your group. In chapter 3 N Selye will be under Oz's Charm spell and is right in the middle of about 4 temple knights as well as Oz. Even if you kill Oz and save her this time she runs off. After you plan to attack Banisha at Fiduc in chapter 4 go to Krizar and read "Pirates in the fort" from the Warren report and then head to Kadoriga for Selye to join you. Like with Sisteena you can go back to Banhamuba to turn her into a Shaman that knows Pray-Z. Go to Bodo to gain the Forbidden magic Nova+. In the L route there is a somewhat secret scene you can watch in the Warren report that hints that Selye was raped and murdered by the Dark knights.

-Recap of effect on the ending-

Bad ending: If you failed to unit Valeria and have Sisteena she reports to Moruba about Viscount Grauda. Replaces an Archer at Denim's crowning

Good ending: Replaces an Archer at Kachua's crowning

////////////////////////////////////
Part 10: S h e l l e y F o r i n e r
.....

Race: Bacrumese

Element: Earth

Alignment: Lawful

Starting class: Siren

Special class: Earth Shaman

Special class' favored weapon: Staff

Loyalty: High

Omit quote: "Aren't you being selfish? After all you are a mere terrorist...I expected as much."

Death quote: "Sorry Denim...I was so difficult...But I am thankful to you..."

Joins: Chapter 4 all

Contributes: Soil Robe, Mind Ring, Teleport

~~~

During chapter 4 Shelley will attack you at Banhamuba but if you knock her under 20 HP without killing her she will runaway. After returning to Fiduc but before going to Banisha head to Baramus, go into training, and cast Storm to make it rain hard(Cast it again if it only drizzles). If you have Olivia then she and Denim will find Shelley. Like her other sisters she can be turned into a Shaman this time learning Pray-B. Go with her to Gekko to gain the Forbidden spell Quake.

-Recap of effect on the ending-

Bad ending: Replaces a Siren at Denim's crowning

Good ending: Replaces a Siren at Kachua's crowning

////////////////////////////////////  
Part 11: O l i v i a F o r i n e r  
.....

Race: Bacrumese

Element: Water

Alignment: Lawful





.....  
Race: Walstorian  
Element: Wind  
Alignment: Chaotic  
Starting class: Berzerker  
Loyalty: Average  
Omit quote: "That's not the way to do things! Are you insulting me!?"  
Death quote: "I made it this far...I have no regrets...Denim don't die..."  
Joins: Chapter 2 or 4 Lawful  
Contributes: Leather Armor(Chapter 2); Procs Axe, Balder Helmet, Balder Armor(Chapter 4)

~~~  
Zapan will be in the middle of the enemy forces at Kadoriga and it's your job to save him. If he lives then he will ask to join you. If you say yes then he joins but you won't be able to change his class until you return to Amorika. If you said no then he will leave and you can later fight him in chapter 4 if you go to Griate before heading to Banisha after making plans at Fiduc. This time you must get him under 20 HP and he will join, but he also has better equipment and more levels. During the C route he will show up to fight you and pretty much be an ass but will later be back stabbed by Vice.

-Recap of effect on the ending-
Bad ending: None
Good ending: If you don't have both Jenounes and Oxyones and you didn't see Haborym's scene then Denim will see him off

.....
Part 14: J e n o u n e s A p a t i z e r
.....

Race: Gargastan
Element: Fire
Alignment: Neutral
Starting class: Dragoon
Loyalty: Above average
Omit quote: "This is a bad joke. I will never forget this..."
Death quote: "I knew this day would come...I will be happy in heaven."
Joins: Chapter 3 Lawful
Contributes: Balder Sword, Balder Armor, Balder Shield, Balder Helmet

~~~  
After the battles at Bringantes during chapter 3 an old man will tell you that you are their enemy. If you disagree with him he will ask Jenounes to join your forces. Make sure to use him in Coritani later in the chapter.

-Recap of effect on the ending-  
Bad ending: None  
Good ending: If you also have Oxyones then Denim will see them off

.....  
Part 15: O x y o n e s L a v i n  
.....

Race: Gargastan  
Element: Water  
Alignment: Lawful  
Starting class: Dragon tamer  
Loyalty: High  
Omit quote: "I regret trusting you. Do whatever you want!"  
Death quote: "The world is not only for human beings...Remember

that..."

Joins: Chapter 4 Lawful

Contributes: Holy Crossbow, Cure++, Balder Armor, Dragos, AcidRain

~~~

Bring Jenounes to the battle at Coritani during chapter 3 and fight long enough to hear the conversation between him and the Terror knight, Guacharo. Once you save Moruba read "Freak explosion" from the Warren Report to learn about the Hell's Gate then start heading towards there. After the story battle at Brumor return there via random battle. If you bring Jenounes with you then you will fight Oxyones and her 4 Holy Dragons ClearSky, Typhoon, Shadow and Cloud. If you knock Oxyones under 20 HP then you will have the option of having her join along with any living dragons. If you didn't get Jenounes or if he died you can still fight Oxyones in random battles but she won't join your party.

-Recap of effect on the ending-

Bad ending: None

Good ending: If you also have Jenounes then Denim will see them off

//
Part 16: A l o s e r D a n y a
.....

Race: Walstanian

Element: Wind

Alignment: Neutral

Starting class: Archer

Loyalty: High

Omit quote: "I am no afraid of death. But I chose the wrong person to work for."

Death quote: "Leonard...I still love you..."

Joins: Chapter 2 Chaotic

Contributes: Short Bow, Battle Boots, Chain Armor

~~~

During the first battle of chapter 2 C Aloser will attack you with her gang. If you knock her under 20 HP without killing her then she will join as an NPC. If you do this then she will fight along side Denim at Tannas. If she lives this time she will join your team. At the end of the chapter if go the N route she will leave your party. In the L route she will team up with Vice in order to have vengeance but will be killed when the Dark knights attack Rime.

-Recap of effect on the ending-

Bad ending: None

Good ending: If you also have Forcas and Byan then Denim will see them off

////////////////////////////////////////////////////////////////  
Part 17: F o r c a s R h e n d e  
.....

Race: Bacrumese

Element: Fire

Alignment: Neutral

Starting class: Knight

Loyalty: High

Omit quote: "It was my mistake to believe you!"

Death quote: "Sisteena...Where are you...I have always loved..."

Joins: Chapter 2 Chaotic

Contributes: Short Sword, Tower Shield, Chain Armor, Battle Boots

~~~

When you reach Krizar in chapter 2 C Forcas will be locked away. After

the battle you will save him and he will ask you to go with him to save his allies. Regardless if you help them or not Forcas(Or Byan or Sisteena) will ask to join you when you get to Bodo.

-Recap of effect on the ending-

Bad ending: None

Good ending: If you also have Aloser and Byan then Denim will see them off

////////////////////////////////////
Part 18: B y a n O h w a n
.....

Race: Bacrumese

Element: Earth

Alignment: Neutral

Starting class: Wizard

Loyalty: Above average

Omit quote: "I understand. I'll just get in your way right?"

Death quote: "I am willing to become a stepping stone that leads to a better tommorow..."

Joins: Chapter 2 Chaotic

Contributes: Cedar Staff, Tower Shield, Balder Robe, Mind Ring, Acid, Meteor

~~~

After saving Forcas you will head to Kadoriga. Byan will be in the middle of the enemy forces and you have the somewhat hard job of trying to save his skin. If he lives then he will also ask for you to save Sisteena. If you help her as well Byan will join you at Bodo.

-Recap of effect on the ending-

Bad ending: None

Good ending: If you also have Aloser and Forcas then Denim will see them off

////////////////////////////////////  
Part 19: O r i a s O b d e r h o d e  
.....

Race: Gargastan

Element: Fire

Alignment: Lawful

Starting class: Priest

Loyalty: Above average

Omit quote: "You think I'm worth nothing. I'm not saying anything about this..."

Death quote: "I am so...tired...Let me...Rest...A little..."

Joins: Chapter 3 Neutral

Contributes: Balder Staff, Balder Robe, LightBow

~~~

Nybbas' estranged daughter. She will be in Ashton during chapter 3 N and you will need to save her, but with her terror knight brother guarding her it's not as insanelly hard as some of the others(*Cough* Selye *Cough*).

-Recap of effect on the ending-

Bad ending: None

Good ending: If you also have Debordes then Denim will see them off

////////////////////////////////////
Part 20: D e b o r d e s O b e r h o d e
.....

Race: Gargastan
Element: Earth
Alignment: Chaotic
Starting class: Terror knight
Loyalty: High
Omit quote: "If you are waiting for me to say something then you are wasting your time."
Death quote: "I have waited for this...The day...Of...Liberation..."
Joins: Chapter 3 Neutral
Contributes: Balder Sword, Balder Armor, Balder Glove, Balder Helmet
~~~

The undead son of necromancer Nybbas and sister to Orias. He will be fighting Guildus and a gang of undead with his sister, Orias, in Ashton during chapter 3 N. If you save both him and his sister he will join you, other wise he will leave without saying much. He has gained all of his levels as a Terror knight but because he doesn't meet the 30 kills requirement changing him to another class will not allow him to turn back until you collect those cadavers.

-Recap of effect on the ending-

Bad ending: None

Good ending: If you also have Orias then Denim will see them off

////////////////////////////////////  
Part 21: D e n e b R h o b e  
.....

Race: Zenobian  
Element: Fire  
Alignment: Chaotic  
Starting class: Sorceress  
Special class' favored weapon: Staff  
Loyalty: Below average  
Omit quote: "You are so mean <3 I don't like you anymore!"  
Death quote: "Hey this was my favorite body~<3 How dare you."  
Joins: Chapter 4 all  
Contributes: Balder Staff, Mind Ring, Balder Robe, Magi++, Mealt, Heat (Less then 10 Pumpkin Heads); Fire Staff, Fire Ring, Fire Robe, Blessing, Magmagod, Nova(10 or more Pumpkin Heads)  
~~~

Guess she didn't die in the first one...Anyway during chapter 4 read about Deneb's shop in the Warren report. From now on Deneb's shop will replace a normal city's shop depending on the day as followed:

- Griate: 1,2
- Armorika: 3,4
- Krizar: 5,6
- Baramus: 7,8
- Ashton: 9,10
- Coritani: 11,12
- Brigantes: 13,14
- Rime: 15,16
- Fiduc: 17,18
- William: 19,20
- Heigm: 21,22
- Grimby: 23,24
- Banisha: 25

If you went to the right place then you should be in Deneb's shop which sells very rare items. You can also sell those Glass Pumpkins you found in the Hell's Gate in order to recruit Pumpkin Heads. To actually get

her into your team you need to buy any 250 items from her and then a "Join" option will open up. If you hired at least 10 Pumpkin Heads at some point she will also come with some good fire based equipment and spells. Be warned though, her shop closes for good when she joins your party.

-Recap of effect on the ending-

Bad ending: Replaces a Witch at Denim's crowning if you don't have Olivia

Good ending: Replaces a Witch at Kachua's crowning

=====
Section 7: O t h e r s u s p i c i o u s f e l l o w s

There are some other characters you can recruit who have special portraits as well as a place in the Warren report. Until my last time through I thought some characters, such as Haborym, had nothing to do with the ending. But when I finally saw an ending with Haborym I started to think maybe these other people could some how take a role in the ending. However this is still just speculation.

////////////////////
Part 1: G a n b B a c k s t e i n
.....

Race: Gargastan
Element: Water
Alignment: Neutral
Starting class: Beast master
Special class' favored weapon: Whip
Loyalty: Above average
Omit quote: "I should never have trusted you!"
Death quote: "Belda...Obda...I'll soon be there..."
Joins: Chapter 4 all
Contributes: Rifle Gun, Balder Helmet, Balder Armor, Aileron

~~~  
After you save(or don't) Kachua at Banisha read the rumor in the Warren report about how the Dark knights are salvaging sunken ships. Now head to Grimby and you should meet a Gunner named Rendal who is under attack by Martym, save him and he will tell you about a thief who ran off with the powerful Rifle. Go back to the warren report and read about the thief in Nimuraba, head there next. When you get there you will meet Ganb along with some monsters including his substitute Griffins ObdaJr and BeldaJr. Like most other people you fight and want to join knock him under 20 HP without killing him, but also you must make sure not to kill his Griffins. After the battle Ganb will join you with ObdaJr, BeldaJr, and the almighty Rifle. Like Mildain and Guildus his class is just a stronger version of a normal class, this time being Beast tamer.

////////////////////  
Part 2: R a d l u m  
.....

Race: Indistinct  
Element: Water  
Alignment: Neutral  
Starting class: Warlock  
Loyalty: Above average  
Omit quote: "After all, you never asked me to join, I was the one always asking...But..."  
Death quote: "What have I done...I have to begin from..."

Joins: Chapter 4 all

Contributes: Balder Knife, Mind Ring, Balder Robe, Battle Boots,  
HealRain, Quick, WipeOut

~~~

Read about The Hell Gate in the Warren report then make your way down there. On the second floor of the dungeon Radlum will be under attack from monsters and undead. Like most computer controlled characters he will lose all sense of reason and attack the enemies head on with his staff. If you can save his life he will ask to join your party, say yes to have him come along with his Dragon magic spell, Wipe out.

=====
Section 8: P o l i t i c s O g r e

A seemingly invisible, yet somewhat important part of Tactic Ogre and its ending is "Chaos Frame". Chaos Frame measures the characters', as well as the general population's, loyalty to Denim and his cause. Perspectives change based on Alignment and ethnic background. Lawful characters like it when you follow orders, Chaotic characters will respect you when you defy authority; Likewise people love to see heroes with backgrounds like their own rise to power(or levels), but hate when members of their own race are defeated. You can view a person's Chaos Frame by checking their name. A text message showing their level of devotion will then appear depending on their Alignment-

-Lawful-

Highest: "Most likely you are trusted. All of your comments and activities are well received."

High: "This one works actively with the others to make things go easy."

Above average: "There are various opinions toward the idea. Most of the opinions are very positive."

Average: "There is not a lot of opposition to the idea, yet there isn't much enthusiasm either."

Below average: "More people are becoming critical of the idea..."

Low: "More people are expressing opposition towards the idea."

Lowest: "People will not even look into your eyes. You are losing trust."

-Chaotic-

Highest: "Not only do they agree with your ideals, they have accepted you as a leader."

High: "They are positively obeying justice. It is not coming from any selfish motives."

Above average: "They don't have any particular complaints but they are not enthusiastic about joining the military."

Average: "Sometimes they express their complaints. It seems like you hit a nerve."

Below average: "All they do is complain. They hate you..."

Low: "Not only are they complaining about the idea, now they are cussing about it."

Lowest: "They have a cold look in their eyes. Their words penetrate your heart. They seem to want to kill you..."

-Neutral-

Highest: "They are all happy with the idea and accepting it one-hundred percent."

High: "People are relatively happy with the idea. There is enough communication going on."

Above average: "People are not unsatisfied with the idea, yet they don't stop those who criticize it."

Average: "More people are avoiding eye contact. They will not respond to you."

Below average: "They seem to have become distant. They look serious."

Low: "Sometimes you get glared at. They might be angry."

Lowset: "When you call them, they go away..."

And just for kicks:

-Monsters-

Highest: "You go close to it. It purrs. It does not seem to be a dangerous monster."

High: "Very well tamed. It will become your loyal servant."

Average: "Still has its doubts, but as long as it is full, it is happy."

Low: "When you go close to it, it backs off. It is not tame."

Lowest: "It is showing its obvious hatred towards you. It can attack you at any time."

-Miscellaneous-

Denim: "The leader is always lonely. I knew it but it is still tough..."

Enemy leader: "Nobody understands me..."

Everyone has Chaos Frame, even new recruits. In fact Soldiers and Amazons you hire at the store will have the average view of you that a member of their race (Not alignment) would have. So if you have great relations with the Walstianians but are in a runt with the Bacrumese then your level 1, Walstianian, Neutral Amazon's text would say: "They are all happy with the idea and accepting it one-hundred percent.", while your level 1, Bacrumese, Neutral Amazon's text might say: "When you call them, they go away...". The messages that enemy units have are their opinion of their own faction, not of Denim's.

The easiest method to make a character honor you more is to have that character gain levels by fighting and killing enemies (Training doesn't work). Not only will that character's loyalty increase, but so will the loyalty of his/her race. For example, say if you took Byan (Who is Bacrumese) into a plot or random battle and had him gain a few levels, afterwards both he and the people of Bacrum will adore you a little more.

However killing a member of a race will lower other members of that ethnicity's view of you. So say if Byan killed 5 Gargastans in that battle not only will the Bacrumese like you, but the Gargastans will hate you as well. Therefore to be liked by all three of the important races you should fight in random battles against indistinct monsters or Rosloliens, who while have their own Chaos Frame towards you, aren't influential. Hell's Gate is a perfect place for such a task.

.....

=====
Section 9: G a m e S h a r k

If you missed a character and want to see their corresponding scene, or just don't want to play through every route you can always add the desired person with everyone's friend: GameShark. All you need is the character modifier code:

3011EAww 00xx

ww - Is the character's slot or number. Denim's slot #1's code is F0 and each next slot is one digit higher in GameShark language(0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F). So slot #5's code would be F4, slot #15's FE, and slot #30's 0D.

xx - Is who the character becomes. The codes are as follow:

31 - Deneb
32 - Chapter 1-3 Denim
33 - Chapter 4 Denim
37 - Kachua
3A - Canopus
3B - Mildain
3C - Guildus
3D - Shaman Sisteena
3E - Shaman Selye
3F - Shaman Shelly
40 - Shaman Olivia
4C - Sisteena
4D - Selye
4E - Shelley
4F - Olivia
50 - Presance
51 - Haborym
52 - Forcas
53 - Byan
54 - Aloser
55 - Oxyones
56 - Jenounes
57 - Zapan
58 - Debordes
59 - Orias
5A - Radlum
6B - Vice
6C - Ganb

So say you wanted to slap a Guildus clone in slot #9 your code would be:

3011EAF8 003C

This Guildus will trigger all of the same dialog that the real Guildus would. He's a perfect copy, story wise. If you want him to be a White Knight you will also need the class modifier code:

30145Cyy 00zz

yy - Is the same concept as ww, it's the character's slot number. However this time Denim's slot #1's code is 78, but each next slot still raises by only one digit. Slot #10's code would be 81, slot #20's 8B, and so on.

zz - Is the character's class. Most of the same list that was used for xx can be used for zz, however some digits will produce the wrong or even bugged classes. The codes are:

02 - Knight
03 - Berzerker

04 - Terror knight
06 - Dragoon
09 - Wizard
0A - Warlock
0B - Exorcist
0E - Amazon
0F - Valkyrie
10 - Archer
11 - Dragon tamer
12 - Siren
15 - Priest
30 - Beast master
31 - Sorceress
32 - Soldier
33 - Lord
37 - Princess
3A - Eagle man
3B - White Knight
3C - White Knight
3D - Wind Shaman
3E - Fire Shaman
3F - Earth Shaman
40 - Water Shaman
51 - Swordmaster
6B - Warrior

So to have a full working Guildus in slot #9 your code would be:

3011EAF8 003C
30145C80 003C

If you want to hack further, check the Credits for sites that have additional GS codes.

.....

=====
Section 10: C r e d i t s

<http://luct.tacticsogre.com/> for having info on how to get Selye and Zapan in the 4th chapter, as well as some of the missing GameShark digits. Visit it for anything else you need to know about LUCT

<http://www.cmgsccc.com/> for the GameShark codes

<http://myhome.netsgo.com/kachua/firecrast/gilvald.htm> for having info about the "Gilbert" ending

<http://www.crosswinds.net/~henrychan.html> for info about where Deneb's shop is each day

<http://www.epsxe.com/> for a helpful Playstation emulator

<http://pec.emucheater.com/> for the PEC GameShark plugin

kain@pacific.net.sg for info about a few favored weapons

The webmasters that were actually foolish enough to host this manifesto

Quest for making this great game and having a fetish for Queen

Atlus for bringing this game to the states

Me for actually typing this thing

And viewers like *YOU*

=====
Section 11: L e g a l J u n k

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Current sites to not be smitten by the fist of the heavens:

www.gamefaqs.com
www.psxcodez.com
www.neoseeker.com

Feel free to bring holy justice upon any heathens that deface the word
of god/me.

.....
"Make like a tree and get out of here!"
~End Fragnarokment

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