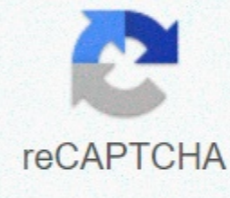




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Now that I've finally won the game, I'm ready to accept everything and everything that last thing. If you have a question about the game, check both FAQ to see if your question has been answered. Any email asking for something doesn't mean much that I have that much less time to put more good stuff here. ^ ^, let's move on to what small business I was able to throw together. – ^ *** Preliminary FREQUENTLY ASKED QUESTIONS Q: What is Ogre Battle 64? A: Ogre Battle 64 is a strategy/RPG developed by Quest and Atlas for Nintendo 64. Q: Is this battle ogre like Ogre Battle PSX? A: No, this is not a remake of the original ogre battle. This is a whole new story and a whole new game setup. Q: How do I upgrade Soldiers? A: Check out my class section. Basically, continue the fight. Q: How do I use EIEm Pedra? A: The interrupt meter at the top of the screen must fill up three times. Typically, the battle starts with a once completed interrupt meter. You won't be able to use Elem pedra too much early in the game because battles won't last too long. Q: Why can't I get promoted to class? A: There are several requirements to be able to go in class. The first thing you need to do is find a basic set of equipment for your target class. What you want is to check the shops when you enter a new area and find any equipment you don't have and then buy it. Other requirements are simple in comparison. You must reach certain levels in your physical attributes and experience level. Additionally, you must be on a specific alignment for most classes. Q: How do I adjust the alignment? A: To lower the alignment: Fight high-level enemies (clerics, knights, combat) Fight enemies that have lower levels together. Use urn per character. (doesn't do that much, though) Arrange the high alignment marks together. To raise the alignment of a particular character, glue that person to a largely chaotic unit or group of undead. To raise your alignment: Fight low-level enemies (Wizards, Skeletons, Witches) Fight enemies that have higher levels together. Use a scroll of discipline on the character. (same as Urn of Chaos) Arrange the high alignment marks together. To raise the alignment of a particular character, glue that person with a largely legal entity or with several Platinum Dragons or Bahamuts. Q: How do I find new non-human characters? A: Search for areas that have already been cleared. You will find many different characters in areas that have been beaten. To find out what you find, enter the Stronghold where you start. Upon entering, Hugo Tactics gives you some information about the characters in the area. One of the things you can always find wherever you are is hawkmen and their improved classes. They can always be found on the roads in the area. Q: Where can I find (insert a rare item here)? A: Here's the deal. You can go to Edit in Notepad or Wordpad and use find. Use find and enter what you're looking for. If you use it and find it, you are happy. If it's not here, I don't know, so I suggest you don't bother asking yourself. Q: Where can I find (insert a rare weapon/armor/whatever here)? A: Many of the crazy things I find come from enemy units, and I believe these drops of items are largely random. So, if you search for it and find it in my item list, but not in any store or hidden object list, let's say I got it from an enemy unit, in which case you're alone. Q: Why can't I get (insert class here)? I have everything I need! A: Of course not. Keep in mind that you need the right stats, alignments, and equipment to make the class appear on the board. Q: What is Goethic? A: Goethic is the Japanese name for Archmage. I know that both classes are listed in the manual. This is, of course, a typo. Q: How do I equip things with a Magnus unit? A: To equip things together or change things around, you should wait until you are between battles. You can access the organizing screen from the world map. Q: Someone has died and turned into a Zombie! Can I get it back? A: He's not afraid... Zombies are irreversible. Q: All right. I have all the stats, alignment and equipment, but I still can't get class! What's wrong? A: Last thing. Make sure your stats are not exceeded because of weapons or armor that modifies your strength. Class limits come from BASE statistics, not equipment. Q: Can I save the controller to the pack? A: Sure he can. Just hold the start turn on the game. 3. Basic tips tips Battle read the user manual and use the tutorial! Trust me on this one. You will get extremely valuable information from these two sources. Start the game: At the beginning balance your units. On average, two soldier units for each of the six units should be fine. In battle: When sending your units, always use the buddy system. Never send units yourself. Always, always, have your battle strategy set to Attack Leader. Units without leaders are helpless, and a leaderless enemy boss is a win. Don't be afraid to back off if you're in trouble. It is better to lose a round of combat than to lose a person and pay for their resurrection. Know which way you and your enemy are standing. When engaging in a certain way, the device will be rotated. This can cause serious complications when confronting an individual in the wrong way. When you reach the fortresses, you either liberate them or capture them. You will trigger them if the alignment of the group is close to the morale of the fortress. Otherwise, it will be captured. Liberating fortresses increase people's attitude. Capturing reduces it. You'll also see strongholds that are neither controlled by you nor the enemy. If you want to keep people's views on you, leave them alone until after the battle. Capture them only if they have Witch's Huts or Stores you absolutely need... Between battles: Training really helps, but only for units that you want to have low alignment. You can build serious levels with this, but this is a real burden on the War Fund. When it comes to training or even regular battles, keep an eye on your experience as you can't exceed 100. The experience you get from defeating enemies is withdrawn to zero when you reach a level, so if you're going to get the maximum return, don't try to engage an enemy you know you'll get a lot of experience about because a lot of them will be wasted. Don't worry about legions when you get them. They are much more troubled than they are worth. 4. Class This is really the heart of the game. The classes you choose in battles determine your progress in the game. Here's my configuration to describe the classes... Class: The name of the unit and how it fits into the great scheme of things. Appearance: What the character looks like so you can identify it. Terrain: The terrain class of this character's equipment: This is the equipment that the character must become that class. Right hand: Usually the primary weapon the character uses. Left hand: It can be one of the few things, Shield, Spellbook, or Accessory. It can also be empty. Body: The body armor the character uses. Headgear: Headgear or accessory. Cost: The total cost of purchasing the entire set directly from the rack. Attacks: Front: Attack used in the first place and relative strength to others. Center: Same as the front only for the middle row. Rear: Same as front only for rear row. Attacks will have relative strength as a letter level. And it's the strongest attack an individual can have. B is less strong. C is the weakest. These levels should be taken with a grain of salt, though, given the letters they are considering one attack and how it affects one person. For example, Flarebrass's Crimson Note obviously deals more damage than his Fiery Breath, but on one person The Fiery Breath will strike harder. Suppose the attacks are physical unless marked (*). Magic Attacks will be evaluated separately because their strength can be changed regardless of physical attacks. Requirements: This includes the general alignment and statistics required for the class to be available. It should be noted that not every statistic requires a number to proceed. My thoughts: How generally useful I consider this character to be. History: Specific to special characters only. I'll give a little background to these people without giving away any spoilers. okay. Let's start with Your (or Your) Basic. Class: Soldier (Basic Human Unit) Appearance: A little guy with a brown hat and spear. It usually occurs in groups of three. Terrain: Plains Equipment: Right Hand: Short Spear * Can't Change * Left Hand: N/A Body: Half Armor * Can't Change * Head: N/A Cost: 0 (you always have an infinite amount of this equipment.) Attacks: Front: Thrust X 1 - A Middle: Thrust X 1 - B Back: Thrust X 1 - C My thoughts: What can I say? The only way to get new human units is through soldiers. You will have to use many of these little guys if you want to get anywhere in this game because most of the leaders of your units will be human. Soldiers are in the rift of characters in groups of three. Their collective HP is divided into thirds for each Soldier. When a group of Soldiers loses a third is HP, one dies, and two-thirds, the other, and so on. Soldiers do not gain experience like other units. There is a special way to modernize them. Here's the lowdown. Every time you win a battle (you finish a round and get the word WIN), each soldier who survives in your unit will receive 2 Soldier Exper for the unit leader. For example, if your unit has six soldiers, winning the battle will capture the leader of that unit's 12 Soldiers Expaes. Now that the leader of this unit gains a total of 100 Exp. Soldiers, one of the Soldiers moves to a basic human unit that is the same sex as the unit leader. For example, a knight-led unit will produce a warrior if the Soldier jumps, while valkyrie-led unit will produce the Amazon. One of the Soldiers changes to this class if you have a spare set of equipment for that class. Then the other two Soldiers soldiers this cluster of Soldiers will be returned to your reserves. A good strategy to allow Soldiers to gain experience in more difficult moments of the game is to place them in the middle row behind another unit. They attack with a little less power (which is not much to begin with) and are protected from physical attacks. Soldiers can only be promoted during real battles.

good. Also, some people ask me what are my best teams so they can emulate me. Let me just say that there are a million and a half ways to play this game and my best units won't be your best units. Don't always look for answers. This is your war, not mine. You know how best you can fight it. I'm just giving you a road map. You have to make a journey. Have fun! Fun!

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