

Final Fantasy Tactics Advance Totema Guide

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Version 1.00

Contents

The Totema

Strategy for the Totema

Credits

The Totema

The Totema are guardians of the crystals which are 1 of the 2 world Threads and are under order to expel all Intruders who mean the crystals harm.

Famfrit: the Moogles Totema

Famfrit is the First Totema who Marche encounters, he is the weakest Totema, but at the Time he is superior to Marche and his clan.

The Moogles Totema Famfrit can be summoned if any of your Moogles offers 10 JP [Judge Points] then once Famfrit is Summoned he charges a Powerful Holy Lightening which causes deadly damage to all enemies.

And the enemy units can not dodge the All Powerful Attack.

Ultima: the NuMou Totema

Ultima is the Second Totema Marche encounters, Ultima is a Totema who Takes form in 9 crystal avatars.

The Avatars are vulnerable to enemy attacks, but they posses an annoying attack called Logos.

Logos is an annoying attack which weakens an enemy unit's Attack and Magic Attack Stats. While charming the victim to act against all allies until it is attacked by a non-charming attack.

The Nu Mou Totema Ultima can be summoned if any of your Nu Mous offers 10 JP [Judge Points] then once Ultima is summoned he charges a Magic Point absorbing blast.

The Blast drains all enemy units Magic Points, the attack can not be avoided.

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Adramallech: the Bangaa Totema
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Adramallech is the third and Powerful Totema, he can use a powerful Fire Stream, and a fierce Howl of Rage.

The Bangaa Totema Adramallech can be summoned by any of your Bangaas by offering 10 JP[Judge Points].

Adramallech uses his Holy Breath to attack all enemy units with deadly power, also it can not be avoided.

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Exodus: the Viera Totema
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When Marche encounters Exodus he is very weak and helpless as his body withers Marche and Babus engage to decide the Fate of the Fourth Totema and the Fourth crystal.

The Viera Totema: Exodus can be summoned by any of your Viera offering 10 JP to Exodus.

Then one of Exodus's fruits will drop out of the Sky and Exodus will grow and sap all of the enemy units Magic Points.

Exodus' attack can not be avoided.

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Mateus: the Human Totema
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Mateus can shape-shift in to any human, like she tries that to talk Marche out of destroying the 5th crystal.

Mateus can be summoned by any of you Humans offering 10Jp.

Then Mateus will compress the battle field into a crystal orb and will shatter it to deal deadly damage,

Also it can not be avoided.

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Strategy for the Totema
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Famfrit:

Attacks: Light Speed: this attack causes a lot of damage while nullifying a unit's Reaction Ability.

Breath of God: this attack causes mild area damage.

Slow: this slows a unit's amount of turns.

Demi: this attack halves a units HP

Strategy: First try to blind Famfrit, the send out your powerful unit's to Attack Famfrit, send out your weaker units to get the Eyefloats and Ahrimans, continue this process and you should win.

Ultima:

Attacks: Logos: an annoying attack which charms victims in

a radius while weakening them.

Strategy: First press B and select Law Cards, and if charm is not banned pull out a Law Card which will forbid Charm[use a Charm or status Law card] Ultima does not have a ribbon.

Then attack the crystals one-by-one.

Adramallech:

Attacks: Fire Stream, attacks units in a full-strait line.

Light speed: this attack causes a lot of damage while nullifying a unit's Reaction Ability.

Soul Sphere: causes MP damage.

Howl of Rage: reduces the speed of all surrounding units.

Strategy: first summon Famfrit to deal deadly damage, then use a Red Mage to cast sleep on Adramallech and his minions, if you have a Dragoon use Wyrmslayer on the Firewrym, Icedrake, and Thundrake.

The try using Black Magic on Adramallech, try using a Law card forbidding Ice and another card forbidding Lightning.

Then focus all attacks on Adramallech after you made disposal of his minions.

So keep casting sleep on Adramallech and attacking him until he falls

Exodus:

Attacks: None.

Strategy: well you don't have to worry about the Exodus Fruits, the only thing you have to worry about is Babus.

First nullify the Laws fight and Technique and Forbid Fire and Time Magic.

Before you engage equip Marche with a Flame Shield.

Then Crush all the Exodus fruits and you will win.

Mateus:

Attacks: Breath Of God: this attack causes mild area damage.

Spell-Bind: this causes dark damage while slowing down the victim.

Star Cross: this causes weak holy damage on all enemy units.

Thundaga: the most powerful thunder attack.

Strategy: first nullify Dmg2:Animal and fight and Target All, and ban Dmg2:Human, and Dark.

Summon Famfrit and Adramallech, then have a summoner summon the Phoenix on the Vampires, because the Phoenix brings back life, but to the Un-Dead it knocks them out. Then cast Sleep on Mateus.

Then use Thundaga, Firaga , or Blizzaga on Mateus, continue the process and you will win.

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Credits

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I wrote this FAQ all by self.

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