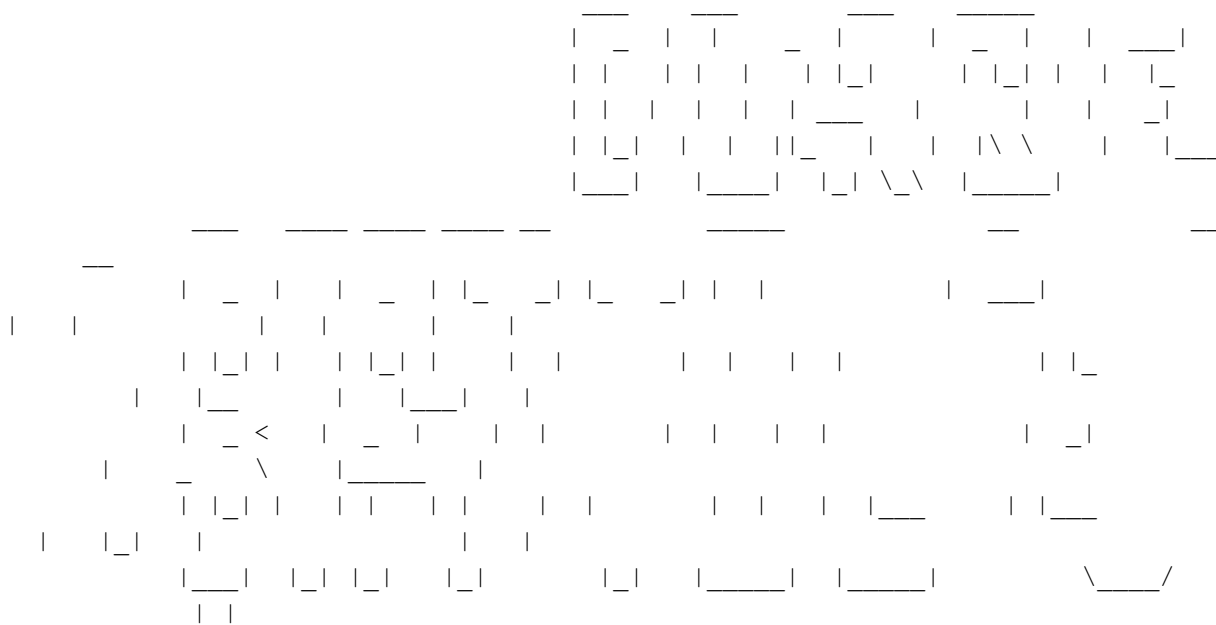


# Ogre Battle 64 FAQ/Walkthrough

by Matt91486

Updated to v2.27 on Oct 26, 2000



## E P I S O D E V I

### P E R S O N O F L O R D L Y C A L I B E R

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I know this all probably sounds like a confusing waste, but it has to be done to keep people from using those who spend their hard work and time writing these guides.

#### TABLE OF CONTENTS

- I. Copyright Information
- II. Table of Contents
- 1. Revision History

2. Controls
3. Game Modes
4. A Brief Ogre Battle 64 Review
5. Walkthrough Information Disclaimer
6. General Battle Strategy
7. Opening Question Guide
8. Prologue Walkthrough
9. Chapter One Walkthrough
10. Chapter Two Walkthrough
12. Chapter Three Walkthrough
13. Chapter Four Walkthrough
14. Organization Screen
15. Item Guide
16. Equipment Guide
17. Zeteginian Calendar
18. Battle Terrain Guide
19. Important Characters
20. Hugo's Report
21. Game Shark Codes
22. Special Thanks

#### REVISION HISTORY

Version 2.27: October 26, 2000: Added a bit to the Opening Question guide.  
Version 2.26: October 17, 2000: Added Battle Terrain Guide, did my best to fix the ASCII art bug.  
Version 2.24: October 15, 2000: Finished up Equipment and Item Guides. Miscellaneous other work.  
Version 2.02: October 14, 2000: Scene 2 completed.  
Version 2: October 13, 2000: The biggest day of work yet. Began Item Guide, Game Modes, more Scenes, Important Characters, and the Walkthrough Information.  
Version 1.06: October 10, 2000: Finished Scene 1  
Version 1.02: October 8, 2000: Finished up Controls, Brief Review  
Version 1: October 7, 2000: This guide was born

#### CONTROLS

A: Confirm Selection  
B: Cancel Selection  
C Buttons: Change Viewpoint and select items and characters in the Status Window  
R: Opens the Main Commands Menu  
L: Search for units on the Field Map; Change settings on the Battle Screen  
Z: Search for units on the Field Map; Change settings on the Battle Screen  
Control Stick: Move the cursor  
Control Pad: Move the cursor  
Start: Display Help Window

#### GAME MODES

\*NEW GAME: You will begin a new Ogre Battle 64 game. You need to enter your name, birthday, and answer the opening questions.

\*LOAD GAME: You will open the Book of Progress (as I like to call it) and there you can select a save to resume where the game left off.

\*TUTORIAL: This is the place for the first time players to go to learn how Ogre Battle 64 works. I highly recommend using it. It will help you greatly.

\*STEREO/MONO: In this 'mode' you are able to change the sound outputs. You can also change it from the Settings Option.

## A BRIEF OGRE BATTLE 64 REVIEW

I'm not going to give you a full review of Ogre Battle 64, but you can still read my full review at GameFAQs. I will just give you a brief basic overview of the important scores included.

GAMEPLAY--10

GRAPHICS--10

MUSIC--10

SOUND--8

CONTROL--9

FUN--10

CHALLENGE--MEDIUM

REPLAY VALUE--MEDIUM

OVERALL--10

### WALKTHROUGH DISCLAIMER INFORMATION

I feel I need to say a few points here to allow you to comprehend my walkthrough the best it possibly can be understood.

1. Elton, Benedict, Esmeralda, and Little John were the four characters that I began my game with. When you begin a new game, you will receive four characters, along with Dio and Magnus, that you can use. These are those four. I highly advise renaming your characters to coincide with these four, as then you will be able to know exactly who I mean, when I mean them.

2. Elton is a Wizard, Benedict is a Berserker, Esmeralda is a Valkyrie, and Little John is a Doll Master. If you rename your characters, try to have their class coincide with the above ones, because at times, a wizard is really effective, and I will always refer to a wizard as Elton.

3. Any time I mention the class 'Soldier' in this guide, I am talking about the group of three that is the default number, not a single Soldier.

### GENERAL BATTLE STRATEGY

In this section, I will explain to you how the combat in Ogre Battle 64 works, and some good strategies to use to win your battles.

#### \*AUTOMONUS:

In this type of battling, the computer will have your characters attack random enemies. After the first couple levels, I rarely can recommend using it.

#### \*ATTACK STRONGEST:

In this type of battling, the computer will have your characters attack the enemy with the highest HP. This mode of battling is especially useful early on in the level, when your enemies are all at full health. Later on in the battle, it should not be used as much.

#### \*ATTACK LEADER:

In this type of battling, the computer will have your characters attack the leader of your enemy's party. This type of battling is always good, as when your opponent's party loses its leader, it cannot move, or else it just runs from everyone aimlessly. This type of battling is especially good in two instances. The first, is whenever you are fighting a boss. When you defeat a normal enemy in a boss battle, the battle continues as normal. But when you defeat a boss, the battle is over. The other, is when you are fighting a party with Ogres in it. Ogres can be impossible to stop, so your best bet is to immobilize them, by taking out their party's leader.

#### \*ATTACK WEAKEST:

In this type of battling, the computer will have your characters attack the

member of your opposing party that has the lowest HP. The longer the battle drags on, the more you will be using this type of battling. The best time to use the Attack Weakest Option, is when one or more of your opponents are under thirty HP, and you really need to kill them quickly.

\*RETREAT:

This option is available once the Interrupt Meter has filled up once. The Retreat Option allows you to retreat from battle. You will keep whatever damage has been dealt to you, and you will automatically lose the battle.

\*ELEM PEDRA: This option is available once the Interrupt Meter has filled up twice. The Elem Pedra Option summon the spirit you chose to call on for help at the very beginning of the game. Your spirit gains experience as you gain experience. The more experienced that it is, the more damage it deals. The Elem Pedra is a very powerful attack, even at low levels, but it is rarely used in combat, because the battle length rarely allows for the meter to fill up two complete times. You also cannot use the Elem Pedra Option when you are battling a neutral character, or when you are in a Training Battle.

OPENING QUESTION GUIDE

In this section I will explain to you what to answer for the opening questions. The Questions will be listed first, followed by how the attributes will be distributed.

I recommend trying to get the most points for Magic User, followed by Warrior, Specialist, and Tamer. Tamer is probably the least important of these four choices. The name of the selection for each question I think you should pick will be capitalized.

After the questions, you will find out the units you will receive, and the formulas Ogre Battle 64 uses to determine them.

\*WHAT DOST THOUGH HOLD WITHIN THY SWORD?

^ARDOR:

Twelve points for Warrior  
Sixteen points for Magic User  
Four points for Specialist  
Eight points for Tamer

^Passion:

Sixteen points for Warrior  
Zero points for Magic User  
Eight Points for Specialist  
Twelve points for Tamer

^Vigor:

Zero points for Warrior  
Four points for Magic User  
Twelve Points for Specialist  
Sixteen points for Tamer

^Talent:

Four points for Warrior  
Eight points for Magic User  
Sixteen points for Specialist  
Zero points for Tamer

^Belief:

Sixteen points for Warrior

Four points for Magic User  
Sixteen points for Specialist  
Four points for Tamer

^Hatred:

Four points for Warrior  
Sixteen points for Magic User  
Four points for Specialist  
Sixteen points for Tamer

\*WHAT SHALT THOU SEVER WITH THY SWORD?

^Control:

Zero points for Warrior  
Four points for Magic User  
Twelve Points for Specialist  
Sixteen points for Tamer

^Greed:

Four points for Warrior  
Eight points for Magic User  
Sixteen points for Specialist  
Zero points for Tamer

^Anarchy:

Twelve points for Warrior  
Sixteen points for Magic User  
Four points for Specialist  
Eight points for Tamer

^Silence:

Sixteen points for Warrior  
Zero points for Magic User  
Eight points for Specialist  
Twelve points for Tamer

^Order:

Four points for Warrior  
Eight points for Magic User  
Twelve points for Specialist  
Sixteen points for Tamer

^HOPE:

Twelve points for Warrior  
Sixteen points for Magic User  
Four points for Specialist  
Eight points for Tamer

\*FOR WHAT SHALT THOU BESEECH THE GODS?

^Triumph:

Eight points for Warrior  
Four points Magic User  
Sixteen points for Specialist  
Twelve points for Tamer

^Purity:

Twelve points for Warrior  
Eight points for Magic User  
Zero points for Specialist

Sixteen points for Tamer

^Might:

Sixteen points for Warrior  
Twelve points for Magic User  
Four points for Specialist  
Zero points for Tamer

^Valor:

Zero points for Warrior  
Sixteen points for Magic User  
Eight points for Specialist  
Four points for Tamer

^TRUST:

Sixteen points for Warrior  
Twelve points for Magic User  
Eight points for Specialist  
Four points for Tamer

^Sacrifice:

Eight points for Warrior  
Four points for Magic User  
Sixteen points for Specialist  
Twelve points for Tamer

\*WHAT SHALT THOU OFFER THE GODS?

^FREEDOM:

Sixteen points for Warrior  
Twelve points for Magic User  
Four points for Specialist  
Zero points for Tamer

^Glory:

Twelve points for Warrior  
Eight points for Magic User  
Zero points for Specialist  
Sixteen points for Tamer

^Love:

Eight points for Warrior  
Four points for Magic User  
Sixteen points for Specialist  
Twelve points for Tamer

^Embrace:

Zero points for Warrior  
Sixteen points for Magic User  
Eight points for Specialist  
Four points for Tamer

^Truth:

Sixteen points for Warrior  
Four points for Magic User  
Sixteen points for Specialist  
Four points for Tamer

^Lust:

Four points for Warrior

Sixteen points for Magic User  
Four points for Specialist  
Sixteen points for Tamer

\*WHAT DOES THOU WISH FOR?

^Wealth:

Eight points for Warrior  
Four points for Magic User  
Sixteen points for Specialist  
Twelve points for Tamer

^Serenity:

Zero points for Warrior  
Sixteen points for Magic User  
Eight points for Specialist  
Four points for Tamer

^Fertility:

Sixteen points for Warrior  
Twelve points for Magic User  
Four points for Specialist  
Zero points for Tamer

^Strife:

Twelve points for Warrior  
Eight points for Magic User  
Zero points for Specialist  
Sixteen points for Tamer

^Peace:

Four points for Warrior  
Eight points for Magic User  
Twelve points for Specialist  
Sixteen points for Tamer

^REFORM:

Twelve points for Warrior  
Sixteen points for Magic User  
Four points for Specialist  
Eight points for Tamer

\*WHAT SHALT THOU RID FROM THIS LAND?

^Changes:

Zero points for Warrior  
Four points for Magic User  
Twelve points for Specialist  
Sixteen points for Tamer

^Honor:

Four points for Warrior  
Eight points for Magic User  
Sixteen points for Specialist  
Zero points for Tamer

^RULE:

Twelve points for Warrior  
Sixteen points for Magic User  
Four points for Specialist

Eight points for Tamer

^Ideal:

Sixteen points for Warrior

Zero points for Magic User

Eight points for Specialist

Twelve points for Tamer

^Law:

Sixteen points for Warrior

Twelve points for Magic User

Eight points for Specialist

Four points for Tamer

^Chaos:

Eight points for Warrior

Four points for Magic User

Sixteen points for Specialist

Twelve points for Tamer

\*\*\*THE FORMULAS FOR THE UNITS YOU WILL RECEIVE\*\*\*

^FORMULA ONE: Add up all of your points for Warrior, Magic User, Specialist, and Tamer. The highest number you have is the type of unit you will receive. See below to see what unit you will receive.

^FORMULA TWO: Take the largest number (The number of points that determined your first answer.) and subtract thirty-two from it. Which ever number is now the highest will be your second type of unit you will receive. See below to see what unit you will receive.

^FORMULA THREE: Take the highest remaining number. Subtract thirty-two from it. Now, whichever number is your highest will be your third type of unit you will receive. See below to see what unit you will receive.

^FORMULA FOUR: Subtract thirty-two from your highest remaining number. Now, whichever number is your highest will be your fourth and final type of unit that you will receive. See below to see what unit you will receive.

^IN CASE OF A TIE: In case there is a tie in points remaining, the order for the tie breaker is as follows. Warrior, Magic User, Specialist, and, finally, Tamer. So a Warrior wins a tie with everything, and a Tamer wins a tie with nothing.

^KEEP IN MIND: When you are subtracting, keep the number that you get in your formulas, because sometimes you may get the same type twice. So, once you subtract, keep in mind that that number that you get may be the highest at a time in the future.

\*\*\*THE UNITS YOU WILL RECEIVE\*\*\*

This section will be divided by the formulas you used to receive the units.

\*FORMULA ONE:

^If your answer for Formula One was Warrior, then your party will be: One Knight, Two Fighters, and Two Soldiers.

^If your answer for Formula One was Magic User, then your party will be: One Sorceress, Three Fighters, and One Soldier.

^If your answer for Formula One was Specialist, then your party will be: One Cleric, Two Amazons, and Two Soldiers.

^If your answer for Formula One was Tamer, then your party will be: One Beast



Tamer, Two Fighters, and Two Soldiers.

\*FORMULA TWO:

^If your answer for Formula Two was Warrior, then your party will be: One Archer, One Amazon, and Three Soldiers.

^If your answer for Formula Two was Magic User, then your party will be: One Witch, Two Amazons, and Two Soldiers.

^If your answer for Formula Two was Specialist, then your party will be: One Fencer, One Fighter, and Three Soldiers.

^If your answer for Formula Two was Tamer, then your party will be: One Doll Master, One Amazon, and One Soldier.

\*FORMULA THREE:

^If your answer for Formula Three was Warrior, then your party will be: One Berserker and Two Soldiers.

^If your answer for Formula Three was Magic User, then your party will be: One Sorceress and One Soldier.

^If your answer for Formula Three was Specialist, then your party will be: One Valkyrie and Two Soldiers.

^If your answer for Formula Three was Tamer, then your party will be: One Dragon Tamer and Two Soldiers.

\*FORMULA FOUR:

^If your answer for Formula Four was Warrior, then your party will be: One Phalanx and One Golem.

^If your answer for Formula Four was Magic User, then your party will be: One Wizard and One Wym.

^If your answer for Formula Four was Specialist, then your party will be: One Cleric and One Griffon

^If your answer for Formula Four was Tamer, then your party will be: One Beast Tamer and One Hell Hound.

PROLOGUE

\*SCENE ONE--THE SOUTHERN REACHES

\*Mission Map: Tennes Plains

\*Cities on the map: Billney, Bourdeux, Buchanan, Hou, Jadd, Mulsuk, Theodricus Mine, Zemio.

\*Your Headquarters: Zemio.

\*Opposing Headquarters: Theodricus Mine.

\*Witches Den Location(s): Hou.

\*Shop Location(s): Jadd.

\*Mission Strategy: Quickly deploy all of your units. Move all of them, except for Little John whom you should leave defending Zemio, straight down the road to Hou. Once you are in Hou give your troops a chance to regain some stamina, and strength if you fought any battles. Then attack Bourdeux with full force. The city should fall easily under the pressure. Once you have Bourdeux under control, Theodricus Mine is just an easy journey southwest. Take four of your groups, leaving Benedict to guard, and attack Theodricus Mine, making sure that Magnus attacks first. You will then get to see a cinema scene that explains to you some of the holes in the story.

\*Treasure Locations: There are seven treasures on the Tennes Plain map.

^North of Mulsuk you will find Old Clothing.

^On the road to Bourdeux you will find a Balder Sword.

^On the road to Billney you will find a Power Fruit.

^South of the forest and west of Bourdeux you will find an Altar of Resurrection.

^West of Billney, in the small plain, you will find a Heal Leaf.

^On the island south of Jadd, you will find a Great Bow.

^In the center of the large forest that is north of Bourdeux, you will find

Hard Leather.

\*Shop Wares and Prices: The shop is located in Jadd.

| ITEM          | PRICE    | CATEGORY    |
|---------------|----------|-------------|
| Bandana       | 20 Goth  | Headgear    |
| Iron Helm     | 30 Goth  | Headgear    |
| Short Sword   | 20 Goth  | Weapon      |
| Short Bow     | 30 Goth  | Weapon      |
| Round Shield  | 20 Goth  | Shield      |
| Leather Armor | 60 Goth  | Body        |
| Chain Mail    | 120 Goth | Body        |
| Heal Leaf     | 10 Goth  | Expendables |
| Heal Seed     | 50 Goth  | Expendables |
| Heal Pack     | 120 Goth | Expendables |
| Power Fruit   | 80 Goth  | Expendables |
| Angel Fruit   | 200 Goth | Expendables |
| Revive Stone  | 500 Goth | Expendables |
| Quit Gate     | 150 Goth | Expendables |

\*City Statistics:

|                  |  |                 |  |
|------------------|--|-----------------|--|
| ^Jadd            |  | ^Mulsuk         |  |
| Population: 427  |  | Population: 289 |  |
| Morale: 52       |  | Morale: 50      |  |
| ^Zemio           |  | ^Bourdeux       |  |
| Population: 232  |  | Population: 248 |  |
| Morale: 76       |  | Morale: 71      |  |
| ^Billney         |  | ^Buchanan       |  |
| Population: 212  |  | Population: 46  |  |
| Morale: 50       |  | Morale: 38      |  |
| ^Theodricus Mine |  | ^Hou            |  |
| Population: 50   |  | Population: 167 |  |
| Morale: 50       |  | Morale: 48      |  |

\*Boss Map:

```
|-----|
|           |           |           |
|           |   Boss   |           |
|           | (Level 4) |           |
|           |           |           |
|-----|
|           |           |           |
|           |           |           |
|           |           |           |
|           |           |           |
|-----|
|   Enemy   |           |           |
| (Level 4) |           |           |
|           |           |           |
|           |           |           |
|-----|
```

\*SCENE TWO--SPARKS

\*Mission Map: Volmus Mine

\*Cities on the map: Berberah, Dese, Eldrett, Ishro, Senal, Suakin, Volmus Mine, Xeira.

\*Your Headquarters: Suakin.

\*Opposing Headquarters: Volmus Mine.

\*Witches Den Location(s): Senal.

\*Shop Location(s): Xeira, Dese.

\*Mission Strategy: Quickly deploy all of your units. Leave Benedict to guard Suakin, and move the rest of your troops to attack Senal. Once you have taken Senal, leave Little John to guard it. Then proceed with the remaining four battalions to Dese. Siege Dese by taking many units, putting them in a row, and

attacking with very tiny breaks in the action. Once you have taken Dese, move Benedict to Senal, and Little John to Dese. Once Little John has arrived at Dese, move all five battalions there south to take over Eldrett. Once you have Eldrett locked up, leave Little John, and take the remaining for battalions to take over Volmus Mine.

\*Treasure Locations: There are six treasures on the Volmus Mine map.

^North of Senal, across the river, you will find a Buckler.

^In the forest northeast of Suakin you will find a Heal Leaf.

^Along the southern banks of the river northwest of Berberah you will find a Quit Gate.

^West of Ishro, along the southern bank of the river, you will find Hard Leather

^On the road from Ishro to Eldrett you will find a Light Mace.

^In the forest behind the mountain northwest of Xeira you will find a Heal Leaf.

\*Shop Wares and Prices: The shop located in Xeira.

| ITEM          | PRICE    | CATEGORY    |
|---------------|----------|-------------|
| Bandana       | 20 Goth  | Headgear    |
| Short Bow     | 30 Goth  | Weapon      |
| Leather Whip  | 60 Goth  | Weapon      |
| Halt Hammer   | 110 Goth | Weapon      |
| Torn Cloth    | 10 Goth  | Body        |
| Leather Armor | 60 Goth  | Body        |
| Heal Leaf     | 10 Goth  | Expendables |
| Heal Seed     | 50 Goth  | Expendables |
| Heal Pack     | 120 Goth | Expendables |
| Power Fruit   | 80 Goth  | Expendables |
| Angel Fruit   | 200 Goth | Expendables |
| Revive Stone  | 500 Goth | Expendables |
| Quit Gate     | 150 Goth | Expendables |

\*Shop Wares and Prices: The shop located in Dese.

|              |          |             |
|--------------|----------|-------------|
| Iron Helm    | 30 Goth  | Headgear    |
| Hachigane    | 40 Goth  | Headgear    |
| Short Sword  | 20 Goth  | Weapon      |
| Iron Claw    | 170 Goth | Weapon      |
| Round Shield | 20 Goth  | Shield      |
| Old Clothing | 10 Goth  | Body        |
| Ninja's Garb | 50 Goth  | Body        |
| Chain Mail   | 120 Goth | Body        |
| Heal Leaf    | 10 Goth  | Expendables |
| Heal Seed    | 50 Goth  | Expendables |
| Heal Pack    | 120 Goth | Expendables |
| Power Fruit  | 80 Goth  | Expendables |
| Angel Fruit  | 200 Goth | Expendables |
| Revive Stone | 500 Goth | Expendables |
| Quit Gate    | 150 Goth | Expendables |

\*City Statistics:

|          |                 |            |              |                 |            |
|----------|-----------------|------------|--------------|-----------------|------------|
| ^Suakin  | Population: 268 | Morale: 63 | ^Xeira       | Population: 245 | Morale: 58 |
| ^Senal   | Population: 65  | Morale: 40 | ^Volmus Mine | Population: 50  | Morale: 44 |
| ^Dese    | Population: 251 | Morale: 48 | ^Ishro       | Population: 310 | Morale: 43 |
| ^Eldrett | Population: 148 | Morale: 55 | ^Berberah    | Population: 101 | Morale: 62 |

\*Boss Map:

|           |           |
|-----------|-----------|
| -----     |           |
|           |           |
|           |           |
|           |           |
|           |           |
| -----     |           |
|           |           |
|           |           |
|           |           |
|           |           |
| -----     |           |
| Enemy     | Boss      |
| (Level 2) | (Level 4) |
|           |           |
|           |           |
| -----     |           |

CHAPTER ONE  
Coming Soon!

CHAPTER TWO  
Coming Soon!

CHAPTER THREE  
Coming Soon!

CHAPTER FOUR  
Coming Soon!

ORGANIZATION SCREEN  
In this section of my guide, I will explain to you how to use the Organization Screen effectively. I am including this in my guide, because I found the Organization Screen quite complicated when I first began playing Ogre Battle 64.

ITEM GUIDE  
The Item guide is a fairly small, but useful, at least in my opinion, in this guide, I will tell you whatever I know about Items and Treasures in this section. There are still one or two items that I need to add.

\*HEAL LEAF  
^Classification: Expendable  
^Type: Curative  
^Item Target: One Character  
^Ogre Battle 64's description: Leaf of a curative herb that restores 100HP to a character.

\*HEAL SEED  
^Classification: Expendable  
^Type: Curative  
^Item Target: One Character  
^Ogre Battle 64's description: Seed of a curative herb that restores 300HP to a character.

\*POWER FRUIT  
^Classification: Expendable  
^Type: Curative  
^Item Target: One Unit  
^Ogre Battle 64's description: Indigenous fruit that restores some stamina to all members in a unit.

\*QUIT GATE

^Classification: Expendable

^Type: Other

^Item Target: One Unit

^Ogre Battle 64's description: Item that warps the fabric of space and transports a unit back to headquarters.

\*REVIVE STONE

^Classification: Expendable

^Type: Curative

^Item Target: One Character

^Ogre Battle 64's description: Concoction made from cockatrice tail that cures petrification.

EQUIPMENT GUIDE

This guide is set up the same way as the Item guide is. I will say the name of the piece of equipment, it's classification, it's type, and it's element, Ogre Battle 64's statement about it, and the statistics it raises and lowers.

\*AMULET

^Classification: Accessory

^Type: Accessory

^Element: Physical

^Ogre Battle 64's description: Necklace worn by sorcerers.

^Stats Affected:

Integrity is raised four.

\*ARC WAND

^Classification: Weapon

^Type: Staff

^Element: Physical

^Ogre Battle 64's description: Wand favored by experienced spell casters, which enhances the user's magical ability.

^Stats Affected:

Strength is raised three.

Integrity is raised five.

\*ARMET

^Classification: Headgear

^Type: Helm

^Element: Physical

^Ogre Battle 64's description: Iron helm that covers the entire head; it offers good protection, but decreases visibility.

^Stats Affected:

Resistance to Strike is raised three.

\*BALDR SPEAR

^Classification: Weapon

^Type: Spear

^Element: Physical

^Ogre Battle 64's description: Spear made of Baldr, a metal that increases one's magical ability.

^Stats Affected:

Strength is raised seven.

Integrity is raised three.

\*BALDR SWORD

^Classification: Weapon

^Type: Sword

^Element: Physical

^Ogre Battle 64's description: Sword forged from Baldr, a metal that increases one's magical ability.

^Stats Affected:

Strength is raised five.

Integrity is raised three.

\*BANDANA

^Classification: Headgear

^Type: Headgear

^Element: Physical

^Ogre Battle 64's description: Large piece of cloth wrapped around the head to increase one's courage.

^Stats Affected:

Mentality is raised one.

Resistance to Strikes is raised one.

\*BASTARD SWORD

^Classification: Weapon

^Type: Greatsword

^Element: Physical

^Ogre Battle 64's description: Common, large, double-edged sword designed to do damage by its sheer size.

^Stats Affected:

Strength is raised six.

\*BLUE SASH

^Classification: Accessory

^Type: Accessory

^Element: Physical

^Ogre Battle 64's description: Piece of cloth draped across the shoulders. It is a traditional Indigan attire.

^Stats Affected:

Mentality is raised one.

Resistance to Strike is raised one.

\*BONE HELM

^Classification: Headgear

^Type: Helm

^Element: Physical

^Ogre Battle 64's description: Helm modeled after a dragon's skull. Mostly ornamental, it does not offer much protection.

^Stats Affected:

Resistance to Strike is raised two.

\*BREASTPLATE

^Classification: Body

^Type: Armor

^Element: Physical

^Ogre Battle 64's description: Iron plate that covers only the chest area.

^Stats Affected:

Resistance to Strike is raised eight.

\*CHAIN MAIL

^Classification: Body

^Type: Light Armor

^Element: Physical

^Ogre Battle 64's description: Armor made of interlocking metal rings. It is strong against slashes, but weak against thrusts.

^Stats Affected:

Resistance to Strike is raised five.

\*CLAYMORE

^Classification: Weapon

^Type: Greatsword

^Element: Physical

^Ogre Battle 64's description: Greatsword with an oversized guard.

^Stats Affected:

Strength is raised nine.

\*CLERIC'S VESTMENT

^Classification: Body

^Type: Robe

^Element: Physical

^Ogre Battle 64's description: Garment commonly worn by clerics, providing peace and serenity to its wearer.

^Stats Affected:

Resistance to Strike is raised two.

Resistance to Holy is lowered one.

Resistance to Dark is raised five.

\*CLOTH ARMOR

^Classification: Body

^Type: Light Armor

^Element: Physical

^Ogre Battle 64's description: Armor fashioned from thick cloth. Its loose design is very comfortable.

^Stats Affected:

Mentality is raised two.

Dexterity is raised two.

Resistance to Strike is raised one.

\*EARTH JAVELIN

^Classification: Weapon

^Type: Spear

^Element: Earth

^Ogre Battle 64's description: Javelin that draws power from the earth and enhances the wielder's ability.

^Stats Affected:

Strength is raised twelve.

Resistance to Wind is raised eight.

Resistance to Earth is lowered three.

\*FLAME FLAIL

^Classification: Weapon

^Type: One-Handed Axe/Hammer

^Element: Flame

^Ogre Battle 64's description: The flail of the Order of Alnari which emits heat and light when swung.

^Stats Affected:

Strength is raised ten.

Resistance to Water is raised three.

\*FRANCISCA

^Classification: Weapon

^Type: One-Handed Axe/Hammer

^Element: Physical

^Ogre Battle 64's description: Small hand axe that can be wielded with relative ease.

^Stats Affected:

Strength is raised five.

\*GREAT BOW

^Classification: Weapon

^Type: Bow

^Element: Physical

^Ogre Battle 64's description: Long bow reinforced with yak horn.

^Stats Affected:

Strength is raised four.

\*HACHIGANE

^Classification: Headgear

^Type: Headgear

^Element: Physical

^Ogre Battle 64's description: Headband adorned with iron plates to protect its wearer.

^Stats Affected:

Resistance to Strike is raised two.

\*HALT HAMMER

^Classification: Weapon

^Type: One-Handed Axe/Hammer

^Element: Physical

^Ogre Battle 64's description: Hammer used for smashing rocks.

^Stats Affected:

Strength is raised four.

\*HARD LEATHER

^Classification: Body

^Type: Light Armor

^Element: Physical

^Ogre Battle 64's description: Armor made of leather hardened in boiling oil.

^Stats Affected: Resistance to Strike is raised six.

\*IRON CLAW

^Classification: Weapon

^Type: Claw

^Element: Physical

^Ogre Battle 64's description: Iron claw attached to the forearm, primarily used in hand to hand combat.

^Stats Affected:

Strength is raised five.

\*IRON HELM

^Classification: Headgear

^Type: Helm

^Element: Physical

^Ogre Battle 64's description: Iron skullcap that leaves portions of the head unprotected.

^Stats Affected:

Resistance to Strike is raised two.

\*JIN-GASA

^Classification: Headgear

^Type: Headgear

^Element: Physical

^Ogre Battle 64's description: Broad, conical hat which protects the wearer from rain and snow.

^Stats Affected:

Mentality is raised one.



Resistance to Strike is raised two.

\*KITE SHIELD

^Classification: Shield

^Type: Shield

^Element: Physical

^Ogre Battle 64's description: Metal shield with the bottom half narrowed for increased maneuverability in combat.

^Stats Affected:

Resistance to Strike is raised eight.

\*LARGE SHIELD

^Classification: Shield

^Type: Shield

^Element: Physical

^Ogre Battle 64's description: Large, circular shield. It is heavy, but allows its wielder to block attacks with ease.

^Stats Affected:

Resistance to Strike is raised ten.

\*LEATHER ARMOR

^Classification: Body

^Type: Light Armor

^Element: Physical

^Ogre Battle 64's description: Armor comprised of layers of leather.

^Stats Affected:

Resistance to Strike is raised three.

\*LEATHER HAT

^Classification: Headgear

^Type: Headgear

^Element: Physical

^Ogre Battle 64's description: Popular leather headpiece.

^Stats Affected:

Resistance to Strike is raised two.

\*LEATHER WHIP

^Classification: Weapon

^Type: Whip

^Element: Physical

^Ogre Battle 64's description: Whip made of a sturdy strip of leather.

^Stats Affected:

Strength is raised four.

\*LIGHT MACE

^Classification: Weapon

\*Type: Mace

\*Element: Physical

\*Ogre Battle 64's description: Light, compact mace that is easy to wield.

\*Stats Affected:

Strength is raised two.

Integrity is raised three.

\*MAGICIAN'S ROBE

^Classification: Body

^Type: Robe

^Element: Physical

^Ogre Battle 64's description: Robe woven with threads of Baldr, a metal that increases one's magical ability.

^Stats Affected:

Integrity is raised five.  
Resistance to Strike is raised three.

\*MARIONETTE

^Classification: Weapon  
^Type: Doll  
^Element: Physical  
^Ogre Battle 64's description: Wooden doll, articulated with steel wires.  
^Stats Affected:  
Strength is raised five.

\*NINJA'S GARB

^Classification: Body  
^Type: Light Armor  
^Element: Physical  
^Ogre Battle 64's description: Garment worn by ninjas, with iron plates sewn in.  
^Stats Affected:  
Agility is raised two.  
Resistance to Strike is raised three.

\*OLD CLOTHING

^Classification: Body  
^Type: Garment  
^Element: Physical  
^Ogre Battle 64's description: Tattered clothes which offer virtually no protection to its wearer.  
^Stats Affected:  
Resistance to Strike is raised one.

\*PLATE ARMOR

^Classification: Body  
^Type: Full Body Armor  
^Element: Physical  
^Ogre Battle 64's description: Full-body armor consisting of shaped and fitted iron plates. It is heavy, but the weight is well-distributed over the entire body.  
^Stats Affected:  
Resistance to Strike is raised eleven.

\*PLATE MAIL

^Classification: Body  
^Type: Armor  
^Element: Physical  
^Ogre Battle 64's description: Iron-plated armor that covers the vital areas of the body.  
^Stats Affected:  
Resistance to Strike is raised nine.

\*PLUMED HEADBAND

^Classification: Headgear  
^Type: Headgear  
^Element: Physical  
^Ogre Battle 64's description: Headband adorned with white feathers, known to bring good luck.  
^Stats Affected:  
Resistance to Strike is raised one.  
Resistance to Holy is lowered one.  
Resistance to Dark is raised three.

\*RAPIER

^Classification: Weapon

^Type: Thrusting Sword

^Element: Physical

^Ogre Battle 64's description: Light, sharp-tipped sword designed to thrust at the joints in armor.

^Stats Affected:

Strength is raised four.

\*ROBE

^Classification: Body

^Type: Robe

^Element: Physical

^Ogre Battle 64's description: Long, flowing robe. It is thin and light, but not very durable.

^Stats Affected:

Resistance to Strike is raised two.

\*ROSARY

^Classification: Accessory

^Type: Accessory

^Element: Virtue

^Ogre Battle 64's description: Silver cross and beads carried by priests.

^Stats Affected:

Integrity is raised three.

Resistance to Dark is raised two.

\*ROUND SHIELD

^Classification: Shield

^Type: Small Shield

^Element: Physical

^Ogre Battle 64's description: Small wooden shield attached to the forearm with a strap.

^Stats Affected:

Resistance to Strike is raised two.

\*SCIPPLAY STAFF

^Classification: Weapon

^Type: Staff

^Element: Physical

^Ogre Battle 64's description: Staff carved from the Scipplay Cypress tree.

^Stats Affected:

Strength is raised one.

Integrity is raised three.

\*SHORT BOW

^Classification: Weapon

^Type: Bow

^Element: Physical

^Ogre Battle 64's description: Small, light wooden bow that is portable and easy to handle, but lacks strength.

^Stats Affected:

Strength is raised three.

\*SHORT SWORD

^Classification: Weapon

^Type: Sword

^Element: Physical

^Ogre Battle 64's description: Sword popular for its ease of use.

^Stats Affected:

Strength is raised three.

\*SPEAR

^Classification: Weapon

^Type: Spear

^Element: Physical

^Ogre Battle 64's description: Steel, easy to use spear, capable of inflicting large amounts of damage.

^Stats Affected:

Strength is raised five.

\*SPELLBOOK

^Classification: Book

^Type: Spellbook

^Element: Variable

^Ogre Battle 64's description: Book of incantations that channels the power of one's guardian deity into magical spells.

^Stats Affected:

Integrity is raised one.

\*SUM MANNUS

^Classification: Weapon

^Type: Sword

^Element: Wind

^Ogre Battle 64's description: Sword of lightning made from the scale of a thunder dragon.

^Stats Affected:

Strength is raised eleven.

Resistance to Wind is lowered one.

Resistance to Earth is raised four.

\*TINY CLOTHING

^Classification: Body

^Type: Garment

^Element: Physical

^Ogre Battle 64's description: Palm-sized garment made of cloth.

^Stats Affected:

Resistance to Strike is raised two.

\*WITCH'S DRESS

^Classification: Body

^Type: Garment

^Element: Physical

^Ogre Battle 64's description: Dress made for witches, adorned with a magical gem.

^Stats Affected:

Integrity is raised three.

Resistance to Strike is raised two.

ZETEGINIAN CALENDAR

The Zeteginian Calendar is used in the Ogre Battle series for dates. The Zeteginian month will be listed first, followed by the real world equivalent for dates. There are fifteen months in the Zeteginian Calendar.

|         |                               |
|---------|-------------------------------|
| *DEUS   | January 1st to January 24th   |
| *TIERRA | January 25th to February 18th |
| *AGUA   | February 19th to March 13th   |
| *SOMBRA | March 14th to April 6th       |
| *BRANCA | April 7th to May 1st          |
| *FLAMA  | May 2nd to May 25th           |
| *VENTO  | May 26th to June 18th         |

\*OURO                    June 19th to July 13th  
\*TRUENO                 July 14th to August 6th  
\*TREVAS                 August 7th to August 30th  
\*OCEANO                 August 31st to September 24th  
\*PRETA                   September 25th to October 18th  
\*GEMEO                  October 19th to November 11th  
\*FOGO                   November 12th to December 6th  
\*RAIO                    December 7th to December 31st

#### BATTLE TERRAIN GUIDE

In this section, I will explain the basics of the thirteen types of terrain you will find in the different battles within the missions.

#### \*FOREST

^Advantage: Forest Units

^Disadvantage: Plain, Marsh, Snow, Mountain and Air Units

^A Tidbit from the Instruction Booklet: "This terrain requires familiarity to negotiate easiliy."

#### \*HIGHLANDS

^Advantage: Mountain Units

^Disadvantage: Plain, Marsh, Snow, Forest and Air Units

^A Tidbit from the Instruction Booklet: "Movement and combat here is difficult for all but the most robust characters."

#### \*HIGHWAY

^Advantage: Plain, Marsh, Snow, Mountain, Forest and Air Units

^Disadvantage: No Units

^A Tidbit from the Instruction Booklet: "It is a great terrain to fight on, as it offers good visability."

#### \*MARSH

^Advantage: Marsh and Air Units

^Disadvantage: Plain, Snow, Mountain, and Forest Units

^A Tidbit from the Instruction Booklet: "The muddy ground makes fighting very difficult."

#### \*PLAIN

^Advantage: Plain, Marsh, Snow, Mountain, Forest and Air Units

^Disadvantage: No Units

^A Tidbit from the Instruction Booklet: "Regular terrain that any unit can move and fight on with no penalty."

#### \*RIVER BANK

^Advantage: Marsh and Air Units

^Disadvantage: Plain, Snow, Mountain, and Forest Units

^A Tidbit from the Instruction Booklet: "These areas are often inaccessible. Combat on this terrain is very uncommon."

#### \*SNOWY FOREST

^Advantage: Snow and Forest Units

^Disadvantage: Plain, Marsh, Mountain and Air Units

^A Tidbit from the Instruction Booklet: "Fighting any other unit {as a Snow or Forest Unit} will give you a great advantage."

#### \*SNOWY HIGHLANDS

^Advantage: Snow, Mountain and Air Units

^Disadvantage: Plain, Marsh, and Forest Units

^A Tidbit from the Instruction Booklet: "It is extremely difficult to move on this terrain."

\*SNOWY HIGHWAY

^Advantage: Plain, Marsh, Snow, Mountain, Forest and Air Units

^Disadvantage: No Units

^A Tidbit from the Instruction Booklet: "It is a great terrain to fight on, as it offers good visibility."

\*SNOWY PLAIN

^Advantage: Snow and Air Units

^Disadvantage: Plain, Marsh, Forest, and Mountain Units

^A Tidbit from the Instruction Booklet: "Snowy Plain is common in the north."

\*SNOWY WILDERNESS

^Advantage: Snow, Mountain and Air Units

^Disadvantage: Plain, Marsh, and Forest Units

^A Tidbit from the Instruction Booklet: "The bitter cold and slippery ground make for very treacherous terrain."

\*STRONGHOLD

^Advantage: The Unit defending the Stronghold

^Disadvantage: The Unit attacking the Stronghold

^A Tidbit from the Instruction Booklet: "Advantage goes to the unit defending the stronghold."

\*WILDERNESS

^Advantage: Mountain and Air Units

^Disadvantage: Plain, Marsh, Snow, and Forest Units

^A Tidbit from the Instruction Booklet: "This is difficult terrain for most units to fight on."

IMPORTANT CHARACTERS

Coming Soon!

HUGO'S REPORT

Coming Soon!

GAME SHARK CODES

There are literally almost two thousand codes for Ogre Battle 64 on the Game Shark. I am going to give you a few of the more important ones here, and the rest can be found at <http://www.cmgsgccc.com/n64/ogre/>

|                                |               |
|--------------------------------|---------------|
| Enable Code (Which Must Be On) | F109A730 2400 |
| Level 99 (Magnus)              | 80193C0B 0063 |
| Maximum HP (Magnus)            | 81193C0E 03E7 |
| Infinite HP (Magnus)           | 81193C10 03E7 |
| Maximum Strength (Magnus)      | 81193C14 03E7 |
| Maximum Vitality (Magnus)      | 81193C16 03E7 |
| Maximum Integrity (Magnus)     | 81193C18 03E7 |
| Maximum Memory (Magnus)        | 81193C1A 03E7 |
| Maximum Agility (Magnus)       | 81193C1C 03E7 |
| Maximum Dexterity (Magnus)     | 81193C1E 03E7 |
| Infinite Goth                  | 81196A6E FFFF |
| Maximum Goth                   | 81196A6C 0098 |
| 81196A6E 967F                  |               |
| Infinite Items for Item Slot 1 | 81193AC2 0063 |
| Infinite Items for Item Slot 2 | 81193AC6 0063 |
| Infinite Items for Item Slot 3 | 81193ACA 0063 |
| Infinite Items for Item Slot 4 | 81193ACE 0063 |
| Infinite Items for Item Slot 5 | 81193AD2 0063 |
| Infinite Items for Item Slot 6 | 81193AD6 0063 |

|                                 |               |
|---------------------------------|---------------|
| Infinite Items for Item Slot 7  | 81193ADA 0063 |
| Infinite Items for Item Slot 8  | 81193ADE 0063 |
| Infinite Items for Item Slot 9  | 81193AE2 0063 |
| Infinite Items for Item Slot 10 | 81193AE6 0063 |
| Infinite Items for Item Slot 11 | 81193AEA 0063 |
| Infinite Items for Item Slot 12 | 81193AEE 0063 |
| Infinite Items for Item Slot 13 | 81193AF2 0063 |
| Infinite Items for Item Slot 14 | 81193AF6 0063 |
| Infinite Items for Item Slot 15 | 81193AFA 0063 |
| Infinite Items for Item Slot 16 | 81193AFE 0063 |
| Infinite Items for Item Slot 17 | 81193B02 0063 |
| Infinite Items for Item Slot 18 | 81193B06 0063 |
| Infinite Items for Item Slot 19 | 81193B0A 0063 |
| Infinite Items for Item Slot 20 | 81193B0E 0063 |
| Infinite Items for Item Slot 21 | 81193B12 0063 |
| Infinite Items for Item Slot 22 | 81193B16 0063 |
| Infinite Items for Item Slot 23 | 81193B1A 0063 |
| Infinite Items for Item Slot 24 | 81193B1E 0063 |
| Infinite Items for Item Slot 25 | 81193B22 0063 |
| Infinite Items for Item Slot 26 | 81193B26 0063 |
| Infinite Items for Item Slot 27 | 81193B2A 0063 |
| Infinite Items for Item Slot 28 | 81193B2E 0063 |
| Infinite Items for Item Slot 29 | 81193B32 0063 |
| Infinite Items for Item Slot 30 | 81193B36 0063 |
| Infinite Items for Item Slot 31 | 81193B3A 0063 |
| Infinite Items for Item Slot 32 | 81193B3E 0063 |
| Infinite Items for Item Slot 33 | 81193B42 0063 |
| Infinite Items for Item Slot 34 | 81193B46 0063 |
| Infinite Items for Item Slot 35 | 81193B4A 0063 |
| Infinite Items for Item Slot 36 | 81193B4E 0063 |
| Infinite Items for Item Slot 37 | 81193B52 0063 |
| Infinite Items for Item Slot 38 | 81193B56 0063 |
| Infinite Items for Item Slot 39 | 81193B5A 0063 |
| Infinite Items for Item Slot 40 | 81193B5E 0063 |

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