

# Ogre Battle 64 Chaos Frame FAQ

by dancing elf

Updated to v1.4 on Apr 22, 2006

The In-depth FAQ on the Chaos Frame in  
Ogre Battle 64 - Person of Lordly Caliber  
By dancing elf  
Version 1.4

\*\*\*\*\*

## Table of Contents

1. Introduction
2. Version History
3. Basic Information about the Chaos Frame
4. Facts and Fiction: Factors that Do and Do Not Affect Chaos Frame
5. How I Locate Changes in the Chaos Frame
6. Details on Changes in the Chaos Frame
  - A. Prologue
    - Mission 1 - The Southern Reaches (Tenne Plains)
    - Mission 2 - Sparks (Volmus Mine I)
  - B. Chapter 1
    - Mission 3 - First Assignment (Crenel Canyon I)
    - Mission 4 - The Path Diverges (Mylesia I)
    - Mission 5 - True Intentions (Zenobian Border)
    - Mission 6 - The Revolutionary Army (Volmus Mine II)
    - Mission 7 - A New Beginning (Gunther Piedmont)
    - Mission 8 - The Infernal Aura (Dardunnelles I)
    - Mission 9 - Liberation of Alba (Alba)
  - C. Chapter 2
    - Mission 10 - Idealism and Realism (Crenel Canyon II)
    - Mission 11 - Warriors of the Fallen Kingdom (Mylesia II)
    - Mission 12 - The Steadfast (Highland of Soathon)
    - Mission 13 - Thoughts (Audvera Heights)
    - Mission 14 - City of the Past (Sable Lowlands)
    - Mission 15 - Uncertainty (Mount Ithaca)
    - Mission 16 - A Legendary Land (Mount Keryoleth I)
    - Mission 17 - Visitors from the West (Azure Plains)
    - Mission 18 - The Grim Path (Wentinus I)
  - D. Chapter 3
    - Mission 19 - The Setting Sun (Dardunnelles II)
    - Mission 20 - Brigade of the Radiant Cross (Gules Hills I)
    - Mission 21 - The Eastern Orthodox Church (Fair Heights)
    - Mission 22 - Suspicion (Vert Plateau)
    - Mission 23 - Mercenaries (Tremos Mountains I)
    - Mission 24 - The Rebel (Capitrium)
    - Mission 25 - The Bearer of Knowledge (Celesis)
    - Mission 26 - No Man's Land (Tremos Mountains II)
    - Mission 27 - Child of the Covenant (Temple of Berthe I)
    - Mission 28 - Gateway to Another World (Temple of Berthe II)
  - E. Chapter 4
    - Mission 29 - The March to Latium (Gules Hills II)
    - Mission 30 - Betrayal/Separate Ways (Romulus)
    - Mission 31 - Royal Blood (Fort Romulus)
    - Mission 32 - Insanity (The Blue Basilica)
    - Mission 33 - The Disillusioned (Ptia)
    - Mission 34 - Denizens of the Netherworld (Barpheth)

- Mission 35 - Lord of Remus Keep (Argent)
- Mission 36 - Advocates of the Darkness (Tybell)
- Mission 37 - March on the Capital (Latium)
- Mission 38 - Promises (Winnea)
- Mission 39 - The Battle Rages On (Aurua Plains I)
- Mission 40 - Pressure (Wentinus II)
- Mission 41 - Adversaries (Castle Talpaea)
- Mission 42 - The Sleeping Goddess (Mount Keryoleth II)
- Mission 43 - Caliber (Aurua Plains II)

- 7. Chaos Frame and Other Requirements for Special Characters
- 8. How Chaos Frame Affects the Endings
- 9. Using the GameShark Code to Manipulate the Chaos Frame
- 10. Legal and Contact Information
- 11. Credits

\*\*\*\*\*

## 1. Introduction

### Why Am I Writing this FAQ About the Chaos Frame?

Anyone who's played Ogre Battle 64 (OB64) knows that the chaos frame is one of the most important aspects of the game. Many of the special characters have chaos frame requirements in order to join your party. Ogre Battle 64 has multiple endings, and the final chaos frame determines which one you'll see.

A lot of this game's 'replay value' centers on achieving a target chaos frame. Unfortunately, the numerical value of the chaos frame is shown only once in the whole game--after the OB64 closing credits! So there has been much speculation on what factors affect the chaos frame. The list includes: liberating or capturing strongholds, killing entire enemy units, Magnus' alignment and age, choosing a mission when there are several options, and recruiting Netherworld characters.

To borrow a phrase from the game, that all-important Chaos Frame was "shrouded in mystery"...until now. Using a GameShark with a code generator, and through trial and error, I managed to locate the GameShark code for the chaos frame. So now it is possible to manipulate the numerical value of the chaos frame with a GameShark. And with the GameShark's code generator, it's possible to look at the numerical value of the chaos frame at any point in the game.

With a way to look at the value of the chaos frame, I wanted to know what factors really do affect the chaos frame's value. Since many people don't own a GameShark, I decided to share my observations and discoveries about the chaos frame. So that's why I'm writing this FAQ...enquiring minds wanna know!

\*\*\*\*\*

## 2. Version History

Version 1.4 - 04/22/06 - Updates to "Basic Information about the Chaos Frame," "How I Locate Changes in the Chaos Frame," "Details on Changes in the Chaos Frame," "Chaos Frame and Other Requirements for Special Characters," "How Chaos Frame Affects the Endings," "Legal and Contact Information," and "Credits"

Version 1.3 - 08/18/05 - No new updates, just indicating that GameFAQs no longer has my permission to post this FAQ at their site. 'nough said.

Version 1.2 - 04/01/05 - Added Chapter 4 details (only for the low chaos frame path). Created "Chaos Frame Requirements for Special Characters and Items" and "How Chaos Frame Affects the Endings." Updated these sections: "Legal and Contact Information," "Basic Information about the Chaos Frame," "Facts and Fiction: Factors that Do and Do Not Affect the Chaos Frame," "Using the GameShark Code to Manipulate the Chaos Frame" and "Credits."

Version 1.11 - 08/18/03 - corrected an answer in the Chaos Frame Basics, revised the format of the Missions Outline, corrected a website address in Legal and Contact Info

Version 1.1 - 08/16/2003 - Added Chapter 3; updated the Legal and Contact Information, Basic Info, the Missions Outline, Facts and Fiction, and Credits

Version 1.0 - 07/28/2003 - The first attempt. Intro, Chaos Frame Basics, Prologue, Chapter 1, Chapter 2, Using the GameShark code for Chaos Frame, Legal and Contact Information, Credits

\*\*\*\*\*

### 3. Basic Information about the Chaos Frame

Q: What is the Chaos Frame in Ogre Battle 64?

A: The chaos frame is a measure of Magnus' popularity with the people of Palatinus.

Q: Why is the Chaos Frame so important?

A: The chaos frame affects your game in two ways. Recruiting many of the special characters is based on meeting chaos frame requirements. The game gives several different endings, based on the chaos frame rating at the end of the game.

Q: Is Magnus' alignment the same as his Chaos Frame?

A: No. On a scale of 0-100, alignment shows whether a character is chaotic (0-33), neutral (34-66), or lawful (67-100). Magnus can have a high alignment, and still have a low chaos frame.

Q: So how do I raise or lower the Chaos Frame?

A: There are three definite ways to change the chaos frame. The 'obvious' way is to liberate or capture enemy strongholds. For more detailed information on how to do this, consult CyricZ's FAQ on Ogre Battle 64 posted at <https://www.neoseeker.com/>. The other ways to change chaos frame are hidden. Whenever there is a divided path, the order that you choose to complete the missions can change the chaos frame. The chaos frame is also changed when some of the special characters join or reject your party. This FAQ will give details on the hidden changes in chaos frame, so please keep reading.

Q: What is the difference between the high chaos frame path and the low chaos frame path?

A: The high chaos frame path will lead to the happier game endings. If you answer "I can't do it" at Frederick's execution, you have the potential to have Ankiseth Gallant and all the Zenobians join your party. Biske and Carth are two special characters that you can't recruit on this path.

The low chaos frame path leads to the game's grimmer endings, and a bonus mission is also possible. If you answer "... .." at Frederick's execution, Ankiseth and the Zenobians will not join your party, and you have the opportunity to recruit both Biske and Carth.

Q: What are the changes in Chaos Frame due to liberations and captures of enemy strongholds by my units?

A: The range for liberations is between 0 and +2. The range for captures is between 0 and -2. I don't know why they vary. Through the end of Chapter 4, the average value for liberations in my games has been +1, and the average value for captures has been -1.5 .

Q: I've read that if the enemy captures strongholds you've liberated, the chaos frame will go down. If the enemy captures a neutral town, will that affect you Chaos Frame?

A: The change in chaos frame is usually -2 if the enemy captures a stronghold that you've liberated.

The chaos frame will also decrease when a neutral town is captured, no matter who takes possession of it. The range for captures of neutral towns is -2 to -3.

Q: Can the Chaos Frame's value go above 100?

A: No. With my chaos frame at 100, I have liberated every town in 4 missions, and made a choice that resulted in a 20-point increase in chaos frame, and the maximum value of the chaos frame has held at 100.

\*\*\*\*\*

#### 4. Facts and Fiction: Factors that Do and Do Not Affect the Chaos Frame

From my observations, I can say that there are three things that affect the chaos frame:

- 1) liberating or capturing strongholds,
- 2) the order that missions are played when there is a divided path,
- 3) whether or not some of the special characters join your party.

None of these things have any affect on the chaos frame:

- \*Defeating the enemy boss and liberating the enemy headquarters
- \*Letting Magnus walk around the map and grow old
- \*Killing only the enemy unit leaders
- \*Killing the entire enemy unit
- \*Creating and using legions

- \*Creating Vampires, Lichs, Angel Knights, and Zombies
- \*Changing the special characters' classes (including undead classes)
- \*Using 'Love and Peace' to recruit enemy characters, including an Angel Knight and a Saturos

\*\*\*\*\*

## 5. How I Locate Changes in the Chaos Frame

Before I open a game file, I turn on the GameShark's code generator. After I've opened the game file, I use the memory editor function of the Gameshark to go to the address for the chaos frame code; it shows me the current value of the chaos frame. I frequently use the GameShark to pause the game and look at the chaos frame's value. If it has changed, I look at what just happened. This is also how I determine what factors really do change the chaos frame.

I record the change in chaos frame after every town that I've liberated or captured. I compile this data in a spreadsheet to get the average change in chaos frame for liberations and captures.

There are four basic paths for this game, based on the decisions to fight Dio and your answer at Frederick's execution:

- A) do not fight Dio and say "I can't do it..."
- B) do not fight Dio and say "... .."
- C) fight Dio and say "... .."
- D) fight Dio and say "I can't do it...."

Currently, I have completed all of the options except D) fight Dio and say "I can't do it...."

With multiple game saves on memory cards, I can follow one path and look at the changes in chaos frame, then go back and follow the other paths to see what happens there.

\*\*\*\*\*

## 6. Details on Changes in the Chaos Frame

In this section, I will give the hidden changes in chaos frame, based on the choices available. Any unusual observations about the chaos frame will be noted here, too. "N/A" means that there is no hidden change in chaos frame for that mission. "<<< >>>" means that I need to verify this data, so it may not be completely accurate.

### A. Prologue

The chaos frame is 50 when the game begins.

Mission 1 - The Southern Reaches (Tenne Plains)

N/A

Mission 2 - Sparks (Volmus Mine I)

N/A

### B. Chapter 1

Mission 3 - First Assignment (Crenel Canyon I)  
N/A

There is a choice between the next two missions:

Mission 4 - The Path Diverges (Mylesia I)

Mission 5 - True Intentions (Zenobian Border)

#### 1. Mylesia I First

If you choose to go to Mylesia I first, there is a 10-point drop (-10) in the chaos frame. If Yumil's unit liberates any of the strongholds, there is no change in the chaos frame from those liberations. So if you are trying to raise the chaos frame, it's better to liberate all the towns with your own units.

#### 2. Zenobian Border First

If you choose to go to the Zenobian Border first, the value for the chaos frame you achieved at the end of the Zenobian Border does not change during Mylesia I, no matter how many towns you liberate or capture during the Mylesia I mission.

Mission 6 - The Revolutionary Army (Volmus Mine II)

If you chose to say "... .." at Frederick's execution, there is a 20-point drop (-20) in the chaos frame at the end of this mission.

There is no change to the chaos frame (0) if you choose "I can't do it..." At Frederick's execution.

Mission 7 - A New Beginning (Gunther Piedmont)

N/A

Mission 8 - The Infernal Aura (Dardunnelles I)

N/A

Mission 9 - Liberation of Alba (Alba)

N/A

### C. Chapter 2

Mission 10 - Idealism and Realism (Crenel Canyon II)

N/A

Mission 11 - Warriors of the Fallen Kingdom (Mylesia II)

N/A

Mission 12 - The Steadfast (Highland of Soathon)

N/A

There is a choice between the next three missions:

Mission 13 - Thoughts (Audvera Heights)

Mission 14 - City of the Past (Sable Lowlands)

Mission 15 - Uncertainty (Mount Ithaca)

#### 1. Sable Lowlands First

If you choose to go to Sable Lowlands, then Audvera Heights, then Mount Ithaca, there is a 15-point increase (+15) in the chaos frame.

## 2. Audvera Heights First

If you choose to go to Audvera Heights, then Sable Lowlands, then Mount Ithaca, there is a 15-point drop (-15) in the chaos frame.

ABOUT VAD AT NAKINA, MOUNT ITHACA: For either of the choices above, if Vad does not join your party (whether he dies during the mission, or whether you tell him "No" when he begs to join), there is a 10-point drop (-10) in the chaos frame. If Vad joins your party, there is a 10-point increase (+10) in the chaos frame.

## 3. Mount Ithaca First

If you choose to go straight to Mount Ithaca, the other two missions close; Vad does not offer to join your party, and there is no change in the chaos frame (0).

NOTE: Sable Lowlands is the only place to get Valiant Mantles for Black Knights, so going to Mount Ithaca first is NOT recommended.

There is a choice between the next two missions:  
Mission 16 - A Legendary Land (Mount Keryoleth I)  
Mission 17 - Visitors from the West (Azure Plains)

### 1. Azure Plains First

If you choose to go to Azure Plains first, there is no change in the chaos frame (0).

ABOUT SHEEN AT COPPERMINE, AZURE PLAINS: If Sheen joins your party, there is a 10-point drop (-10) in the chaos frame.

### 2. Mount Keryoleth First

If you go to Mount Keryoleth first, there is no change in the chaos frame (0), but the path to Wentinus I will open. If you choose to go to Wentinus I next, there is no change in the chaos frame (0), but Azure Plains closes.

Mission 18 - The Grim Path (Wentinus I)

If you choose to obey orders and fight Ankiseth, there is no change to the chaos frame (0).

If you choose to make peace with the Western Division, there is a 20-point increase (+20) in the chaos frame as soon as the mission starts. There is no change in the chaos frame from any towns liberated by Ankiseth's unit during this mission.

## D. Chapter 3

ABOUT ANKISETH AT ALBA: If Ankiseth joins your party, there is a 10-point increase (+10) in the chaos frame.

Mission 19 - The Setting Sun (Dardunnelles II)

N/A

Mission 20 - Brigade of the Radiant Cross (Gules Hills I)

N/A

Mission 21 - The Eastern Orthodox Church (Fair Heights)

N/A

There is a choice between the next 3 missions:

Mission 22 - Suspicion (Vert Plateau)

Mission 23 - Mercenaries (Tremos Mountains I)

Mission 24 - The Rebel (Capitrium)

#### 1. Vert Plateau First

If you choose to go to Vert Plateau first, you must go to Capitrium next, then on to Celesis. Tremos Mountains I closes when you make this choice.

ABOUT EUROPEA AT FORT HILLERVICH, VERT PLATEAU: When you send Magnus to Fort Hillervich to see Europea, there is a 5-point drop (-5) in the chaos frame. If Europea lives to joins your party at the end of the mission, there is another 5-point drop (-5) in the chaos frame. There is no change in the chaos frame from any strongholds liberated by Europea's unit during this mission.

#### 2. Capitrium First

If you choose to go to Capitrium first, Tremos Mountains I will close. When you complete the mission, Celesis opens, and you have a choice between Vert Plateau and Celesis. If you go to Celesis next, Vert Plateau closes, and there is no change (0) in the chaos frame.

If you choose to go to Capitrium, then Vert Plateau, then Celesis, there is no change (0) to the chaos frame.

ABOUT BISKE AT CASTLE EUNDEL, CAPITRIUM: There is a 10-point increase (+10) in the chaos frame if Biske joins your party.

#### 3. Tremos Mountains I First

If you choose to go to Tremos Mountains I, the other two missions close. Your path becomes Tremos Mountains I, Tremos Mountains II, then Celesis, and there is a 10-point drop (-10) in the chaos frame.

ABOUT PAUL AT COONGUL, TREMOS MOUNTAINS I: If you answer the questions so that Paul will join your party, there is a 10-point drop (-10) in the chaos frame. When Paul joins your party at the end of the mission, the change in chaos frame can go two different ways. If you said "I can't do it..." at Frederick's execution (Mission 6) , there is another 15-point drop (-15) in your chaos frame when Paul joins your party. If you said "... .." at Frederick's execution, there is a 15-point increase (+15) in the chaos frame when Paul joins your party. If you answer the questions so that Paul will not join your party, there is no change (0) in the chaos frame. <<< I still have to verify this information for the fight Dio and say "I can't do it..." path.>>>

#### Mission 25 - The Bearer of Knowledge (Celesis)

If you chose to go to Vert Plateau first, Europea joined your party and she did not die before the end of the Vert Plateau mission, there is a 20-point increase (+20) in the chaos frame at the end of the Celesis mission.

There is no change in the chaos frame (0) here if Europea died before the end of the Vert Plateau mission.



Mission 26 - No Man's Land (Tremos Mountains II)  
N/A

Mission 27 - Child of the Covenant (Temple of Berthe I)  
N/A

Mission 28 - Gateway to Another World (Temple of Berthe II)  
N/A

#### E. Chapter 4

Mission 29 - The March to Latium (Gules Hills II)

ABOUT DESTIN AT KURASHINO, GULES HILLS II: If you reject Destin, there is a five point drop (-5) in your chaos frame, and Gilbert will not join, even if your chaos frame meets his required range.

Mission 30 - Betrayal/Separate Ways (Romulus)  
N/A

Mission 31 - Royal Blood (Fort Romulus)  
N/A

Before I give the changes in the chaos frame, I will try to lay out the mission choices.

There is a choice between the next two missions:

Mission 32 - Insanity (The Blue Basilica)

Mission 33 - The Disillusioned (Ptia)

But the really important choice is WHEN you complete these two missions:

Mission 37 - March on the Capital (Latium)\*

Mission 38 - Promises (Winnea)\*

\*NOTE: Winnea is a siege mission, and it always follows the Latium mission.

Depending on the choices you make, all of the following missions can be completed either before or after Latium/Winnea:

Mission 32 - Insanity (The Blue Basilica)

Mission 33 - The Disillusioned (Ptia)

Mission 34 - Denizens of the Netherworld (Barpheth)

Mission 35 - Lord of Remus Keep (Argent)

Mission 36 - Advocates of the Darkness (Tybell)

It is also possible to skip several of these missions by continuing to Aurua Plains I (Mission 39) and Wentinus II (Mission 40) once Latium and Winnea are finished. Once Wentinus II is completed, all the incomplete missions will close.

Mission 32 - Insanity (The Blue Basilica)

Completing this mission always results in a 10-point drop (-10) in the chaos frame.

Mission 33 - The Disillusioned (Ptia)

If this mission is completed before going to Latium/Winnea,

Amazeroth is the enemy boss, it is possible to recruit Carth, and there is a 10-point increase (+10) in the chaos frame for completing this mission. After Latium/Winnea, you face Carth as the enemy boss and the chaos frame drops by 10 points (-10) for this mission.

ABOUT CARTH AT TORAB NI, PTIA: There is a 10-point increase (+10) in the chaos frame if Carth joins your party at the end of the mission. If you reject Carth's offer to join your battalion, there is a 10-point drop (-10) in the chaos frame. There is no change in the chaos frame (0) if Carth dies during this mission.

#### Mission 34 - Denizens of the Netherworld (Barpheth)

If this mission is completed before going to Latium/Winnea, there is a 10-point increase (+10) in the chaos frame. After Latium/Winnea, the chaos frame drops by 10 points (-10) for this mission.

#### Mission 35 - Lord of Remus Keep (Argent)

If this mission is completed before going to Latium/Winnea, Reucharle is the enemy boss and there is a 10-point increase (+10) in the chaos frame. After Latium/Winnea, you face Count Silvis as the enemy boss, and the chaos frame drops by 10 points (-10) for this mission.

#### Mission 36 - Advocates of the Darkness (Tybell)

There is no change in chaos frame (0) for completing this mission.

#### Mission 37 - March on the Capital (Latium)

If two Knights of Danika are the enemy bosses for this mission, there is no change (0) in the chaos frame. If two paladins, Vesalus and Ruolanair, are the enemy bosses, there is a 10-point drop (-10) in the chaos frame for this mission.

**\*\*NOTE:** Although the order doesn't matter, Ptia, Argent, and The Blue Basilica **MUST** be completed before going to Latium if you want to face the two Knights of Danika bosses.

#### Mission 38 - Promises (Winnea)

There is always a 10-point increase (+10) in the chaos frame for completing this mission.

**\*\*\*NOTE:** After the Winnea mission is finished, the **ONLY** way to change your chaos frame is through liberations or captures of strongholds. There are two events after the Winnea mission that might help you get a feel for your chaos frame, so you will know if you need to use liberations/captures to get your desired game ending:

- 1) Magnus asks Frederick for permission to stop Danika's resurrection. If Frederick offers "advice" to Magnus, your chaos frame is 33 or less. If Frederick says, "You must come back," your chaos frame is 34 or higher.
- 2) If you get the Southern Cross armor from Gothpicci, Latium after this mission, your chaos frame is 50 or more.

**NOTE:** The changes in chaos frame for Missions 32 - 38 are the same for these basic paths:

- A) do not fight Dio and say "I can't do it..."
- B) do not fight Dio and say "... .."



to join your party. Liberate Elgorea during the Mylesia I mission and Troi will ask to join during the mission.

Luck = 50

Katreda Birall

There is no chaos frame requirement for Katreda to join your party. Liberate Cayes during the Gunther Piedmont mission, and Katreda will ask to join during the mission.

Luck = 50

Asnabel Birall

There is no chaos frame requirement for Asnabel to join your party. If Katreda asks to join during the mission, he also asks to join you after the Gunther Piedmont mission, even if Katreda is not in your party.

Luck = 48

Aisha Knudel

There is no chaos frame requirement for this Zenobian to join your party. However, you must have said "I can't do it..." at Frederick's execution (Mission 6). Liberate Puld during the Audvera Heights mission, and Aisha asks to join.

Luck = 55

Liedel Klein

If your chaos frame is 34 or higher when you finish the Sable Lowlands mission, Liedel will ask to join your party.

Luck = 50

Vad Orok Zlenka

There is no chaos frame requirement to recruit Vad. However, you must not go straight to Mount Ithaca as soon as that mission opens. During the Mount Ithaca mission, avoid battle with Vad's unit by going north of your base, not due east. Do not attempt to liberate or capture the stronghold of Nakina, where Vad's unit will station itself. After the mission is complete, Vad will ask to join your party.

Luck = 47

Saradin Carm

There is no chaos frame requirement for this Zenobian to join your party. However, you must have said "I can't do it..." at Frederick's execution (Mission 6). Saradin asks to join you during the briefing before the Mount Ithaca mission, even if Aisha isn't in your battalion.

Luck = 51

Sheen Cocteau

Liberate Fratelli and speak to the woman there, then liberate Coppermine during the Azure Plains mission. If your chaos frame is 60 or less immediately after you liberate the Coppermine, Sheen will ask to join your party.

Luck = 56

Ankisetht Gallant#

Answer "... .." at Frederick's execution (Mission 6), and Ankisetht will not join your party. If you want Ankisetht to join your party, say "I can't do it..." at Frederick's execution, then choose

to make peace with the Western Division before the start of the Wentinus I mission, and keep him alive during the battle.

Luck = 52

Meredia O'Keife

There is no chaos frame requirement for Meredia to join your party. However, Leia must be in your party, and she must not have converted to an undead class in order for Meredia to ask to join you during the briefing before the start of the Fair Heights mission.

Luck = 50

Europea Rheda

There is no chaos frame requirement for Europea to join your battalion. However, when the choice between Tremos Mountains I, Capitrium, and Vert Plateau opens, you should choose Vert Plateau first. Send Magnus to Fort Hillervick, and Europea must not die during this mission.

Luck = 56

Paul Lukische#

<<<none>>>

To have Paul Lukische join your party, choose Temos Mountains I as soon as it opens. This mission closes if you choose either Capitrium or Vert Plateau first. First, liberate Corpino, then go to Coongul to meet Paul. Say "Is that what you want?" When you complete the mission, Paul will offer to join you.

Biske La Varet

There is no chaos frame requirement for Biske to join your party. However, Ankiseth, Aisha, and Saradin can not be in your battalion, or have even asked to join you. The easiest way to accomplish all of this is to just say "... .." at Frederick's execution (Mission 6). Also, you must not choose to go to the Tremos Mountains I mission as soon as it opens.

Luck = 46

Quass Debonair#

In order to recruit this Zenobian, you must say "I can't do it" at Frederick's execution (Mission 6). You must have Aisha and Saradin in your battalion. First, Magnus must go to Ibu Deli during the Tremos Mountains II mission. Whether Magnus liberates or captures Ibu Deli, if your chaos frame is 34 or higher immediately afterwards, Debonair will ask to join your battalion. If you send any other unit leader to Ibu Deli before Debonair sees Magnus, Debonair will not join.

Luck = 50

Destin Faroda#

In order to recruit this Zenobian, you must say "I can't do it..." at Frederick's execution (Mission 6). You must also have Aisha, Saradin, and Debonair in your party. If you send another unit leader to Kurashino during the Gules Hills II mission, Destin will ask to see Magnus. If your chaos frame is 34 or higher when Destin sees Magnus, Destin will ask to join your party.

Luck = 54

Gilbert Oblion#

In order to recruit this Zenobian, you must say "I can't do it..." at Frederick's execution (Mission 6). You must have the other four Zenobians (Aisha, Saradin, Debonair, and Destin) in your party. Once Destin joins your battalion, if your chaos frame is 68 or higher, Gilbert will also join your battalion.  
Luck = 48

Carth Forleizen

To recruit Carth: Aisha, Saradin, Debonair, Destin, and Gilbert must not be in your party, or have even asked to join. The easiest way to accomplish this is to say "... .." at Frederick's execution (Mission 6). During the Ptia mission, liberate Furge and speak to the boy there first. Then Liberate Torab Ni. If your chaos frame is 29 or lower immediately after you liberate Torab Ni, and Carth lives through the mission, Carth will ask to join your battalion afterwards.  
Luck = 50

Southern Cross armor

This item is available at Gothpicci, Latium after completing Mission 38 (Winnea). You must have completed the side quests for the following items: ansate Cross, Pedra of Bane, Pedra of Virtue, and the Dream Tiara. If your chaos frame is 50 or higher, you will receive the Southern Cross.

# I am still working on the fight Dio, and say "I can't do it..." basic path, so there still may be a chaos frame requirement for Ankiseth. It is also possible that the chaos frame requirements for Debonair, Destin, and Gilbert may be different.

\*NOTE: With cyricZ's permission, I have included the other requirements for obtaining the special characters. But you should double check, so cyricZ's Ogre Battle 64 FAQ is available at <https://www.neoseeker.com/>

\*\*\*\*\*

## 8. How Chaos Frame Affects the Endings

### Chaos Frame 0 - 33

The Caliber mission, Aurua Plains II, opens if you said "... .." at Frederick's execution (Mission 6).

\*\*\*\*\*

## 9. Using the GameShark Code to Manipulate the Chaos Frame

A. There are two codes that must be entered and activated:

Enabler code: F109A730 2400  
Chaos Frame Modifier: 801936A9 00xx

'xx' is the value in hexadecimals. You can use a scientific

calculator to convert between base 10 and base 16 (hexadecimals) to get the value that you want. I use the hex calculator located at:

<http://www.mrcalculator.com/>

B. A few words of advice:

1. I recommend that you save your game file to a controller pak (memory card) before you try using ANY GameShark code. Once, my whole game file was erased, and I was in Chapter 3!

2. Try not to have too many codes running at once--it might cause your game to freeze.

3. The code generator is available on the GameShark Pro v3.x for N64. To use the code generator, your N64 unit must be equipped with the 4MB expansion pak accessory. If you want to learn how to use the code generator, I recommend a document by Kong K Rool and MacroX, "The Secrets of Professional GameShark Hacking." I will not reply to e-mails on this subject.

\*\*\*\*\*

## 10. Legal and Contact Information

I, Beth "dancing elf" Mabels, am the author of this FAQ. Some of the information on "Chaos Frame and Other Requirements for Special Characters and Items" is drawn from cyricZ's Ogre Battle 64 FAQ, with his permission, of course. You do not have my permission to claim any parts of this FAQ as your own work, nor do I give you permission to change its format in any way.

Currently, the only websites that have my permission to post this FAQ are:

[www.cheats.de](http://www.cheats.de)  
[www.neoseeker.com](http://www.neoseeker.com)

My e-mail address is [wannanewdrug6@hotmail.com](mailto:wannanewdrug6@hotmail.com) .

However, due to crank emails from some people over at gameFAQs who do not like me, I am not going to respond to emails on this FAQ.

Copyright 2003, 2004, 2005, 2006 Beth Mabels, a.k.a. "dancing elf"

\*\*\*\*\*

## 11. Credits

"Thank you so very much!" to the following:

Our Heavenly Father, Jesus, and the Holy Spirit -- great are Thy faithfulness

Yasumi Matsuno - for creating the concept behind the Ogre Battle games

CyricZ - for giving me permission to incorporate information on recruiting the special characters given in his FAQ into my FAQ; his FAQ has info on just about everything you want to know about Ogre Battle 64 ^-^

Kong K Rool and MacroX - for their document, "The Secrets of Professional GameShark Hacking"

Interact - creators of the GameShark Pro

GSCCC - for posting GameShark codes

jimbobqwerty15, wolfmanbiske, MagiDrakee, wilson, and TheInfernalShow - for proof-reading the FAQ

Schnapp - for prompting me to explain how I find changes in the Chaos Frame

srl487 - for trying the chaos frame code and saying that it worked

Atomic Dragon and "BUM the BUM" - for your questions

www.mrcalculator.com - for the free hex calculator ^-^

\*\*\*\*\*

This document is copyright dancing elf and hosted by VGM with permission.