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Tactics ogre let us cling together lord class

Originally released in 1995, Tactics Ogre could be described as the godfather of the console Strategy RPG. While not the first game of its genre (ed - nor even of this series - that was Ogre Battle), it's one of the earliest and best examples of what makes SRPGs so damned addictive. The game is packed with valiant turn-based battles, fiendish strategies that require deft positioning of troops on the battlefield, and a noble story that featured a unique morality system - decisions you made in game affected the plot, characters, and ending you encounter. Above: Ravness Loxaerion, Abuna Donnalto, Master Nybeth; they really do have ridiculous names here15 years later, Director Hiroshi Minagawa has reunited the entire development team to give the game a rehaul; a task that has taken around 4 years to achieve. He's even managed the impossible feat of getting original Director Yasumi Masuno to return to Square-Enix for the project. At first glance, you can't deny the visual similarities between Tactics Ogre and PS1 gem, Final Fantasy Tactics. Fair enough - Matsuno is responsible for both. But Tactics Ogre is simply more hardcore. You take charge of a party of up to 12 members, who are on a quest to bring freedom to the nation of Valeria. Medieval battles are waged on a 3D isometric playing field in a turn-based fashion, where you must maneuver each of your party members into place and execute attacks, magic spells, healing buffs...whatever's in your soldier's repertoire. There's an overwhelming amount of data for you to consider at all times. For starters, there's the terrain indicator, which gives you a value for melee accuracy, depending on what the map is like - how elevated are you versus your target? Are there trees? That sort of thing. Weather conditions and wind direction will also affect things like arrow attacks; all of which needs to be considered before you even make your first move. It can be a little bit tiresome, especially when all you want to do is lamp the guy in front of you. What? I don't have a high enough crit rating? It's taken me four rounds just to get here! Ffffffuu- Above: Battles are waged on all sorts of terrains - castles, deserts, forests, castles, fields, more castles...Thankfully, there is a nifty feature that can help you out, which is the Predicted Outcome indicator. Place your cursor over your target, and it'll show expected damage and the success rate of your attack, so you can get a better idea of how much bang you'll get for your buck. Furthermore, should things start to go pear-shaped, TO has a rather interesting option to help you claw back the victory: the Chariot Tarot. By hitting the left shoulder button at any point during the fight, you can bring up a battle record of the last 50 moves, then jump to any one of those points. When you make the jump, it's saved as a separate file, so you can compare results from before and after you retraced your steps, just in case you weren't sure you did the best thing. Pretty neat. There are a whopping 60 class types, which range from the standard warriors, priests and wizards to the bizarre Necroprentice (who can summon dead beasties), Astromancers (users of powerful magic) and...the Octopus? We couldn't find the last one, but spotted him in the tutorial. Our favourite by far is the Vartan - a winged warrior who can jump great distances across the battlefield, and excels at both melee and ranged combat. Above: With 60 different types of warrior to choose from, the Warrior seems a bit plainThankfully, in order to make up for its punishing battles, Tactics Ogre does make things a little bit easier in the character progression department. After winning each battle, you'll be given both general XP and Skill Points, with both go towards levelling up entire character classes, rather than an individual unit. So if, later on in the game, you want to recruit a Rune Lancer who matches your party level, it's not a problem. Nice little details like these help ease the fact that it will take you hours to plow through a single map. Tactics Ogre is most definitely a game for the hardcore tactician, and it's not ashamed of this fact at all. Still, if you have the brains to master these tiny battlefields, there's a staggering amount of gameplay on offer. It's also nice to see that, despite the encyclopaedic volume of data available during each battle, information is laid out comprehensively and everything is thoroughly explained. The problem really lies with how much you can take on board... Above: This lady just laid the verbal smackdown. OuchVisually, the cartoony graphics are sharp and bright, with Akihiko Yoshida's character artwork bringing in a medieval charm. There's a real gap in the market for a decent tactical RPG at the moment, and Tactics Ogre will most definitely fill that hole. It's set to launch February 15 in the US, with a UK release just ten days later. Clear your calendars. Jan 11, 2010 I wish it was based off units. I can't level up my terror night, ninja, and octopus for the life of me. I must be missing something cause it can't be this hard Most human characters begin as either amazons or soldiers. By leveling up correctly, they can later progress to the other male or female classes, although most advanced classes are limited to certain alignments - lawful, neutral, or chaotic. Human Classes Soldier Ninja Beast Tamer Knight Exorcist Gunner Female Classes Amazon Cleric Witch Archer Valkyrie Siren Priest Dragon Tamer Special Classes Angel Knight Lich Concerning the 'Gunner' class, once a character has changed into this class, they cannot change to a different class. Making a character who has the right qualifications dies in battle. Only Females of the Law alignment can become Angel Knights, while changing to a Lich requires the character to have the requirements and be equipped with the Undead Ring, a rare accessory item that is destroyed during the class change. Special Classes[edit] In addition to the normal male and female choices, classes exist which are unique to certain characters and may become available only if the plot takes a particular turn. There are also enemy classes, accessible to the player only Warrior—Vice only White Knight—Mildain and Guildus Eagle Man—Canopus only Shaman—Sisteena, Selye, Shelley and Olivia Beast Master—Ganb only Sorceress—Deneb only NPC Classes Paladin—Lans Hamilton Lord Mancer—Warren Templar Knight Death Templar—Lans Tartare Temple Commando—Balzepho, Volac, Oz, Ozma, Andoras, Barbas, Martym Bishop—Branta Dark Element—Dolgare Non-Human Classes[edit] The only non-human classes who can change class are dragons. While the base dragon class depends on the dragons' element, the second-tier classes, the White and Black Dragons, are dependent on the number of kills the unit has delivered, with the Holy Dragon requiring fewer than 30 kills and the Tiamat requiring 50 or greater. Please note that these conditions are in addition to the normal level requirement. Hydra is a separate class entirely, and can neither change dinto. It can only be recruited during battles. Demihuman Classes Faerie Gremlin Lizard Man Hawk Man Gorgon Goblin Pumpkin Head Ghost Skeleton Beast Classes Gryphon Cockatrice Octopus Golem Cyclops Dragon Classes Earth Dragon Red Dragon Red Dragon Blue Dragon White Dragon White Dragon Holy Dragon Ho Goblin and Cyclops. The Pumpkin Head cannot be recruited from Deneb after selling her a Glass Pumpkin they find. Finally, the Ghost and Skeleton, while found and Persuadable in-battle, may also be obtained by using the Necro spell on a character who has been killed in battle. There are also a large number of "enemy only" demi-human and undead classes are all recolors of existing classes. These classes are all recolors of existing classes are all recolors of existing classes. Many thanks to Austin and Landon, the owners of www.tacticsogre.com, for providing a home for this site! Recent Updates January 12, 2011: Howdy, how's everyone doing? Go figure that as time goes on, my life would become busier and busier to the point where it would take me months to post a simple update! Sorry folks... The biggest news to report in this update is that there is now an English Tactics Ogre ROM available for download at . I have updated the FAQ Section accordingly. In addition, I fixed a broken link to a PAR code spreadsheet in the PAR Code Section accordingly. In addition, I fixed a broken link to a PAR code spreadsheet in the PAR Code Section accordingly. my e-mail and MySpace profile are operational - I check them and respond to inquiries regularly! I am also on Facebook - feel free to use my e-mail address to look me up! If you wish to connect on those sites, it would be particularly helpful if you included a brief message to the effect of "Tactics Ogre" with your friend request (otherwise, I'll likely ask you if you're a fan of my work). Despite the fact that this site does not see updates as frequently as it has in the past (partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time, partly because I'm no longer a college student with the spare time a college student with the spare t in summary, I'm still around! Stay tuned... The Guide Section Name Description Academy Zapan: So you're training to become a warrior, huh? Well, here is where you'll be able to learn about many of the different classes that you can become a warrior, huh? Well, here is where you'll be able to learn about many of the different classes that you can become a warrior, huh? Well, here is where you'll be able to learn about many of the different classes that you can become a warrior, huh? Well, here is where you'll be able to learn about many of the different classes that you can become a warrior. answer a series of questions asked by the four elemental goddesses. If you've ever wondered about the significance of your responses, this section of the quide is dedicated to walking you through all three routes of the game. The walkthrough is split into chapters (including sub-guides for Hell Gate and Eden), and contains information on the locations of buried treasure! Last Updated: January 1, 2007 Warren Report Warren: Curious about who someone is or how they affect the story? You'll likely find what you're looking for here, in my special report. This section is also home to the "Mystery Character" contest, where you can identify and learn about characters from other games! Last Updated: May 15, 2003 Mysteries Forcas: This section deals with some of the more subtle aspects of AGI/DEX on status spells, the loyalty system, and Chaos Frame. Last Updated: November 7, 2002 Tips and Tricks Vice: Here, you'll find information on almost all of the secrets in the game, such as recruiting those hard-to-get items, and winning those hard-to-win battles. It is organized in such as way that allows for easy access to the information you want! Last Updated: November 7, 2002 Weapons Armor Items Magic Abilities Lans: In order to fight effectively in battle, you must have an understanding of the various equipment and abilities available to you. Here, my fellow Dark Knights will give you a briefing on the different types of weapons, armor, items, magic, and special abilities available in Tactics Ogre. Last Updated: July 4, 2005 GameShark Zaebos: Well, well, well, well...I suppose you're looking for some sort of shortcut, aren't you? If you insist on using it, then this is the place to be. Only time will tell--if you're good enough, you can even get ME to join your party! Last Updated: March 12, 2005 Pro Action Replay Camus: Well, hello there! Courtesy of the Matilda Knights, Tactics Ogre gameplay enhancement is no longer limited to those playing the PSX version of the game. Here you will find Pro Action Replay (PAR) codes for the original Super Famicom version of the game. Last Updated: January 12, 2011 Dojo Wiegraf: A key strategy to developing a winning team is to diversify your characters' training, so that their weak points are not as prevalent--that's where the Death Corps went wrong. I've been studying the art of training and gaining power, and you can see what I've come up with here. It's an interesting read complete with sample characters, and it is probably the first attempt anyone's made to analyze the Tactics Ogre training system in an academic context! Last Updated: May 16, 2005 Realm of Death Nybbas: I'm Nybbas Obderhode, the most powerful Necromancer in all the land! Won't you stop by my lovely Realm of Death and take a look at some of my work? You would find it most interesting... Last Updated: November 7, 2002 FAQ Radlum: Have a question related to the game that isn't answered in any of the previous sections? Read this section before sending your questions in--it will cover questions in--it will cover questions that your fellow Tactics Ogre Forum - it's not Serpent's Hold or anything like that, but it'll give you a chance to be heard! Just don't talk about me getting my ass kicked by that crusty old wizard...you'll make me cry! Added: August 24, 2007 About the Author Chris: Want to know more about me, the mastermind behind this guide? This section is the place to go! Last Updated: August 17, 2004 Chris: Many of the images in this guide came from ozweb/ogre.htm. However, that site no longer exists (at least at that location). If you have any further questions or comments, feel free to send me an e-mail at crg@alumni.princeton.edu.

