

# YOU... and who else?

## **Official Strategy Guide** **[www.aldorlea.org](http://www.aldorlea.org)**

In this guide you will find:

- \* Instructions (How to play)
- \* Battle Strategies & Hints
- \* All Waves Listed
- \* All Monster Details
- \* All Generals Details (cf end)

## I. GENERAL APPROACH

"You... and who else?" is a game that focuses on strategy. Your goal is to defeat a number of "enemy waves" in order to conquer a spot (which can be natural, a town, or a castle).

If you lose against one wave (= fight), you have to start over. In **Easy Mode**, you can retry directly this fight, whereas in harder ones you need to start from the beginning. Between each fight, you can send the "General" of your choice, according to the info provided about the next wave.

This makes the game extremely strategic as you need to choose the General you think will perform the best against the upcoming wave, but also factor in possible fatigue (eg if a General has already been into several fights) and stuff like this.

Knowledge is also a key element. The more you know about the enemies you face, the more you can send the right General (and his Troops) to defeat them.

In a lot of cases, you face enemies you also have on your side. For instance you can fight a bunch of Archers or Warriors, while also having Archers and Warriors on your side. In this game, monsters don't get bonuses for being monsters. Which means an enemy Archer has exactly the same possibilities as one on your side. It's also means there are two ways to acquire knowledge:

a) by fighting enemies "normally" and see how they behave  
b) by developing your own Troops and therefore acquiring "insider knowledge" whenever facing a same kind of Troops (eg all Knights are the same except for Levels and Equipment).

### PRE-GAME CHOICES:

You can choose whether the game has randomness or not. No randomness means no critical hits for either side and no misses either. *Note:* MISS is still possible when battler has "natural" evasion points, like a fairy.

Since this is a STRATEGY game, it is recommended to get rid of the randomness, as it generally affects tight strategies.

If you are more lenient on the matter, feel free to keep randomness in, but you have to know randomness generally favors enemies since they usually do not have a tight strategy as we assume you'll try to develop.

This guide assumes you've picked no randomness, so as to provide as much accurate strategy as possible. Of course a well thought-out strategy can fail if a character misses or is hit by a critical hit, hence why we recommend playing without randomness.

You can also choose the level of difficulty.

- EASY auto-saves after each fight, allowing for retrying comfortably in case of a failing decision. It is the recommended choice for a first game.

### Why pick Easy for a first play-through?

There is a **very good reason** why we recommend to pick easy for beginners.

At first, logically, you still need to learn and gain knowledge about the game. You don't know everything, which can lead to mistakes and poor choices, often coming with a deadly punishment (losing - nothing more ^^).

Easy mode allows you to **retry** each time you make a bad, or even a very bad call. This will help your learning curve without losing too much. You will adjust your strategy so as to provide a better resistance to the enemies, and little by little learn to play the game better. Incidentally, you can also retry in case a strategy wasn't bad but failed due to bad luck (it can happen, too).

It will always be possible to attempt more difficult modes once you've got a solid grasp of the game, its mechanisms and its enemy types. So do choose Easy, unless you're very adventurous.

- NORMAL auto-saves every 5 fights.
- HARD auto-saves every 10 fights.
- MANIAC auto-saves only after all the waves are defeated.

*Note:* always pay attention to the indication given about the upcoming wave as it is given only once.

You can also choose a male or female hero. It doesn't affect the rest of the game except for who is your leader (obviously) and what kind of Troops they control.

#### FULL COMPLETION OF ANY MODE:

In order to fully complete a mode and obtain the highest rating, you must:

- not fail any wave
- not grind (ie come back to a place already conquered for extra-levels)

This will give you the "highest ranking" in any mode.

Of course you can finish the game, still, if you fail and/or grind. **For a first play through, it shouldn't be an obsession to get the perfect score.** Save this for another playthrough, when you know the game better. You can still finish the game anyway and get the ending credits and sequences even without a perfect score.

## **II. HOW TO PLAY THE GAME**

- Pressing ESC allows you to reach the Main Menu.
- Pressing ENTER allows you to validate a choice, pass dialogues or check a place on the map.

### **1. EVALUATING DANGER:**

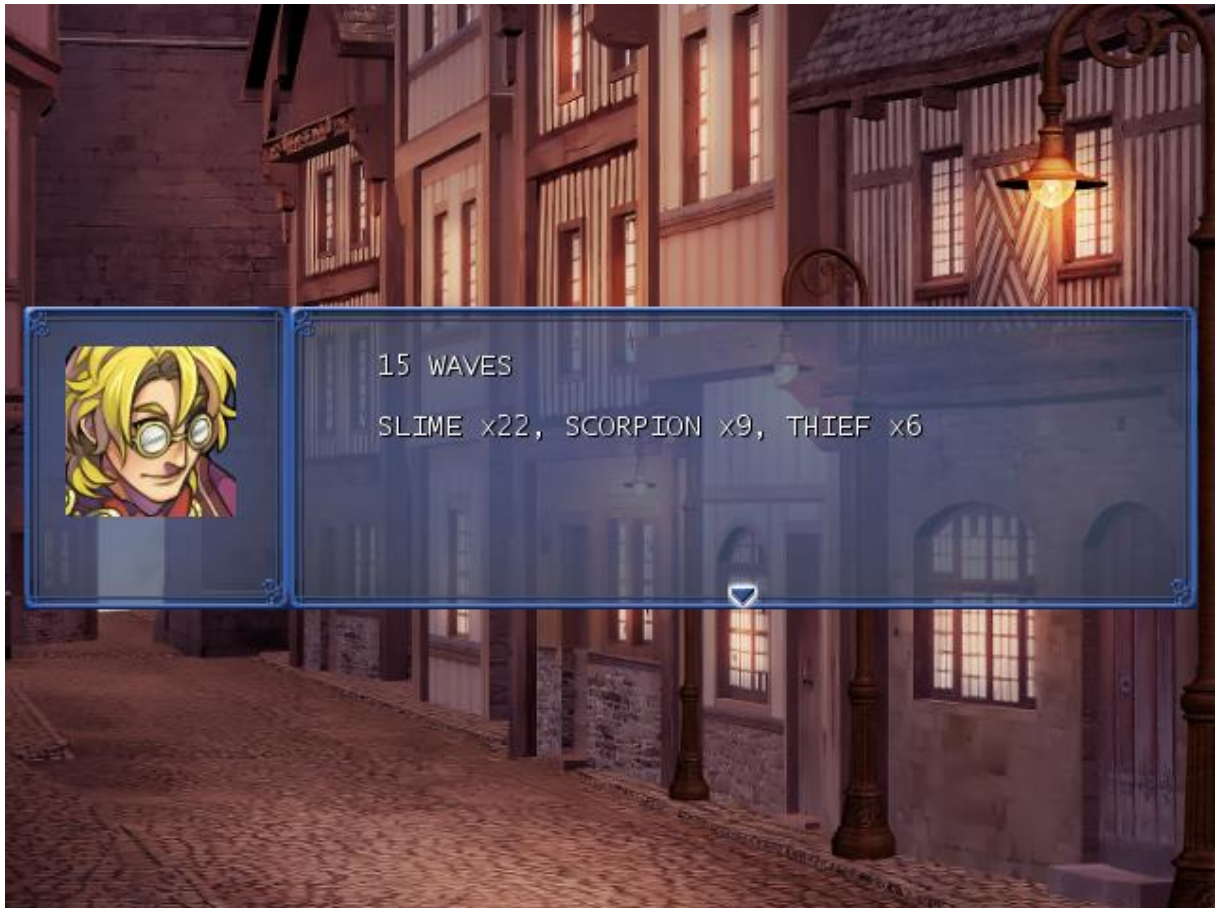
#### **a) MAP ICONS:**

- Blue Flags represent what you've got in your possession. Pay attention to a slightly darker shade of blue, which represents castles.  
In castles it is possible to perform several administration duties (see further below).
- Green Flags represent independent town or minor castles. They are not part of your territory.
- Red Flags represent castles that are dangerous because of their army force. It is recommend to clear a region from all the green flags and yellow-eyed monsters (see below) before attempting a Red Flag.
- Yellow-eyed Monsters represent wildlife, generally affiliated to a given area.  
Red-eyed Monsters represent wildlife with a dangerous boss. Obviously it is better to conquer all yellow-eyed monsters before attempting red-eyed ones.

*Tip:* when accessing a new territory (in general after conquering a red castle that was blocking the way), try to focus on the "easy" (as per their icon) NEARBY spots first. Don't venture too far out as it generally means harder waves.

#### **b) ENEMY OVERVIEW:**

After a short description of the place, your mentor informs you of the content of all waves you'll have to face, including in how many waves.  
This allows you to assess the danger of a place.



Once you've decided to "explore" a place, you get an indication of each upcoming wave, allowing you to select the most appropriate general to defeat it. Always read carefully the content of each wave to determine who to send. Then you need to fight.

c) ENEMY LEVEL:

The level of an enemy troop gives an idea of its power, and its skills, but it doesn't specify the possibility that the troop has equipment, boosts etc. In this guide however, everything will be detailed for your convenience (see further). This will help you meticulously plan out your strategies.

If you picked EASY like we suggested, you can retry a fight each time it went very wrong or you simply made a very unfortunate call when picking the General to go up against the enemies.

Your knowledge of the game will increase fast replaying fights and seeing how enemies behave, but of course it's also possible not to replay and "accept defeat" as a defeat takes you back to the last visited castle, **with no loss in gold and experience points.**

*Note:* you don't need to heal your characters in this game, they are automatically healed after a battle is finished (won or lost).

## READING SKILL ICONS:

If an attacking spell uses your MIND power, its icon is colored, otherwise it's white/grey. This is an important piece of information because the formula for damage is not the same.

- For MIND (colored icon) skills:

SKILL POWER minus DM (magical defense) multiplied by HERO MIND divided by ENEMY MIND

- For STRENGHT (grey icon) skills:

SKILL POWER minus DF (physical defense) multiplied by HERO STRENGTH divided by ENEMY RESISTANCE

Also, if icon has a **green background**, it means the skills targets ALL the enemies.

For instance:



colored icon on green-colored background = mind-based skill attacking all the enemies



grey icon without background = strength based skill attacking one enemy

*Note:* ALL attacks involving a melee weapon have PHYSICAL attribute by default, even if they are labelled something else (eg HOLY, FIRE etc.).

It means that a "grey icon" indicates PHYSICAL POWER in addition to any other power it may have.

## TALENT(S):

When you go to "Equipment" from the Main Menu (press ESC), you can see under "Weapon Type" (WPN TYPE) what kind of weapon a character uses, but also what other "talents" they have. For instance Albert, the male hero, has the following ones:



## Some of the most common Talents:

- Counter-Hits: attack back if you are attacked
  - Counter-Spells: attack back if you have been the target of a spell (skill)
  - Double-Hit: hit twice (second hit at random)
  - First Strike: move first regardless of speed - in case several heroes have First Strike, they move from left to right. In case enemies also have First Strike, they may move before or after the heroes, in a random fashion.
  - First Strike w/ Weapon: move first if you attack normally - same comment as above
  - Good Def: when defending, a character takes 50% of damage, if they have Good Def, they take only 25%
  - Great Def: Damage is divided by 6 when defending
  - +X Power for Spells: cast spells better
- etc.



### ELEMENTAL POWER:

Having one or more elemental power (eg Holy Power) means you will take only 50% damage from holy sources. It however comes with a price, as you will take 200% from the antagonist source.

Here are all antagonisms:

- Fire - Water
- Earth - Wind
- Thunder - Ice
- Holy - Dark

*Note:* when attacking, the situation is reversed, ie you inflict 200% to your antagonistic power.

*Note:* Creatures with dark power can't be cursed and enchanted.

### STATUS AILMENTS:

INFL. = Inflict

Except when specified, any character and monster has a 60% chance to be inflicted a status ailment.

There are two ways of reducing this:

Ailment Resistance: 20%

Ailment Immunity: 0%

Status ailments go away after 2 rounds.

### "GOOD VS":

Look for this attribute as it is the best in the whole game.

When you are "good versus" something, it means you are tremendously good at killing that something, resulting in a 300% boost.

Some examples:

VS small - small creatures like rats (even if they are "giant" compared to their species), spiders, slimes etc.

VS big - obviously big creatures such as orcs, dragons etc.

### LEXICAL PART:

- General: they are the leader of up to 3 troops. They can equip a weapon, an equipment, an artifact and a strategy book.
- Troop: one of the up-to 3 allies commanded by a general. They can equip a weapon, an equipment and have a limited choice of artifacts.
- Army: this means the General and their troops (1-3)

Remember these as they are useful in the skills description.

## GENERALS:

They can command up to 3 troops and can equip all gear and all the weapons in their specific field (for instance a general using the SWORD as weapon-type will be able to equip all swords in the game).

Each sword and armor gives a percentage boost to default stats that are personal to each general.

They can also equip an Artifact and a Strategy Book to be more efficient in fights.

Artifacts can have a vast array of effects.

Strategy Books give percentage bonuses to some stats and can protect from elements and/or give states immunity.

Generals can also receive Awards to be stronger (see below).

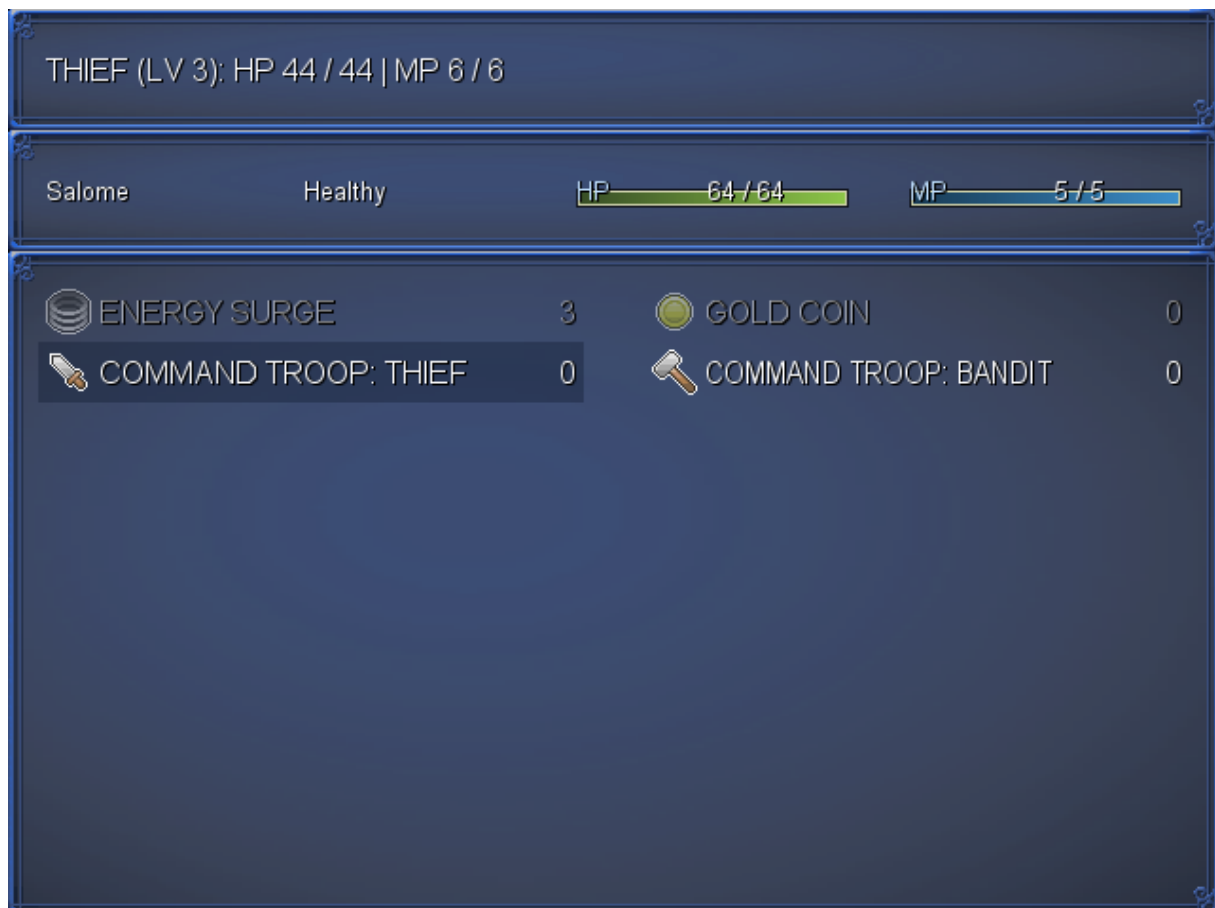
## TROOPS:

They are almost like Generals except their choice in Artifact is reduced and they can't equip a Strategy Book.

Also, they can't receive all the Awards, including Medals of Honor (but they can receive a few types of Awards).

It is recommend to equip your troop as well as possible. Not doing so would be a big mistake hampering your chances of defeating the enemy waves. Equipping Troops is possible in a Castle (see below). Bear in mind that once you've engaged in a battle, it's too late to change equipment.

During a wave, you can get information about the current HP and MP of your Troops by going to SKILLS from the Main Menu and reading the description for any Troop under your control:



It reads:

"Thief (Lv3): HP 44/44 | MP 6/6"

## HOW TO PLAY LATER DOWN THE ROAD:

There are up to 20 Generals available in this game. You can control up to 9 of them at the same time.

At the beginning of the game, it doesn't matter, as you start alone and keep under 9 for a long time.

Before entering a wave, your advisor informs you about the content of it.

You can then decide to fight or leave for now, since you can return anytime you want.

If you decide to fight, you need to select a General to go up against each fight. You do it fight after fight, allowing for strategy development.

If you lose a fight, you are teleported back to your last visited castle. Losing affects the ending rating (score) but does not affect the progress of the game, so it is recommended to "accept" defeat, especially if it's your first play-through, as you get to keep all the experience points you've accumulated. The only exception can be if you're playing Easy Mode and are tempted to try a new strategy.

Except for the ending rating, there is no penalty attached to losing.

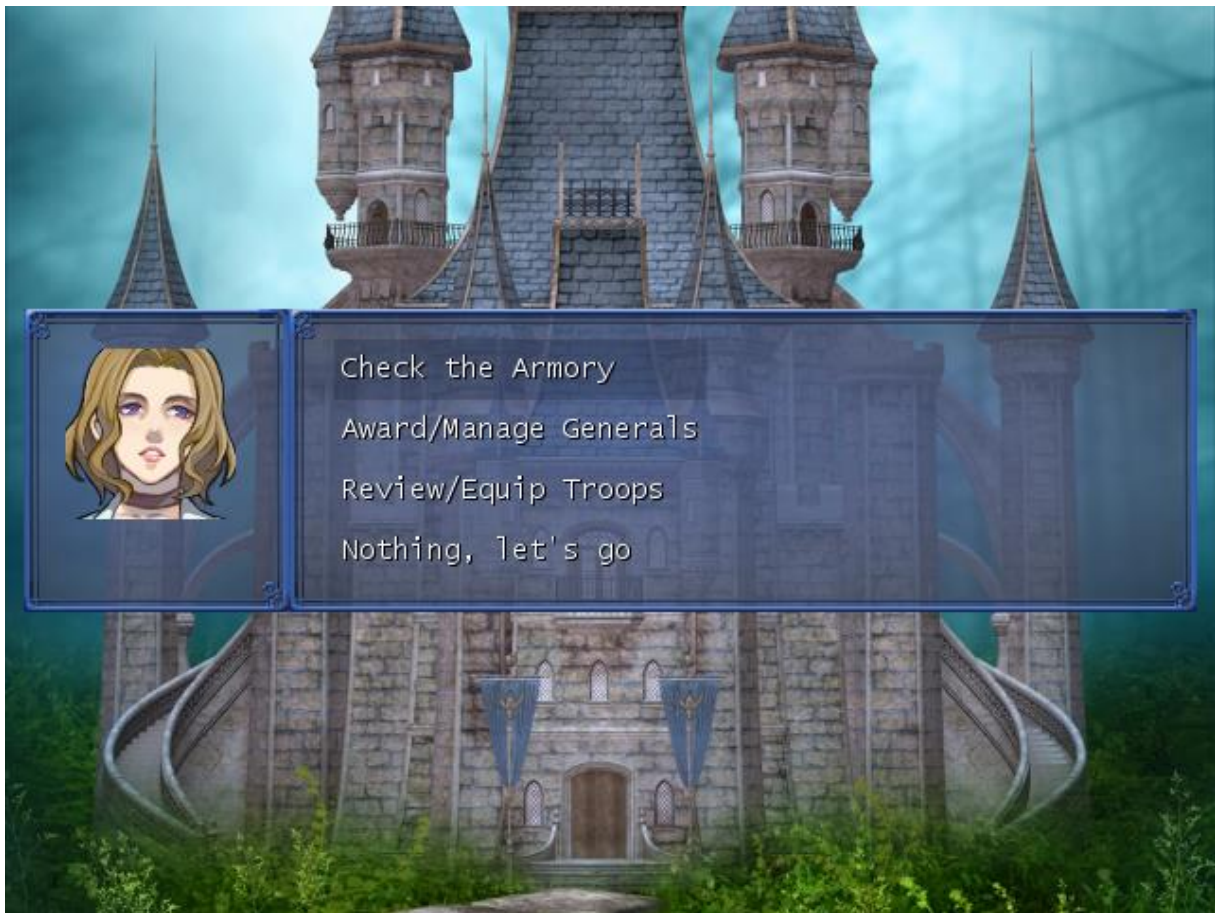
A wave is considered defeated if you reach the final fight and win. In this case, the last General to win is awarded a considerable amount of experience points. You generally receive also a lot of gold to spend in castle and town shops. You also get equipment and awards, for instance:



*Note:* in Hard and Maniac modes, you can't obtain healing items. It's also not possible to "grind" by defeating a same location over and over again in Maniac Mode.

After a defeated wave, return to the nearest castle that is in your possession.

You can then perform administrative duties, as seen below:



- **Check the Armory**

Buy stuff from the castle.

Each castle has its own shop and a limited amount of equipment.

Depending of the tradition of the castle, you can get advanced equipment of a certain type. In shops you can also "drop" equipment you won't need, generally because of poor quality that you won't need anymore. It's not possible to sell in this game.

- **Award/Manage Generals**

Give Awards to your Generals. Awards are collected after defeating a wave.

You get 1 Medal of Honor each time.

You get additional awards depending on the difficulty of the wave, more and/or better Awards the harder the wave is.

It is generally a good strategy to give all necessary Medals of Honor to a general that you use often (= is good) and can reach Lv3 (2nd Troop acquired) or Lv6 (3rd Troop acquired) with the Medals.

- **Review/Equip Troops**

You can give equipment to Troops. It is recommended not to overlook them, especially if you've got spare stuff in your inventory. Sometimes it's even better to equip a Troop rather than his/her General.

Troops can equip a limited variety of Artifacts but they can equip Rings so try to save them for them, giving General Artifacts Troops can't equip.

At some point, you will have stuff that is too weak for everyone. You can "drop" them in shops if you do not want them to clutter up your inventory.

*Hint:* Don't be lazy. Use your Awards, equip your Generals and Troops, try to find a use for all items.

It makes a difference to perform administrative duties thoroughly after each win. Beside, as mentioned above, try to calculate if giving all Medals of Honor will make a General reach Lv3 or 6. These are the threshold to obtain an extra Troop and you should always try to get your most useful Generals to Lv3/6.

## Tip from the Expert Guild:

### 1) Well-prepared armies succeed

Equip meticulously all your troops before entering a wave, as it's not possible to change anything once it has started. Rings can be equipped on troops so should be given to important (as in powerful, often called etc.) troops who need them the most. Speed Rings have a big importance as they can ensure your Armies hit first, so use them wisely. If you bump into an enemy that is too fast and too devastating, try to have it killed by getting faster than it.

### 2) About statuses

All status ailments go away from one wave to another except for poisoned, diseased, burned and tired.

All status ailments that go with time (after turns) stay 2 turns.

### 3) More about statuses

All troops and generals are susceptible to all status ailments at a rate of 60% with the following exceptions:

- All animals can be 80% tamed, all humans 40%.
- All humans can be 80% seduced, all animals 40%.
- Elementals are neither humans nor animals so difficult (40%) to tame and/or seduce.
- Dark Knights do not have the "human" tag so are not weak to "Good Vs Human".
- Scorpions and spiders are considered "insects" in this game even if we are well aware they aren't.
- Members of the Way of the Circus (Acrobat - Lancer - Beast Mistress) are immune to Tamed.
- Members of the Way of Preservation (Cleric - Priestess - Protector) are immune to Possessed.

### 4) Boss Attribute

Monster bosses are immune to all status ailments - they represent the ultimate challenge! **This specificity is called "Boss Attribute"**. One of your characters has it, too. Try to figure out which one!

### 5) Strategy Books

Strategy books (equippable by Generals) add their stat boost to the full party at the beginning of a fight. They make a big difference and must be used wisely.

### 6) Boss peculiarity

The boss of the wave (if any) is always listed without "x1", although solo monsters are, eg Warrior x1 or Warrior x2. A lot of waves don't have a boss, though.

### 7) Rock-Paper-Scissors

Not exactly per se, but you should soon learn that some Troops work better against a certain type of enemies.

For instance Archers can be efficient against an enemy side with a Wizard or a Witch because Archers are pre-emptive (hit first).

Vampires and Succubuses are good against Humans because they can seduce them easily.

At the beginning, Witches are good against Hornets.  
Because he can counter-hits, Theodore is good against Thieves, who have a weak attack but are fast.  
Etc. etc. etc.

### 8) Management

To see if you still have unequipped weapons and gear, check your inventory (ESC to access Main Menu, then select "Items" on the left column).

If some items are showing (greyed out), it means you can still equip more Generals and Troops, unless all of them already have something on and/or the remaining items are bad.

Later in the game, weaker equipment might not find a use, but good equipment should always be given to someone, except if no-one can equip it, obviously.

*Note:* Remember it's no longer possible to swap equipment once engaged in a battle.

*Hint:* if you have difficulty conquering an area, make sure you've used all your gold at the best armory(ies) available. The only exception to this is if you're relying a lot on the Mimic (controlled by Linda) which gets stronger with more GP.

### 9) Non-capitalist economy

You cannot sell your stuff in this game.

To clear your inventory from being cluttered up, it's not a bad idea to "drop" (at the shop) weak equipment and weapons later down the road.

### 10) Final fight adrenalyn

Reach the final fight (wave) of a battle to get an XP boost before the fight even starts. Attention, the XP are lost if you lose the fight. On the plus side, you may have access to new skills thanks to the boost.