

helped this FAQ become what it is. Thanks guys and gals!

Version 6:More philosophical entries, more tidbits, added to the Archmage section(you gotta see it to believe it). This is probably the last update unless I find out something major.

Version 5:Tidbits, cosmetic changes, 2 sections to spice things up. There isn't really that much left to cover, so if you have anything, or know of anything you would like to see send it in.

Version 4:More Tidbits(what else), added to the Berserkr section, refined the Kaiser section.

Version 3:Added more tidbits, organized the tidbits a little better, added a new section, fixed some spelling mistakes though I probably missed a lot of them, fixed a slight screw up in the Archmage strategy, fixed a fairly stupid mistake in the Berserkr strategy(oops).

Version 2:Added more tidbits, removed some material that was taking up space, Refined Archmage and Berserkr stradeegy, added a new section, fixed a few spelling and grammer mistakes, put into standard 80 char per line format(77 actually).

Version 1:First Draft, unreleased.

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1. Shisu

Not many people bother with the Shisu mini-game since trying to figure it out can be a real pain, but have no fear, I have found out the preportions you need to make your Shisu the "Shisu of Kings"!

To make Shisu you need 4 things:

Mackerel, Shaly Seeds, Vineger, and Horseradish.

To get Mackerel:

Talk to the woman in the hut at the Maekysss Gorge(Central Wyndia).

Ask her about Mackerel and she will open up a fishing spot on the other side of the bridge.

"The best ingredients for that Maekysss specialty, shisu, can be found here!"

The Mackerel will bite the worm bait(it will bite others, but this works and is cheap).

You should only catch one Mackerel as when you make the Shisu, you don't get to choose which one you use.

NOTE: The red bar indicates how much stamina the fish has, which is directly related to the fish's size.

English version of NOTE: The bigger the red bar on the bottom of the screen, the bigger the Mackerel.

(Example Mackerel=57 cm)

To find Shaly:

Shaly seeds are found by having Peco headbutt the tree behind the house
in the Maekyss Gorge.

Divide the size of the Mackerel by 5.

Add 6, thats how many Shaly seeds you need.

(Example Shaly=17 seeds)

To find Vineger:

Go to the Coffee shop with Garr in the party and talk to the robed figure
by the well.

Play the little mini-game for vineger.

Divide the number of Shaly seeds you need by 4, that's how much vineger you
need.

NOTE: To me, this is one of the most annoying sub-mini-games in BOF3, anyone
else feel this way?

(Example Vineger=4 units)

To find Horseradish:

Have Ryu use his sword-cut on the Blue-Green bushes in Ogre Road(Dauna
Region). If you need more, exit and re-enter.

NOTE: This formula gets a bit complicated.

Divide the size of the Mackerel by the number of Shaly seeds you need.

(example $57/17=3$)

Divide the Number of Shaly seeds you need by that number.

(example $17/3=5$)

Subtract 2, that's the about of horseradish you need.

(example $5-2=3$)

NOTE: If you get decimal places, look at the first place, and round up
if that number is 5 or higher, and round down if it is 4 or lower.
(i.e. 5.5 is rounded up to 6, where 5.49999 is rounded down to 5)

NOTE2: When finding horseradish, you do need to do the whole thing, as
sometimes the final answer is different then if you just divide
the Mackerel by the Shaly.

Working Shisu Formulas:

These are a couple I've done, so I know they work. This is basically here
for the people who are too lazy to figure it out on their own ;) You know
who you are.

Mackerel: 57

Shaly Seeds: 17

Vineger: 4

Horseradish: 3

Kneed: 1

Mackerel: 39

Shaly Seeds: 14

Vineger: 3

Horseradish: 3

Kneed: 1

If you've got any others that work, send them to me so I can add them here.

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2. Fighting the Archmage for the first time.

Why fight the Archmage you say? Simple. He gives 16000 exp after battle, which is the most out of any other enemy in the game! That not enough for you? OK, everytime you beat him you get a Holy Avenger! A knife for Ryu and Rei with 125 attack power and holy properties that you can also use as an item in battle to increase your attack power! It's almost impossible to lose this fight too, since the idiot will cast Benediction on your team if there is only one character left alive. Go figure.

Stats:

HP :3000

Attacks:

Myollnir :Deals about 500-800 on a single character

Mind Sword :Deals about 400-700 on a single character

Blizzard :Deals about 200-300 on all characters

Benediction:Casts Raise Dead on the entire party

Attack :I have no idea, he never uses this

Steal: Soul Gem

Win : Holy Avenger(every time!)

The Archmage recovers 1500 HP after every round

Beating him the first time can be a bit intimidating, since you can't see what his HP are, and you don't know what you're up against. Don't worry, he's not that bad if you know what you are doing and stay calm.

Recommended Party: Ryu(duh), Rei, anyone else you want to get exp. All chars should be around lvl 35 or so.

Recommended Form : Chain, with Rei in the lead.

Recommended Equip:

Ryu:

Level : 30+

HP : 150+

AP : 100+

Weapon: Whatever your strongest weapon is

Shield: Aries Gloves stolen from the Berserkr or Spiked Gauntlets

Helmet: Doesn't Matter, whatever you feel comfortable with

Armor : Life Armor bought from Manillo at the lost shore fishing area

Misc.1: Titan Belt

Misc.2: Shaman's Ring(Either from the Shisu mini-game or from the Fairy Village gift shop)

NOTE: You want Ryu to be as strong as he can so he will deal more damage.

Don't worry about Speed, Rei has that covered, and Def. is not needed since the Archmage uses magic

Skills:

Force, Thunder, and Ice genes(not jeans)

Rei:

Weapon: Slicer, or something else light

Shield: Aries Gloves or Bracer

Helmet: Bandana

Armor : Burglar Garb or Light CLothing

Misc.1: Speed Belt

Misc.2: Shaman's Ring

NOTE : Rei is your source of speed, so having him equipped for speed is a

must.

NOTE2: You need Rei to be fast enough so your team will go before the Archmage, otherwise you will have a very hard time as the Archmage will kill your teammates off very quickly. Rei needs about 85 agility

Skills:

Resist : Learned from Stallion or Fahl

Aura : Learned from Ladon

Shadowwalk: Learned from Merryleep

Pilfer : He starts with it (you can steal Soul Gems quite easily from him)

Other person:

equip them to their optimum, they only have a supporting role in this fight

Misc.1: Thunder Ring (found in the Tidal Caves)

Misc.2: Soul Gem (bought in fairy village, you'll need about 10 or so)

NOTE: For your first time it might be good to use Momo for her Might ability.

Items needed:

Robe of Wind : In a chest in the ship on Steel Beach, also gotten from BoltLord occasionally when you beat it.

Ginseng : Won from a monster in the Tidal Caves (you only need 1 or 2)

Ready? Go to the Container Yard and walk around until you get an Archmage. They are more common than the Berserker, but not as common as the tank bots. While waiting for an Archmage you might want to steal from the tank bots for Wisdom Seeds. When you finally get an Archmage, it's party time!!!

Round 1: Getting Ready

Rei : Cast Resist, making Rei invulnerable

Ryu : Use the Force, Thunder, and Frost Genes to turn into a Warrior that negates Ice and Lightning attacks (all you have to worry about is Mind Sword)

Misc.: Use the Robe of Wind on Rei, this should give Rei an EX turn (doesn't speed up the whole party tho)

EX round 1: (if you get it, you might not if your Chars are too low on levels) (Ryu should get one with the Transformation)

Ryu : Use Focus (it is very important that Ryu gets an EX turn)

Rei : Either Pilfer the Archmage for a Soulstone or use the Robe of Wind on the other char if they need it. Or, use a Ginseng on Ryu.

Misc.: Use Ginseng on Ryu if you have it or if you are using Momo, have her cast Might.

NOTE : If the Archmage used Mind Sword on Ryu, use your next turn to turn him back into a Dragon Warrior (repeat Round 1).

NOTE2: Don't forget to replace the Soul Gem on your Misc. Char if it gets used up.

Round 2: Fight Time!

Ryu : Cast Aura to deal around 1500 damage! If you don't deal this much damage, don't worry, you just have a longer fight ahead. If you deal less than 800 damage, run, you aren't going to win.

NOTE : If you deal more than this, that is good.

Rei : Cast Resist

Misc.: Attack with their most powerful attack.

EX Round 2:

Ryu : Cast Aura. This might kill the Archmage, if it doesn't, don't worry.

Rei : Cast Aura. This might kill the Archmage, if it doesn't, don't worry.

Misc.: Use their strongest attack. This *should* kill the sucker, if not... worry.

Round 3: Finish him (if you didn't already)

Ryu : Cast Aura
Rei : Cast Resist
Misc.: Strongest attack

EX Round 3: Still not dead?

Ryu : Cast Aura
Rei : Cast Shadowwalk
Misc.: Strongest attack

If he's still not dead, run, you aren't dealing enough damage

NOTE : If Ryu is hit with Mind Sword, you have to restart at round 1.

NOTE2: I've only seen him use Blizzard once in about 50 fights. So you might want to get rid of the Frost Gene and use something else to power up Ryu.

NOTE3: Have fun, that's why it's called a game :)

NOTE4: Once Ryu gets strong enough(lvl 60 or so), you will be able to kill the Archmage with just the Force gene. Just think what that will do to the Archmages' ego, killed by a single gene :)

NOTE5: If there is only one character in your party alive, then the Archmage will cast Benediction. You can still be wiped out by Blizzard so don't get cocky. Hint: Try using a transform-all transformation, like the Mammoth if you have 400+ HP with Ryu in normal form, you won't lose.

Congratulations, you have beaten the Archmage!!! Enjoy your exp and Holy Avenger! Next time you fight him, you can use your own strategy for him, since you will have a general idea as to what it takes to knock this guy down.

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3. Fighting the Berserker for the first time

This can get very intimidating since he is incredibly powerful(1 hit kill with the laser thing), but there is one thing that he never counted on, meeting the Prince of all Dragons! That's right, for this fight you get to see what Ryu is really made of!

Stats:

HP : Way too many, I think around 15 or 20 thousand.

Attacks :

Attack : About 500-700 to a single character. This is a normal attack tho, which means with the right equip, you can survive it.

Flame Whip: Deals about 100-300 damage to the whole party. Fire Elemental

Steal: Aries Gloves. The Best Shield in the game. You may want to steal and run from him a couple times to get one for each member of your team.

Win : Rufads Spear, a spear for Garr.

Exp : 10000 for each party member. 30000 in total.

Recommended Party: Same as Archmage, Ryu, Rei, Someone else.

Recommended Form : Chain, Rei in the lead.

Recommended Equip:

Ryu:

Level : 35+

HP : At least 200

AP : At least 150, you want around 250+ for this though

Weapon: Holy Avenger(you do want this equipped)

Shield: Aries Gloves stolen from the Berserker or Spiked Gauntlets

Helmet: Dragon Helm

Armor : Life Armor bought from Manillo at the lost shore fishing area

Misc.1: Titan Belt

Misc.2: Shaman's Ring(Either from the Shisu mini-game or from the Fairy Village gift shop)

NOTE: You want Ryu to be as strong as he can so he will deal more damage. Don't worry about Speed, Rei has that covered, but you do want a fairly high defense to lower the amount of damage taken from the normal attack.

Skills:

Infinity, Radiance, and Trance Genes

Triple Blow : Learned from the Death bots on Myria Loading Dock

Shadowwalk : If you don't mind spending a few extra AP per turn, this deals about 200-300 extra damage. If you use this give Rei T.B.

Steal : If you need Ryu to help steal the Aries Gloves

Celerity : Learned from Deis

Rei:

Level : 33+

HP : Doesn't matter(you'll find out why soon)

AP : Around 50-100

Speed : 100+

Weapon: ThievesKnife. They help you steal faster, once you steal, equip Rei's most powerfull weapon(Holy Avenger if you have it)

Shield: Aries Gloves or Bracer

Helmet: Bandana

Armor : Burglar Garb or Light CLothing

Misc.1: Speed Belt

Misc.2: Shaman's Ring

NOTE : Rei is your source of speed, so having him equipped for speed is a must.

NOTE2: The Berserkr is slow(compared to Rei) so if Rei has an Agility of 145+ You will automatically get an EX turn after every round.

Skills:

Resist : Learned from Stallion or Fahl

Aura : Learned from Ladon

Shadowwalk : Learned from Merryleep

Triple Blow: If Ryu has Shadowwalk, use this instead

Pilfer : He starts with it(you can steal Aries Gloves from him)

Other person:

Equip them to their optimum, they only have a supporting role in this fight.

Misc.1: Fire Ring

Misc.2: Soul Gem(bought in fairy village, you'll need about 10 or so)

NOTE: For your first time it might be good to use Momo for her Might ability.

Items needed:

Robe of Wind : In a chest in the ship on Steel Beach, also gotten from Bolt-Lord. You only need this if Rei is below 145 Agil.

Ginseng : Stolen or won from a monster in the Tidal Caves(you only need 1 or 2), I'm not sure which monster, I'm pretty sure it's the one with the spikes on it.

or

Holy Avenger : Won from the Archmage. If you don't want to fight him a lot, you can use the copy shop in Fairy village to make more.

Wisdom Seed : You will only need these if Ryu runs below 40 AP.

Ready???

Round 1:

Rei : Cast Resist
Ryu : Cast Accession. Use Infinity, Radiance and Trance Genes to form the IRT Kaiser(that's what I call him, IRT stands for Infinity, Radiance, Trance)
Misc. : Use Robe of Wind if needed or use Holy Avenger on Rei(if all you have is ginseng, save it for Ryu and just Defend or Attack).
NOTE: For some reason the Berserkr attacks Rei most of the time, and since Rei is invulnerable with Resist, you don't have to worry.

EX Round 1:

Ryu : Cast Kaiser Breath(or Celerity if you have it)
Rei : Use Holy Avenger or Ginseng on Ryu
Misc. : Use Holy Avenger or Ginseng on Ryu

Round 2:

Ryu : Cast Triple Blow
Rei : Cast Resist
Misc. : Do whatever, Ryu is set up now

NOTE: If you gave Ryu Shadowwalk and Rei Triple Blow, then just switch when I say Shadowwalk/Triple Blow between the two.

EX Round 2:

Ryu : Cast Triple Blow
Rei : Cast Pilfer
Misc. : Do Whatever

Round 3:

Ryu : Cast Triple Blow
Rei : Cast Resist
Misc. : Do whatever

EX Round 3:

Ryu : Cast Triple Blow
Rei : If you stole the Areis Gloves, cast Aura and then Shadowwalk every other round afterwards.
Misc. : Do whatever.

After this, just keep repeating Round 3 until the sucker dies. Your Misc. Character is in charge of Ryu's maintenance, so if he gets below 50 AP, start using Wisdom Seeds. If Ryu had 250 or more AP at the start of the battle, then you probably won't need to use any. If he gets to the point where 1 more normal attack will make him revert back into a human, have the Misc. cast healing spells if you have them, or use a vitamin, or whatever you need to to get his HP back up(don't foret about the BlessedStaff weapon which casts heal for free). Also, if Ryu has 350 or more Power, he will deal about 1200 per round, making the fight go a lot quicker.

When the Berserker casts Berserk, he is almost dead, and will usually keel over in the next round or two.

Congradulations! You have just beaten the Berserkr, possibly the hardest enemy in the Game! Enjoy that good feeling you get from sending this guy into the next dimension! Oops... wrong Game/Anime... Well enjoy your victory!

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4. Challenges

So, you think you're the master of the Breath of Fire 3 Universe do you? Well, see if you can take this on.

- Never pick up any genes. Only use the genes you get from a part of the story.
- For that matter, see if you can beat the entire game without transforming

at all. Some of those bosses aren't quite so easy are they?

- Don't learn any skills or apprentice masters. Your characters have to depend on their own abilities to get them through a fight.
- No using items. Period. This includes using items outside battle to heal, and the items that increase your stats.
- Do all of the above in the same game. Now *that* could get hard.
- Beat the Archmage without transforming. If you can let me know, that is quite an accomplishment.
- Catch a whale using the wooden rod. You can lure it into the range of the wooden rod with the Angling rod, but the actual catch must be made with the wooden rod. By the way, bringing it to 1 meter won't save you.

Well, there you have it, let me know of any challenges you wish to make, or if you've managed to succeed at any of these.

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5. Tidbits and little known facts and other stuff I wanted to put in

::MAX HP Ouchies::

- Your MAX HP goes down by 10% whenever you are affected by something that lowers MAX HP.
- When your MAX HP goes down, it will never go below around 1/2 of your regular MAX when you die or use disembowel. When walking in the desert or using a mandrake it will never go below 1/10.
- When you use Disembowel, you're HP is not permanently lowered, just rest at an inn to get yourself back up to max. I never really use it though, since it won't work on bosses(it took me a year to figure this out). This goes for every effect that would lower your MAX HP.
- If your MAX HP is below 1/2 of what it is supposed to be, you can not use disembowel.
- When you are walking around in the dessert... err... desert, you can keep going after Ryu starts Blipping from lack of water. It happens every 20 steps or so after you get the message that your throat is dry. The first 4 times it just lower your current HP, not your MAX HP, the next time your MAX HP drops just like as if you died, and weren't resurrected. You know this happens when you see the screen flash red instead of just Ryu. Then the process repeats. When your MAX HP goes down to around 30 or 40, you won't lose anymore MAX HP. Just rest in an Inn to get you MAX HP back up to where it usually is. I actually crossed the desert with out using water! I wouldn't recommend doing this if it is your first time through the desert as you have to fight the Manmo and I don't recommend doing that with about 35 MAX HP.
- Mandrakes should only be used when you are desperate for health, just look at what they can do to you!
- The HP Ryu has as a Dragon is determined by the current MAX HP that Ryu has as a human, meaning that if you die and your MAX HP is lowered, your dragons will have less HP.

::Battle and Post Battle Stress Syndrome::

- The Lava Man in Mt. Zublo are the best source of exp as well as a challenge as you can make them stronger by constantly using fire attacks on them. This will make the amount of exp they drop go up by a lot, as well as make them harder than fighting Myria(if you go too far). They will pump up to 65535 exp, which is the max, but you can still pump them up after that if you want to make them harder. :)
- To make your life easier when you fight Balio and Sunder, cast Influence on Balio. Sunder will start attacking him! This works every time you fight Balio and Sunder!
- The Silver Knife will be Ryu's strongest weapon for most of the first part of the game when he is a kid. Despite the low attack power, it deals a lot of damage to the undead in Angel Tower, usually enough to kill most enemies with one hit.
- The Manly Clothes are not quite what they seem. They do nothing to your skills(I wasted like 20 skill inks on that), but they do do something else even better. When you die, they Revive you just like the Soul Gems! They don't shatter though, they rip, and you have to equip a new one. What's even better is that they only cost 1000z, 800z if you have the Coupons.
- When you die with a Soul Gem/Manly Clothes on, you lose the Soul Gem first, then the Clothes.
- If you are trying to pick a fight with the Archmage or Berserkr, try running away from the tankbots. Usually I get one of the big baddies after I run away about 4 or 5 times.
- Archmages and Berserkrs only appear outside the container yard, they don't appear in the building where the teleporter is.
UPDATE: Yes Archmages and Berserkr can appear in there, I almost got wiped out by a Mage that got to go first.
- Sometimes when you are in the desert or the world map after the Oasis the random battles will have more than one bag in them.
- If you have a Shaman's Ring or Spirit Ring equipped, you can cast Transfer on yourself to gain AP. Not much, but the only way to gain AP in a battle without using an item.
- If Ryu has a lot of HP(around 300 or so), when you transform into a Wildfire, you can watch his HP bar go all the way off the screen.
- Triple Blow lowers the amount of damage you deal by about 1/3(if your char dealt 300, then with T.B. they will deal 200 each hit), and double blow lowers attack damage by about 1/4.
- Celerity and Bonebreak take forever to recharge, I think about 3 or 4 hours of game time, if that is how they are timed(they might be timed by the number of fights or number of kills, I don't know)
- BoneBreak is a Kaiser specific attack, you will still get it in Kaiser form even if Ryu hasn't learned it yet.
- BoneBreak deals the amount of damage you would usually deal multiplied by 4, and ignores defense, which is why the damage is so high.

- When equipping elemental armor, protection or protects means you absorb damage from that element, and resists means the damage is reduced. Remember resist fire+resist fire=negate fire, not absorb fire.
- People complain a lot about Nina saying her HP is so low she's not good for anything, but she can be very usefull later on in the game. Her Int. is very high especially if you have her on Emitai (and you should) and she has enough AP so that you don't have to worry about running out of AP anytime soon. You just need to use chain formation and get her to whip off attacks eary on.
- The Tiamat (Shadow/Trance) and Kaiser (Infinity/Radiance/Trance) are the only way to have immunity to all bad status changes. Light Bangles only lower the chance you will be effected by about 20% or so added to the natural 10% or so of the character, depending on intelligence (I think).
- Attacks like Sirocco and Simoon that deal two different types of damage, do actually deal 2 types of damage. If a target has immunity to one of the elements, they will still take damage from the other element, usually about half of the damage, sometimes less. If you absorb one of the types, you still gain HP, but not as much as if it were a single element attack. Actually, I think those are the only dual element attacks in the game.
- Most enemies have an elemental weakness. They are quite easy to learn, and once you do, the enemies get a lot easier to beat.
- Item magic works just like regular magic, except it's free. The higher you have your Int. the more effective the item will be. It's really funny to have Garr and Nina use Royal Swords and look at the difference in damage.
- Wanna see some nice damage? Equip Ryu with the Royal Sword, use attack formation with Ryu in the lead, find an enemy weak against lightning, and cast shadowwalk on it. He should deal somewhere around 2-3 thousand damage!
- To see even more damage go back to Angel Tower at level 60, transform into a warrior type dragon with Attack formation and Ryu in the lead, use focus once or twice with another character using Attack Up effects like the Holy Avenger or Ginseng, and cast Aura on one of the Vampire type monsters, who just happen to be weak against Holy elemental Attacks. Ryu shouldn't deal more than say 5 to 6 thousand damage.
- For some reason, unless you are fighting mosters weak against lightning, Ryu deals more damage with the Holy Avenger equipped than he does with the Royal Sword. This is especially true for the Dragon transformations.
- If you had Ryu apprenticed to Deis (which I usually do for the AP and Power booster, not to mention Agility), then you are probably overjoyed when you get Blizzard, Myollnir, and Sirocco. But in reality, those attacks work better with Momo who has a higher Magic Rating than Ryu (unless you changed that with the Master system). If you want Ryu to have elemental attacks, why not put the strike attacks on him? You can learn all of the ones he has as a Myrmidon, and they usually deal more damage than Sirocco and Myollnir.
- Though Peco and Ryu both have elemental breath attacks, they are not the same thing. Peco uses Ice Breath and Fire Breath, where Ryu uses Frost Breath and Flame Breath.

- Having a spare Royal Sword in your inventory is very advantageous since there are many enemies in the earlier parts of the game that will die with one hit. Very usefull when you go back for masters or are just walking around trying to get certain enemies for stat boosters.
- Two of the toughest bosses in the game, the Dragon Zombie and the Arwan, can be defeated using Kyrie, which you can learn from Hondara at Urkan Tapa (I think you need to gain 5 levels for the skill). Garr also learns this at some point in time, but unless you waste a lot of time leveling you won't have it for the Zombie, and Ryu fights the Arwan by himself in his dream.
- Having the Midas Stone equipped not only increases the amount of Zenny you get, it also increases the chance of finding an item after battle.
- Using an Ivory Dice on an enemy also increases the amount of gold that enemy drops after battle.
- If you want to see an interesting fight, have Ryu transform into a Tiamat when fighting Myria. If the Tiamat has over 900 HP, you can just use Charge(L1), and sit back and watch! The Tiamat will take about 70-80 damage from Myria's attacks and will deal around 500 or so. I did this once and looked away, when I looked back Myria had gone down!
NOTE: This will NOT work against the Berserkr, I tried and got wiped out.
The reason? you stay in Charge even if you get turned back to normal.

::Look Ma! I Cought a Fish!::

- If your hook gets close enough to the ocean floor so that moving it will snag the bottom, just press triangle to reel it in. Triangle also works when a fish is following your line and you don't want it to.
- If there is a nice big fish out there but it's surrounded by little fish, lure them away with the lure and press triangle when they're outta the way.
- If you press L1 you can see the 10 meter marks in the fishing area you are in. You can also use this to see what kind of fish are in the pond.
- Most deep water fish will come into range of the spanner after about a minute or 2 of waiting.
- The best strategy(at least I think it is) to catch deep water fish is to use the angling rod to lure them into the range of the Spanner and then reel them in with the Spanner, since the Angling Rod tends to break a lot.
- To get a fish to bite, just equip the right type of bait, and cast beyond the fish, then drag the line to the fish. This is very helpfull when dealing with deep water fish like the whale or spearfish, and you don't have to worry about using the all of the different teqniques.
- For the whales and spearfish, you will have an easier time getting them to bite if the lure is lower in the water.
- When fishing, after a fish bites the hook, you just have to hold X, you don't have to press it rapidly.
- If the green bar turns orange and is to the left of the fish, you lose the fish and lure. If the bar is to the right of the fish, you lose the fish but keep the lure.

- If you get a fish you don't want, just keep the rod bar(the green one you can move w/ left/right on the d-pad) to the right of the fish. The fish will fall off but you keep the lure.
- The biggest catches are not always the ones that are the furthest out. I caught a 235 cm. whale that migrated in to around 10 yards. Of course he migrated back out to 40 yards before keeling over...

::But Where Do I Go?::

- If you have Ryu swing his sword at a wall, or some other obstacle that will stop his swing, his face will turn red and look strained.
- There are a couple of items that you can not sell, including the fishing rods, the Water Jug, the Faerie Tiara, the Dragon Blade, and the HE Shells. Everything else you find you can sell, except for the Vtal items. You can also not copy these items, making them unique, like Vtal items, only these can be equipped/used.
- Ever notice that when Nina is a little girl she will put her hands in front of her to prevent her dress from flying up(very lady-like) when she jumps off a building, and then as an adult she stretches hands out wide? Something tells me Nina isn't the sweet little girl she used to be;)
 - I think Rei has the best voice acting. The voice fits perfectly with the character, and c'mon, who doesn't crack up when they hear his trademark WaHeeeeeee!!!! (OK, that wasn't a tidbit, but I just had to mention it)
- OK if you haven't guessed yet, Rei is one of my favorite RPG characters of all time, he kicks buttoosky and has a good sense of humor:)
- You know those bushes you can cut down for 2-5 zenny? Every now and then they give yo 20-50 zenny!
- Once you set a teleporter to teleport someplace, it will always teleport you to the same place unless you change the location at the control panel.
- Did you notice that some of the characters aren't fully in the teleporter light thingy? Kinda interesting...
- The manual is wrong! Holding R1, R2, Start, and select for a few seconds resets the game, it doesn't bring up a menu, and it can be used anywhere.
- There are a couple of places that require Ryu to be in the party, like visiting Deis or Ladon. This is kind of odd since Ryu is never allowed to leave the party.

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 6. Unanswered questions(the secrets Capcom didn't want you to know about... well sort of)

- How does Ryu adjust to life in the "modern" world so easily if he was frozen in chrysm for so many years?
- How come a dolphin can talk(in two languages at that) but Ryu can't?
- How do all the other characters not in your party make it wherever the party goes? If they travel with the main group, then they should help out

with the fighting too. Bunch of lazy bums.

- How come whenever you camp on the world map, the game switches to night, and as soon as you leave it switches to daylight again, even if you didn't rest?
- Where does your team store it's inventory? Come to think of it, I wonder this about a lot of RPG's, and even some non-RPG's...
- What if God smoked Cannabis? Sorry, I've got that song stuck in my head. For some reason I just can't get it out...
- If the fish bite down on a lure, how come you can still see the lure when you reel the fish in?
- How long was Ryu in that cave in Dauna before Garr found him(After the Angel Tower incident)? Capcom never tells you the exact time, only "many years", which is all you get when Garr explains what happened after the "incident".
- What took Garr so long to find Ryu anyway?
- Why didn't Nina look for Ryu? Word of a Dragon attacking mine workers must have reached Wyndia.
- For that matter, why didn't anyone go looking for Ryu? Are they his friends or what?
- Why is the Ding Frog called the King Frog when the dog man(Bow from BOF2?) gives it to you?
- Why are the whales so small? Are they kids? If that is true, then what is Capcom trying to tell us?
- How come enemies can have up to 8 letters in their names but your chars can only have up to 5? It's just not fair!

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7. The reason Myria fears the Brood

This section is devoted to the Dragon transformation everyone skips, the IRT Kaiser. It is one of the most unappreciated and underused transformations game for the single reason that the AP cost is 53 and 27 per turn, and it doesn't have an Aura attack. Well, there is a reason for that, and here I will explain(or at least try) why this transformation is the most powerfull in the entire game!

First of all, you should know that this formation actually costs less than using a Myrmidon casting Aura every turn. The Myrmidon costs 16 AP for the Aura and 8 per turn, but when you factor in Aura, it costs 48 per turn(Aura costs 20 and this assumes you are getting an EX turn, which you should). Meanwhile, the Kaiser costs 27 per turn and if you have high HP, it will deal around the same amount of damage as the Myr's Aura. If you learn Triple Blow from the Deathbots in the Orbital Station entryway/lobby, it will cost 37 per turn, possibly dealing more damage than Aura depending on your strngth and what weapon you have equipped. With a Shaman'sRing equipped, the Aura Myr costs 38 AP and the Triple Blow Kaiser costs 35 AP, so you still save AP. The only time the Myr costs less is when you have a Spirit Ring equipped, changing the costs to 28 for the Myr and 33 for the Kaiser.

The rest of this section will be shown in the tidbit format to avoid this

becoming a lecture, also because it looks better and saves me a lot of time.

- When Ryu is in the Kaiser(Infinity, Radiance, Trance) form, he is completely immune to all bad status effects like poison, blind, etc. This makes the Kaiser pretty much the only transformation you can really use against Myria because of her Holocost and Venom attacks, which poison, confuse, and Blind everyone. This is also the only form that offers this type of protection without transforming the entire party.
- Ryu deals incredible damage with Bonebreak in the IRT Kaiser form! I've gotten him to deal over 3000 damage on Myria!
- In the Kaiser form, your HP is tripled, but that's not all. Strength, Agility, Defense, and Magic Defense are all tripled. At high levels, Ryu will take less than 200 damage from the Berserkrs' main, which is the strongest normal attack in the game. He will take about that same amount of damage from the Archmages' Myonllnir/Mind Sword, which are the strongest magic attacks in the game.
- Just to give you an idea as to how strong he is, the Kaiser's normal attack damage is equal to about what Ryu deals with a critical strike in his human form.
- I'm not sure what happens to his Intelligense attribute, that seems to stay the same, but who needs magic in this form anyway?
- Kaiser Breath deals about 250+- your max HP, so if you have 1000 HP in Kaiser, you deal anywhere from 750-1250(more than you would with Sirocco).
- Kaiser form just looks awesome! His regular form looks great, but in Gold, Ryu just looks like he could kick the crap out of anything, and he can!
- If you want to see insane amounts of damage, have Ryu transform using the Infinity, Gross, and Force genes. His attack power is quadrupled instead of tripled which you get from the IRT Kaiser. Ryu will deal close to 1000 damage in this form with a normal attack, but he will be uncontrollable and usually kill off party members quickly, and I do mean quickly, they die with one hit! Only do this if you want to see what it's like or if Myria is kicking your ass(pardon the language) and you need to do something desperate. Also, notice that the dragon in the DATA section of Accession is a different color from the other Kaisers. If you want to see even more damage put the party in Attack formation with Ryu in the lead. That much damage just isn't natural.
- Sadly, if you use a gamshark to give Ryu attack Magic, those skills are not carried over into the Kaiser form.

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8. BoF 3 Philosophical

This section is here because... well... I needed something to do... It's here to explain some of the things you might not realize about where Capcom got some of the information that inspired different things like locations and some weapons and names.

Weapons/Armor/Other equipment:

- Barbarossa is a man people might know better as Redbeard, who was a pirate and later became the Admiral of the Ottoman fleet.

- Ouroboros is an emblematic serpent from ancient Egypt and Greece shown with its tail in its mouth, continually devouring itself and being reborn from itself. The symbol of this serpent is used to show unity of all things, mental and physical.(1)
- Ascension is the ascent of Jesus of Nazareth into heaven on the 40th day after his resurrection.
- Scramasax was a 6th century dagger used by the Lombards.
- Katzbalger was a short sword used by the Landschnecht mercenaries in the 16th century as a back-up weapon.
- Gungnir, one of Gorr's spears, was a spear in Norse Mythology, and would always fly true, could not be deflected, and returned to its master.
- Asura (spelled Ashura in the game) is actually from Hindu mythology is the name for a class of Demons, who were the enemies of the Gods and Men.
- Demonbane isn't really a word, instead it is like Ebonfire, 2 words mashed together. Bane is what the cause of death is, what kills you, so Demonbane is the attack that kills a demon.
- DamascusSwd/Mail- Damascus is the name of the capital of Syria. It is also a type of steel that was forged during the pre-industrial era, using a secret type of carburization. The metal was famous for being very hard and having a watered, streaked appearance.(1)

Transformations

- Kaiser is a German word, which was the title given to the German Sovereign, hence, Ryu is the Sovereign of Dragons. Sovereign can also mean King, but I chose sovereign because it sounds better.
- Myrmidons are people who follow orders without question. Another meaning the word has is that they were a group of soldiers who followed Achilles in an invasion of Troy.
- Accession can mean many things, but I think Capcom was using the meaning "A sudden outburst."(2) Transformations suddenly have a whole new meaning.

Characters/Bosses

- Old people might know this, but there is a folk song titled "They Call the Wind Maria", pronounced (mah-RYE-uh), which is about giving different names to the great powers of the natural world (wind, fire, rain, etc). This is similar to the sounding of Myria, (MEER-ee-uh), which can be pronounced as (MEE-rye-uh). There is also another close reference, myriad, which constitutes a very large number, almost uncountable (Peco uses myriad when talking to Myria, go figure;)).
- Myria's name from BoF1, Tyr, is the name of the God of War and Strife, and also the Son of Odin. That sounds more like the Myria we know, only this one's a man...
- Sunder is a word that means to break apart using violence. Quite interesting when you think of the character.
- Balios the immortal horse of Achilles, which was a gift from Poseidon to

Achilles' father.

- Garr, when sounded out, is Guard, without the d on the end. This makes sense since Garr was a Guardian. It also means "spear" when translated from the old Indo-European language.
- Arwan, in Welch mythology, is the God of the Dead.

Masters

- Deis is something to stand on at speech, usually where a podium is, sorry, I don't see any relation other than Deis got stepped on figuratively by the Guardians and the Goddess. On the other hand, it is very close to Deiw, a word meaning God, or Deity. That one makes more sense. It is also close to the Greek work Deos (or Deus in Latin), which means God. Poor Deis, close, but no cigar.
- Yggdrasil (AKA Tree of Wisdom) is an ash tree from Norse mythology that is supposed to hold together Heaven, Hell, and the Earth.
- Giotto was a man who was considered to be the greatest pre-renaissance painter of Italy.
- Bunyan is of course a reference to Paul Bunyan, a giant lumberjack who had a blue Ox named Babe.

Attacks/Skills

- Kyrie is "A brief petition and response used in various liturgies of several Christian churches beginning with or composed of the word 'Lord, have mercy.'" (2)
- Ebonfire isn't anything special, just Ebony (a type of black) cut short and combined with fire to mean "Black Fire", which is how the skill looks when cast.
- Sanctuary is something people of the middle ages could claim inside of a church to escape persecution.
- Myollnir is actually Mjolnir misspelled. Mjolnir is the name of the Norse God Thor's hammer. Oddly enough, both words are pronounced the same as (MY-ahl-near (I think, I could be wrong)).
- Inferno... all descriptions were either of a place of flaming heat or a place of pain and death. You put it together.
- Sirocco is a hot dry wind that originates in desert-type areas.
- Simoon is a hot dry wind from Arabic and Saharan regions. Notice a pattern?
- Ragnarok is a myth about the final battle of the Gods versus Evil and the destruction and rebirth of life.
- Tsunami is simply a very large destructive wave that starts with an underwater earthquake.
- Disembowel is a very icky word. It basically means to bring the insides of a person or thing outside. Very icky, those who saw "Braveheart" will know what I'm talking about.

- Recall just means to bring back. If you own a Ford, you're familiar with this word.

Miscellaneous

- Here's something to think about, the number of Guardians that were sent by Myria to Earth to destroy the Brood was 4, which is the same number of the Horsemen of the Apocalypse. If you think about it even more, the four guardians were sent to destroy the Brood so that Myria's rule could not be challenged. (A little out there, I know)
- A mandrake is a root that is supposed to give off a lethal scream when it is uprooted. It was used in various dark magics, so that is probably why it drains your max hp. (Actual quote from email)

NOTE: All entries marked with a (1) are paraphrased definitions from Britannica.com.

NOTE2: All entries marked with a (2) are actual quotes from Dictionary.com.

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9. Random/Unproven Stuff

This is just some extra stuff I was figuring out, not really important to the game or anything tho. Almost all of it is guesses based on testing so please don't go psycho if I got something wrong by accident.

Dragon Power

Kaiser: Infinity, Failure

HP=*1.2

All abilities*1.6

Kaiser 2: Infinity, Raidiance, Trance

HP=*3

All abilities*2.2

Note:Kaiser 2 is immune to status changes

Kaiser 3: Infinity + 2 other Genes as long as Kaiser 2 combo or Failure Gene is not used.

HP*3

All abilities*3

Note:Kaiser 3 is berserk, and thus very dangerous. My guess is THIS is the power Myria feared.

Note2:Kaiser 3 is immune to all status changes, at least I think so...

Note3:If Failure Gene is used, Ryu becomes regular Kaiser

Myrmidon: Force, Trance

HP=*1.8

Attk=*4

Def=*1.5

Int=*1.2

Agil=*1.5

Tiamat: Shadow, Trance

HP=*2.5

Attk=*2

Def=*7

Int=N/A

Agil=*1.5

Trygon: Flame, Thunder, Frost

HP=*2.2

Attk=*1.8

Def=*10

Int=N/A

Agil=*1.5

Wildfire: Miracle, Thorn, Reverse

HP=/10

Attk=*3

Def=*5

Int=N/A

Agil=*1.5

Mammoth: Miracle, ???

HP=*10

Attk=*2.4

Def=/2.5

Int=N/A

Agil=*1

Pygmy: Mutant, ???

HP=*1

Attk=*.1

Def=*5

Int=N/A

Agil=*2

A bunch of them have N/A for INT. That just means they don't have any skills that use the INT ability, so there was nothing for me to reference to.

Item drop rate stuff

- Items never have more than a 95% chance of dropping or less than 5%.
- Charm doubles the already existing chance of an item to drop(i.e. if you're going for a GooKing Sword the chance will go from 5% to 10%).
- After Charm goes into effect at the end of a battle, if you have a Midas Stone equipped it adds an extra 5% or so to the total chance(that 10% for the GooKing Sword goes up to 15%).
- The item that you can steal from the monster has double the chance of dropping than the item that can't be stolen after battle.

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10. Acknowledgements

This guide should only be found on the following sites:

Video Game Strategies - www.vgstrategies.about.com

GameFAQs - www.gamefaqs.com

Esper Online - www.esperonline.com

Mike - My best friend. Awwwww...

Capcom - For making my favorite game of all time.

Fritz Fraundorf - For his great BOF3 FAQ that helped me figure out a lot of things about getting through the game as well as how to get (ErgGibbon) IRT Kaiser (Kaiser 2 he calls it... I think), as well as inspired me to figure out that darn Shisu thing.

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- TinkerBlades - tinkerblades.com

If I have forgotten anyone(I don't think I did), let me know.

*****End of File*****
