

Breath of Fire III Electric Grid @ Myria Station Guide

by nihon

Updated to v1.2 on Jul 5, 2001

The Electric Grid on Myria Station
Breath of Fire III Mini-FAQ
Version 1.1

By Joe Monson
nihon at nausicaa dot net

Archived at:

http://www.pazu.net/FAQs/breath_of_fire_iii_electric_grid.txt
<http://www.gamefaqs.com/console/psx/game/19947.html>
http://kei.animenetwork.com/eden/breath_of_fire_iii_electric_grid.txt

(c) 1998, 2000 Joe Monson. You may copy this for personal use only. Use of this FAQ by anyone for commercial gain is strictly prohibited. This means you can't give it away if someone buys the game from you (speaking specifically to the hole-in-the-rock game store).

If you want to put this FAQ on your site, ask me FIRST. I'll probably let you, but I would like to know where people are putting it. After all, I wrote this. It's only right that I should know where it is, ne?

"Breath of Fire III", "BoF III", and all related marks, characters, and titles (c) 1998 Capcom.

Now, on to the mini-FAQ:

After looking through all the other FAQs I could find, there wasn't one that explained how to get through the electric grid on Myria Station other than "run through it really fast and cure the poisoning you'll have afterward. Phooey on that! Puzzles are meant to be solved, and this one isn't really that hard. It just takes a little time (took me about 20 minutes to figure it all out).

The main thing to notice: you don't have to turn off the entire grid to get through. That's what made it take so long when I was trying to figure it out. Once I figured out I just had to make a *path* through it instead of turn everything off, it was easy. Just line up the charges on the three control panels to create a path at least two blocks wide.

If you want to try it yourself before spoiling your brain with the solution, here's a little spoiler space for you. The solution is below.

S

P

O

I

L

E

R

S

P

A

C

E

Here's how to get through the electric grid thingey:

Legend: + = red "+" on the screen
 - = blue "-" on the screen
 e = empty space on the screen

Room 1

```

+ + + + e e e e -
e e e e + + + + +
e e e e e e + + +
e e + + + + + + +

```

```
+ + + + e e - - -
e + + + + e e e
e e e e e + e e e
```

Room 2, right

```
e e e e + + + + e
e e e e - - - - e
- - - - + + e e e
- e e e - - - - e
e e e e - - - e e
- - - - - e e e
+ e e e e e - - e
```

Room 2, left

```
e e e e - - - - +
- - - - e e e e -
e e e e - - e e e
- e - + e e - e -
+ + + + + e e e
+ e e e e e + + +
- e e e e - - - -
```

Use the left and right direction buttons to move them back and forth. This will create a path that looks like this:

Legend: + = charged, n = not charged

```
+ + + n n n n n n
+ + + n n n n n n
+ + + n n n + + +
+ + + n n n + + +
+ + + n n n + + +
n n n n n n + + +
n n n n n n + + +
```

Since there is no charge on the "n" path, you can walk through unharmed, as long as you don't touch any of the "+" parts.

There. Wasn't that easy? Once you go down the elevator the grid is turned off permanently.

-----EOF