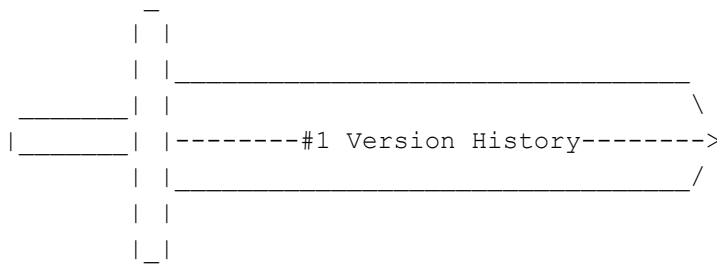


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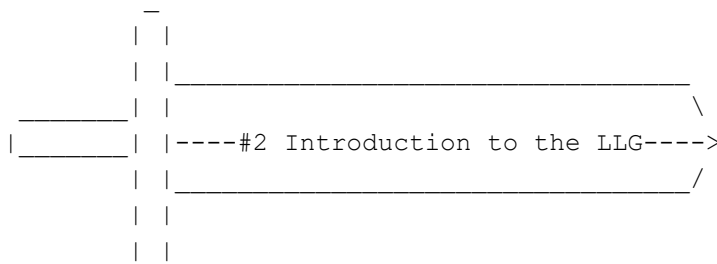


Version 1.0

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-Added first 10 sections (Version History, Introduction to the LLG, Rules of the Challenge, Experience Chart, Master Arrangement, Some Helpful Tips, Walkthrough, Frequently Asked Questions, Legal Information, Credits  
 -Personal Notes: So, I've got another BoFIII Challenge guide up and running. She looks pretty good right now, so I don't foresee any significant future modifications.  
 -109 KB, 7/10/05

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-----  
 A Brief History  
 -----

A long time ago, on a GameFAQs message board not so far away, legendary GameFAQs user Black Mist took upon his shoulders the challenge of completing BoFIII at the lowest possible level. However, at some point, his project and progress were lost, forgotten, and there was no word from him on the issue ever again.

And so, the Low Level Game (LLG) disappeared from the GameFAQs BoFIII forum for innumerable years until one day more than a year ago a user Mikhail appeared proposing a Boss EXP. Only Challenge (also an LLG of sorts but with more lenient rules). He provided us with a few details concerning his idea and

whatever progress he had made, but his reports were rather sporadic and not very detailed (:P Maybe I just provide too many details).

Around this time, Aballin (later NovaSpace and now BioSheex) and I were talking on MSN when the subject came up, and he informed me that he was an experienced amateur LLGer and that he had been working on a BoFIII LLG but stopped six months earlier. Upon some insistence from yours truly, he agreed to play the challenge "professionally" (heavy pre-planning, charts, research, etc.). He started a topic on the BoFIII message board at GameFAQs and picked up from where he had left off, Mt. Zublo against GCS. He pushed as far as the Underground Lab before I revealed to him the unfortunate reality that defeating all the randoms in 30 encounters for Fahl without any EXP. protection kinda... you know... might throw off the leveling. Granted, this particular incident wouldn't notably disturb the leveling of all the characters (mainly because he fought beginning-of-the-game enemies), but it demonstrated that a lack of proper planning could throw the whole LLG off (he had never apprenticed anyone to D'Lonzo and thus didn't have Monopolize at his disposal).

After Sheex had announced that he didn't quite have as much in-depth knowledge of BoFIII as I did, I offered the suggestion that perhaps I could join him in his LLG attempt, and, after Sheex developed the experience distribution chart, we were on our way.

Early-on was trying, and delays out of boredom (especially for me >.) were frequent. To make matters worse, Sheex's game disc was broken by accident, and he had to stop his LLG. By the time he was able to replace it, he had become so involved with other activities and impatient with his run of bad luck that he put down the challenge. However, another user, DreemZ, decided to give the challenge a go too, so I wasn't alone. Still... more delays, and DreemZ sped ahead as far as Factory while I had only just defeated Stallion. Only on June 29, 2005 did I kick my \*\*\* into gear and finish the LLG 5 days later on the American Independence Day.

-----  
... And the Point  
-----

"That story's all good and fine, but how the \*\*\*\* does that help me?", right? Well, it doesn't, not at all. But it's close enough to a good start-off point, so I'll run with it.

After agreeing to take on the project, the realization suddenly occurred to me that I had yet to even define a Low Level Game in the context of Breath of Fire III. Mikhail's LLG provided me with a good point of perspective, as he defined it as: "Only gaining experience unavoidably forced upon your party." Very general, IMO, and although it is a functional definition (if not the original denotation), a great deal of ambiguity remains which, after being clarified, can easily dramatically push the difficulty to an impossible extreme (more on that later). Ergo, I refined the definition: "Only gaining experience unavoidably forced upon your party, but arranging the experience distribution in a manner such that the levels of all the characters shall be kept as low and in as close proximity as possible."

Technical wording to say the least, so allow me to provide a lucid albeit extremely simple example. Suppose you're given five PCs who possess average battle capabilities and are identical in every way, from growth rate and hidden attributes to base stats and abilities. Now let's say they all start at level 1, need 1 experience to reach level 2, and the amount of experience needed to reach the next level is double the amount of experience needed to reach the level the PC's on now e.g. 1 EXP. to Lv.2, 3 EXP. (1+2) to Lv.3, 7

EXP. (1+2+4) to Lv.4, 15 EXP. (1+2+4+8) to Lv.5, 31 EXP. (1+2+4+8+16) to Lv.6, 63 EXP. (1+2+4+8+16+32) to Lv.7, 127 EXP. (1+2+4+8+16+32+64) to Lv.8, 255 EXP. (1+2+4+8+16+32+64+128) to Lv.9, 511 EXP. (1+2+4+8+16+32+64+128+256) to Lv.10, and so on. Now suppose the total amount of forced EXP. in the game is 500. My definition would require that the EXP. would ideally be distributed as 100 EXP. to a character, putting them all at Lv.7.

"Whoa, whoa, wait a sec there, Palth. I get it now. But isn't the goal of an LLG to have a minimum mean of your characters' levels?" Well, no, not always. "Is it yours then?" It's not exactly mine either. "Then whose is it?" It depends; that's all I can say; it depends. On what, you ask? Allot of things: Boss EXP.- 0 or whole, relative statistical significance of equipment and level growth, existence of alterable evasion statistics, number of forced battles yielding EXP., capabilities of PCs in comparison to those of NPCs, presence of PC(s) with significantly higher battle prowess over the other PCs, general difficulty of the game, etc. The list goes on and on.

What does it come down to? An answer many people don't like: More often than not, there is no single solution. Several acceptable paths exist, but the most challenging one can only be derived from analyzing all the feasible scenarios.

So where does this leave us in BoFIII and why have I chosen that definition? Well, that leaves us with several possible choices. Let's analyze them one by one, shall we?

1) "Minimum mean integral level" Here's one we can easily eliminate. Experience is automatically forced upon the highest leveled member of the party, leaving poor Ryu at Lv.1 in impossible battles. Although, to be fair, EXP. could be forced upon him to make combat winnable. My question is, by the time victory is within reach, how much different will this choice be from the ones below?

2) "Choose a team and all EXP. to them" This particular LLG is the exact same one that Mikhail has attempted, although he didn't phrase it in this precise manner; it was implied. It definitely works but ultimately leaves the gamer with a team of slightly stronger PCs than they need, so it can be bumped down just a little more.

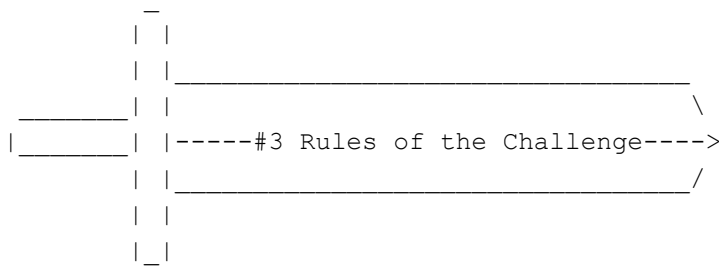
2a) "Choose a character and all EXP. to him" A corollary of sorts to the above. This one we can eliminate fairly quickly, as all the EXP. can be dumped on Ryu (see "presence of PC(s) with significantly higher battle prowess over the other PCs"), yielding a sole PC whose abilities may very well surpass a team which possesses an equal amount of EXP. dispersed amongst its members.

3) "Lowest levels for all PCs that are also closest to each other" The LLG discussed in this FAQ. The result is a group of characters that can be arranged into any team (in theory, but some PCs e.g. Nina are simply outright useless in most combat situations). Minus the exploitation of tricks, this choice is both possible and the most challenging.

Ultimately, my point is that that the denotation of "LLG" must be willing to mold itself in order to both fit the connotation and produce feasible scenarios for the gamer. In other words, the verbalized meaning of the the LLG must bend itself to fit with both the spirit of the LLG and the mechanical environment in which the LLG is being attempted.

So, without further deviation, I present to you the BoFIII LLG and its ramifications:

=====



-----  
 My Definition of a LLG  
 -----

I've spoken sufficiently enough on this subject in the previous section, so I'll simply reiterate the definition: "Only gaining experience forced upon your party, but arranging the experience distribution in a manner such that the levels of all the characters shall be kept as low \*and\* in as close proximity as possible." >\_> Follow it.

-----  
 All Experience Goes to Teepo  
 -----

While Teepo's in your party, he receives all the EXP. from battle. Fairly obvious really, since he's not on your final team, and his EXP. by itself has no bearing on the EXP. of future incoming party members. Oh, and on a slightly different subject, don't expect to see experience distribution regulations for all bosses prior to and including Amalgam.

-----  
 Mass Murdering of Randoms and the Monopolize/Death Trick  
 -----

Put succinctly, don't kill randoms and don't win random encounters, unless they yield 0 EXP (like the fleeing, lone Boss Goblin, but that's one of the only examples :P). I leave open no exceptions, regardless of the existence of the Monopolize/Death Trick.

For those of you not so familiar with the less known tricks of the game, the Monopolize/Death Trick is a glitch through which any battle can be won without awarding your party with experience. Essentially, the user of Monopolize is killed before you destroy your opponents. Although Monopolize is programmed to send all the experience from a battle to the user, the battle system function to not give experience to KOed party members forbids the KOed user to receive that experience and so no one gets it. Thus, 0 experience.

And since we're on the topic, the Monopolize/Death Trick (MDT) is likewise forbidden. Sure, you could win all the random battles you want by throwing the MDT around all you want, but... well... it's not really supposed to be there.

Wanna a different ruling? Contact Mikhail as soon as his "Lowest Level Game" project gets off the ground, in which MDT usage is permitted (but regulated). ;P

-----  
 Stat-Boosting Items: The "Do"s and "Don't"s  
 -----

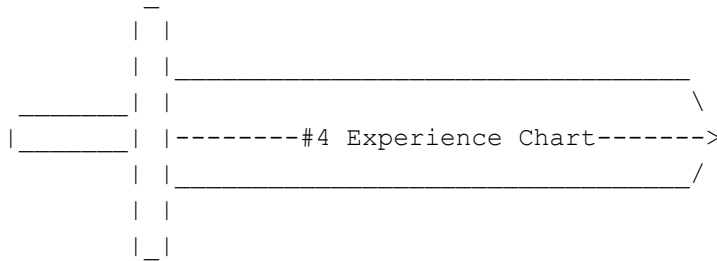
When first asked about stat-boosting items, my initial response was overly

lenient, so I'm tightening my grip \*squints his eyes into a mean gaze and smirks\*. Here's the ruling from me and the various invisible authorities who have contributed to this project: You can use anything you find on a field, providing that you haven't been actively searching for it. Likewise, you can never initiate any pro-active attempt to gain more stat-boosters, regardless of the method, unless you know it to be treasure in any non-randomly generated stage (a.k.a. story stages).

-----  
The Ever Important Assumed  
-----

- And, finally, the stuff I shouldn't really need to say but will anyway:  
No spamming of Soul Gems/Manly Clothes  
No reckless and boundless usage of Save States  
No copying of Hourglasses  
No Gamesharks/cheat devices

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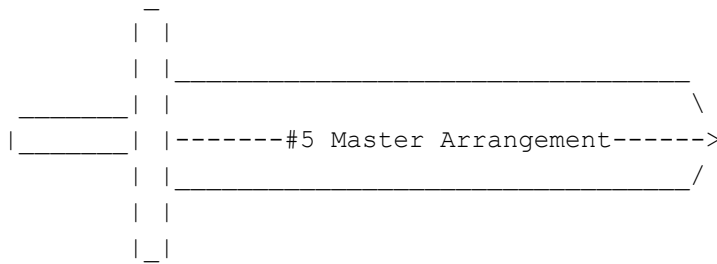
Below is the experience chart developed by Sheex... well... a modification of it anyway. The original prototype contained a few mistakes due to the erroneous source from which Sheex derived his information \*shakes fist at whatever FAQs misled him\*. Fortunately, the chart was reparable, so here's the final version:

BOSS	EXPERIENCE	LIVING CHARACTERS
Mutant	600	Ryu
Claw	150	Ryu
Cawer	165	Ryu
Patrio	200	Ryu
Emitai & Golem X2	600	Nina
Bully X3	240	Nina & Ryu
Stallion	800	Garr & Ryu
Gazer	1500	Ryu & Nina
Dolphin	900	Nina & Momo
Gisshan, Charybdis & Scylla	1500	Garr
Garr	400	Ryu
Dragon Zombie	1000	Ryu
Mikba	3000	Rei & Nina
Huge Slug	2100	Rei
Shroom	3900	Garr
Gaist & Torch X2	1000	Ryu
Angler	3000	Nina & Garr
Ammonite X2	900	Momo
Elder	6000	Nina
Manmo	6000	Garr
Chimera	9000	Ryu & Momo
Arwan	5000	Ryu
Dragon Lord	15000	Peco
Sample 1	285	Rei

If you faithfully follow this chart, all your PCs will be at Lv.21 by Myria. Again, thanks to Sheex for building the prototype chart.

Oh, and I feel I should say this now for liability purposes. If you need to kill character(s) in a battle, I will never remind you of it in the strategy, ever... well, maybe just every once in a while in passing. >\_> Anyway, that doesn't mean you shouldn't memorize the live/dead setup for the battle in mind and kill your own whenever the optimal opportunity avails itself.

=====



This mini-section is devoted to those of you too lazy to wade through my walkthrough to find master suggestions.

- Ryu
- Bunyan: Lv.1 -> Lv.11
  - Fahl: Lv.11 -> Lv.21
  - Ladon: Final

- Teepo
- Mygas: Lv.1 -> Lv.8 (Final)

- Rei
- Meryleep: Lv.20 -> Lv.21
  - Ladon: Final

- Nina
- D'Lonzo: Lv.5 -> Lv.10
  - Durandal: Lv.10 -> Lv.12
  - Meryleep: Lv.12 -> Lv.21
  - Ladon: Final

- Momo
- Fahl: Lv.10 -> Lv.21
  - Ladon: Final

- Peco
- Fahl: Lv.1 -> Lv.21
  - Ladon: Final

- Garr
- Fahl: Lv.13 -> Lv.21
  - Ladon: Final

=====



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      | | _____ \
      | | |-----#6 Some Helpful Tips----->
      | | _____ /
      | |
      | |
      |_|

```

1) I suppose I'll take the opportunity to say this now: This challenge is not for everybody. There's a great deal of patience and tedious work involved, so don't jump in unless you think you can stomach it.

2) Your chances of escape from battle are higher if your party contains a character with high AGL. Throw Speed Boots onto that said character (Rei or Nina) to improve your chances and maybe even get an EX turn.

3) In-and-out! Putting in mind the number of resets you'll be dealing with, the best plan for any stage with a boss is to grab all the items inside first and run outside to the World Map and save (lest it be one of those few stages with a rest and save point inside it).

4) Stealing is fun! Granted, there isn't that much good stuff you can steal due to the nature of this challenge, but there are those few stealable great items. >\_> \*looks at Aries Gloves\* Chain Pilfer and Steal to improve your chances.

5) When unsure, Examine. Even if you're not sure whether you'll use some random enemy Skill, it never hurts to have it on you (or at least in your Skill Notes).

6) Be well-stocked, always. Keep a superfluous number of most frequently used items on you, particularly HP and AP restoratives. I won't be reminding you, unless I \*really\* feel the need to do so.

7) If you think the next boss will be a doozy for you, check the boss' strategy beforehand, rather than in the middle of the fight, so that you can find out the recommendations (although, considering the number of resets involved in this challenge anyway, one more really wouldn't hurt that much... >\_>).

8) Before trying to kill off your own party members in a boss fight (when it's called for), change all their armor to the worst stuff you have on you. Speeds up the process. <\_<

9) If you're gonna use Monopolize, use it right from the get-go, unless the threat of death is so eminent that reprieving a turn would only spell certain doom.

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      | | _____ \
      | | |-----#7 Walkthrough----->
      | | _____ /
      | |
      | |
      |_|

```

Before we begin, I need to make a few notes of things to expect... or not to expect along the way.

Notes:

- a) Vitamins is the party healing item, but Vitamin(s) is my way of signifying multiples of the classic single character healing item that can be bought in almost any shop. Honestly, I'm not sure if the former item will ever even be referred to in this walkthrough, but >\_> I'm just explaining the funky parentheses now around the 's' when you see 'em so nobody asks later.
- b) If a comment or command of mine has the same name as a spell, then my comment/command will be in lower case and the spell name in upper case.
- c) I don't expect people to read my boring comments saying, "Proceed with the story," or something like that. Usually, you'll just see a one-liner under an area if it does that. If there's more than that, then I suggest you read it. I just say that when I don't really have much to say about that area in relation to the LLG. When I do have something relevant to the LLG, I probably won't make any comments pertaining to the plot at all. I only put something related to the plot under a title because... >\_> <\_< I don't really have much to say about that area pertaining to the LLG. >\_> <\_< \*repeated himself\*
- d) Places with a "?" for a name will be given a suitable, yet recognizable name. Why this note? I don't want some idiot e-mailing me saying, "Well, I don't remember any place called that on the map."
- e) I won't comment about every item along the way, only the important [and usually vital] ones. I STILL ADVISE YOU TO ACQUIRE EVERY ITEM IN A STAGE! In fact, a good majority of my strategies assume you do, so you're pretty screwed if you don't.
- f) Here's how character setups will be displayed before battle:

Character name (Level of character)

Weapon:

Shield:

Helmet:

Armor:

Acc. 1: Abbreviation for "Accessory 1"

Acc. 2: Likewise

Master:

Inoc.: Inoculation

Skills: Foreign Skills only

Formation:

-----

-----  
Dauna Mine  
-----

Not much to do here. Just fry the workers with Whelp Breath as you go. Pick up the Melted Blade amongst the BBQed corpses though.

-----  
Cedar Woods  
-----

Just head to town. There aren't any particularly important items to pick up at the moment.

-----  
McNeil/Farm  
-----

You know the deal. You get Teepo and Rei, and then you go to Yraall Road.

-----

Yraall Road

-----

Your first combat scenario. Let the running begin... right after you learn Influence from Boss Goblins (it can return to Skill Notes for now) and Blind from Rippers!

-----

Cedar Woods

-----

Again, nothing out of the ordinary. You just lose Rei until the fight with the Nue. In case you haven't done so already, strip Rei of his equipment and give it all to Teepo.

-----

Road to Mt.Glaus

-----

!Ryu!  
!Teepo!

There's one particular item here whose importance I cannot emphasize enough: the Coin. Get the Coin. You need it.

-----

Mt.Glaus

-----

Up you go on the mountain and all that crap. Cloth Shield to Teepo BTW.

.....

\*\*\*\*\*  
\*I. Nue (1st fight) \*  
\* \*  
\*HP=140 \*  
\*Attacks: Nue Stomp, Chlorine\*  
\*\*\*\*\*

	Ryu (1)	Teepo (1)	Rei (5)
Weapon:	Dagger	Melted Blade	Ballock Knife
Shield:	Bracers	Cloth Shield	(empty)
Helmet:	(empty)	(empty)	(empty)
Armor:	Clothing	Leather Armor	Clothing
Acc. 1:	(empty)	(empty)	(empty)
Acc. 2:	(empty)	(empty)	(empty)
Master:	(none)	(none)	(none)
Inoc.:	(none)	(none)	(none)
Skills:	(none)	(none)	(none)
Formation:	Defense		

Strategy: Since the experience yield here is 0, you don't really have any worries. Still, Nue Stomp does some good damage, hitting Ryu the hardest (around half Ryu's maxHP on average). Flare and Rei's physical smack her pretty well (relatively anyway >\_), about 20 damage. Overall, very easy.

.....

The pursuit continues!

\*\*\*\*\*  
 \*II. Nue (2nd fight) \*  
 \* \*  
 \*HP=290 \*  
 \*Attacks: Nue Stomp, Chlorine, Jolt, (moderate counter rate) \*  
 \*\*\*\*\*

	Ryu (1)	Teepo (1)	Rei (5)
Weapon:	Dagger	Melted Blade	Ballock Knife
Shield:	Bracers	Cloth Shield	(empty)
Helmet:	(empty)	(empty)	(empty)
Armor:	Clothing	Leather Armor	Clothing
Acc. 1:	(empty)	Talisman	(empty)
Acc. 2:	(empty)	(empty)	(empty)
Master:	(none)	(none)	(none)
Inoc.:	(none)	(none)	(none)
Skills:	(none)	(none)	(none)
Formation:	Defense		

Strategy: What? The Talisman doesn't hurt. >\_> Ahem, anyway, attack but with a little restraint. Only initiate a full-scale assault after Nue casts Jolt. That's it. Otherwise, it's identical to last battle, minus the whole boss running away thing.

Result: Teepo Lv.1 -> Lv.4

-----  
 Cedar Woods  
 -----

Head to McNeil, but only after apprenticing Teepo to Mygas.

-----  
 McNeil/Farm  
 -----

More story sequences. There are a couple things you should do before heading off to McNeil's. First, buy the basic fishing supplies in McNeil. Next, build up a high zenny supply (trading/selling Silver Knives being the best way; around 10000 zenny). Then, continue fishing for battle purposes. If you have any shopping you want to (you'll need to gather 15 weapon types for D'Lonzo, so keep that in mind in your purchases), now would be the time to do it. This will be your last opportunity to shop for a while, so take advantage of it. Finally, trade for 3 sets of Silver Knives, Iron Helmets, and Waistcloths at the Manillo shop. Then stock up on healing items and anything else you think you'll need for the next stage and speak to Loki in the shack to head off to McNeil Manor.

-----  
 McNeil Manor  
 -----

Take care of the guards' problems and whatnot until you finally have to deal with that guard dog...

\*\*\*\*\*  
 \*III. Pooch \*  
 \* \*  
 \*HP=260 \*  
 \*Attacks: Snap\*  
 \*\*\*\*\*

	Ryu (1)	Teepo (4)	Rei (5)
Weapon:	Silver Knife	Silver Knife	Silver Knife
Shield:	Cloth Shield	Cloth Shield	Cloth Shield
Helmet:	Iron Helmet	Iron Helmet	Iron Helmet
Armor:	Waistcloth	Waistcloth	Waist Cloth
Acc. 1:	(empty)	Talisman	(empty)
Acc. 2:	(empty)	(empty)	(empty)
Master:	(none)	Mygas	(none)
Inoc.:	(none)	(none)	(none)
Skills:	(none)	(none)	Blind
Formation:	Defense		

Strategy: Pooch barks with a mighty ~10 damage and can bite even harder after Snap. Considering your team's "oh-so-impressive" abilities, staying alive can be problematic. Still, it's doable. And learn Snap at all costs.

Result: Teepo Lv.4 -> Lv.5

Just continue dealing with the guards until you reach a certain chicken...

\*\*\*\*\*  
 \*IV. Rocky \*  
 \* \*  
 \*HP=280 \*  
 \*Attacks: Ovum, Jump\*  
 \*\*\*\*\*

	Ryu (1)	Teepo (5)	Rei (5)
Weapon:	Silver Knife	Silver Knife	Silver Knife
Shield:	Cloth Shield	Cloth Shield	Cloth Shield
Helmet:	Iron Helmet	Iron Helmet	Iron Helmet
Armor:	Waistcloth	Waistcloth	Waist Cloth
Acc. 1:	(empty)	Talisman	(empty)
Acc. 2:	(empty)	(empty)	(empty)
Master:	(none)	Mygas	(none)
Inoc.:	(none)	(none)	(none)
Skills:	Snap	(none)	Blind
Formation:	Defense		

Strategy: This guy's no so tough, once you Blind him and smack him with Snap a few times. Still, Jump could really hurt (my Ryu got KOed by a single Jump -\_-). After those Snaps though, Rocky doesn't stand long to the 20+ HP punches you'll lay into him with. \*Pilfers his Life Shard\*

Continue with the story to reach the mansion.

-----  
McNeil Mansion  
-----

And then, there were ghosts... \*starts playing the main theme of  
"Ghostbusters"\*

.....

\*\*\*\*\*  
\*V. Torast \*  
\* \*  
\*HP=120 \*  
\*Attacks: Sleep\*  
\*\*\*\*\*

Ryu (1)	Teepo (5)
Weapon: Silver Knife	Silver Knife
Shield: Cloth Shield	Cloth Shield
Helmet: Iron Helmet	Iron Helmet
Armor: Waistcloth	Waistcloth
Acc. 1: (empty)	Talisman
Acc. 2: (empty)	(empty)
Master: (none)	Mygas
Inoc.: (none)	(none)
Skills: Snap	(none)
Formation: Attack (Teepo at point)	

Strategy: All these ghosts are just... sad. Basically, except for one of the  
four, all of them fall from two swipes of Teepo's blade (50+ HP damage).  
Needless to say, Sleep is but an annoyance.

Result: Teepo Lv.5 -> Lv.6

.....

\*\*\*\*\*  
\*VI. Kassen \*  
\* \*  
\*HP=62 \*  
\*Attacks: Leech Power\*  
\*\*\*\*\*

Ryu (1)	Teepo (6)
Weapon: Silver Knife	Silver Knife
Shield: Cloth Shield	Cloth Shield
Helmet: Iron Helmet	Iron Helmet
Armor: Waistcloth	Waistcloth
Acc. 1: (empty)	Talisman
Acc. 2: (empty)	(empty)
Master: (none)	Mygas
Inoc.: (none)	(none)
Skills: Snap	(none)
Formation: Attack (Teepo at point)	

Strategy: Blast him away. Leech Power is, as usual, useless.

.....

\*\*\*\*\*  
\*VII. Galtel \*  
\* \*  
\*HP=145 \*  
\*Attacks: Blunt, Weaken\*  
\*\*\*\*\*

	Ryu (1)	Teepo (6)
Weapon:	Silver Knife	Silver Knife
Shield:	Cloth Shield	Cloth Shield
Helmet:	Iron Helmet	Iron Helmet
Armor:	Waistcloth	Waistcloth
Acc. 1:	(empty)	Talisman
Acc. 2:	(empty)	(empty)
Master:	(none)	Mygas
Inoc.:	(none)	(none)
Skills:	Snap	(none)
Formation:	Attack (Teepo at point)	

Strategy: Weaken and Blunt... \*yeah, those will really slow you down\*  
</obvious sarcasm> Send this innocuous spook to another afterlife.

Result: Teepo Lv.6 -> Lv.7

.....

\*\*\*\*\*  
\*VIII. Doksen \*  
\* \*  
\*HP=140 \*  
\*Attacks: Heal, (high counter rate)\*  
\*\*\*\*\*

	Ryu (1)	Teepo (7)
Weapon:	Silver Knife	Silver Knife
Shield:	Cloth Shield	Cloth Shield
Helmet:	Iron Helmet	Iron Helmet
Armor:	Waistcloth	Waistcloth
Acc. 1:	(empty)	Talisman
Acc. 2:	(empty)	(empty)
Master:	(none)	Mygas
Inoc.:	(none)	(none)
Skills:	Snap	(none)
Formation:	Attack (Teepo at point)	

Strategy: Sad... just sad. You should finish off Doksen with full HP, all because the Holy-elemental Silver Knife triggers his elemental Reprisal to my attacks: Heal.

.....

Use the rest point before you go onto the roof to meet Rei. Then, prepare to bust the biggest, baddest ghost of them all (Don't worry; that's the last of my cheesy Ghostbuster jokes).

.....

\*\*\*\*\*  
\*IX. Amalgam \*  
\* \*  
\* \*  
\*\*\*\*\*

\*HP=520

\*

\*Attacks: Astral Warp, Flare, Frost, Sleep\*

\*\*\*\*\*

	Ryu (1)	Teepo (7)	Rei (5)
Weapon:	Silver Knife	Silver Knife	Silver Knife
Shield:	Cloth Shield	Cloth Shield	Cloth Shield
Helmet:	Iron Helmet	Iron Helmet	Iron Helmet
Armor:	Waistcloth	Waistcloth	Waist Cloth
Acc. 1:	(empty)	Talisman	(empty)
Acc. 2:	(empty)	(empty)	(empty)
Master:	(none)	Mygas	(none)
Inoc.:	(none)	(none)	(none)
Skills:	Snap	(none)	Blind
Formation:	Defense		

Strategy: \*Pilfers his Magic Shard\* There we go. Anyways, my response to this guy: Pain. Astral Warp easily hits for 20+ and usually more than half of Teepo's maxHP. Sleep isn't pretty either, especially when it sends out your entire party to dream world --. All you can do is hope he's averse to Astral Warp, and pound away with Simoon and regular attacks.

Result: Teepo Lv.7 -> Lv.8

.....

-----  
Cedar Woods  
-----

Head into town, but only after learning Meditation and Frost from Mygas and returning them to Skill Notes.

-----  
McNeil/Farm  
-----

Heck, the shops are already closed to you. I hope you did all your shopping earlier.

-----  
Cedar Woods  
-----

Remove all of Teepo's and Rei's equipment and replace their weapons with a Dagger and a Ballock Knife before you reach the area with your house in it.

.....

\*\*\*\*\*  
\*X. Balio and Sunder (1st fight)\*  
\*  
\*HP=Infinite  
\*Attacks: Lightning  
\*\*\*\*\*

Strategy?: Prepare for your low-level tikes to be annihilated.

.....



Once our lone hero awakens, leave and re-enter Cedar Woods so that you can apprentice Ryu to Bunyan. Last chance to fish up some quick and easy zenny.

-----  
Mt. Myrneg  
-----

Bat Amulet's about it here. >\_> Learn Double Blow while you're at it.

-----  
Wyndian Dungeon  
-----

Time to "save" Nina.

.....

```
*****
*XI. Balio and Sunder (2nd fight)*
*                               *
*HP=???                         *
*Attacks: Lightning              *
*****
```

Strategy?: Unlike the last one, this battle is theoretically winnable, but  
1) Why would you want to gain avoidable experience? and 2) There's not a  
chance in \*\*\*\* a Lv.1 Ryu is defeating Balio and Sunder by himself.

.....

Remove Nina's Soul Gem immediately.

-----  
Wyndian Catacombs  
-----

Pick up the Light Bangle and Glass Domino before you head out.

-----  
Wyndia  
-----

Buy a Claymore for Ryu and Life Sandals.

-----  
Eygnoek Road  
-----

Now you're captured by Balio and Sunder and sent to Genmel.

-----  
Genmel  
-----

Buy a pair of Gauntlets, a Glass Domino, and a Magician's Rod before you make  
your get-away.

And, while you're in the area, get a Bass.

-----

Mt.Boumore

-----

Yay for the Buckler on the mountain!

-----

Forest by the side of Mt.Boumore in Eastern Wyndia (wordiest title ever)

-----

Reverse gene. >\_>

Before heading to the Tower, fish for two Crepe Caps and a Chain Cap (I told ya to get a Bass before) and for around 10 to 15 Black Porgies.

-----

Tower

-----

Momo-ness. Yay. Bucket loads of stuff. Double yay. The end of this filler line. Triple yay.

-----

Rocket Crash Site

-----

Pick up the Thorn Gene while you're here for Ryu.

-----

Coffee Shop

-----

Now the 15 weapons come into play. Apprentice Nina to D'Lonzo and carry on.

-----

Plant

-----

Talk with Palet some more and then go to the Dump.

-----

Dump

-----

After completing treasure gathering...

.....

\*\*\*\*\*

\*XII. Mutant \*

\* \*

\*HP=500 \*

\*Attacks: Dream Breath, Venom Breath\*

\*\*\*\*\*

	Ryu (1)	Nina (5)	Momo (10)
Weapon:	Claymore	Magician's Rod	Flame Chrysm
Shield:	Buckler	Gauntlet	Gauntlet
Helmet:	Glass Domino	Glass Domino	Glass Domino
Armor:	Chain Cap	Crepe Cape	Crepe Cape
Acc. 1:	Light Bangle	Talisman	Artemis' Cap

Acc. 2: High Boots                    Bat Amulet                    (empty)  
Master: Bunyan                    D'Lonzo                    (none)  
Inoc.: (none)                    (none)                    (none)  
Skills: (none)                    (none)                    (none)  
Formation: Defense

Strategy: Cursed plant. First priority: Protects on Ryu, pronto. Ryu takes 8-12 damage from attacks, so death is a constant fear. Post-Protects damage (after 3) is much better, averaging at 4-6. Nina and Momo still take heavy blows, around 12 and around 17 respectively, and Dream Breath insists on hampering you all the way. Well, after Momo casts Protects on Ryu, Ryu and Nina usually continue defending, unless HP is at a unsafe level, (in which case Nina risks her life by healing) while Momo charges forward attacking (~80~100 and yay for Flame-elemental weapons) until Mutant's HP is low enough for Ryu to take the finishing blow (~20~25).

Result: Ryu Lv.1 -> Lv.8

.....

-----  
Plant  
-----

Make sure you're done with all you want to do before you go to Gemmel.

-----  
Gemmel  
-----

Pick up a Knight's Helmet, a couple of Bucklers, and a pair of Scale Mails. Pool everyone else's equipment, and send Ryu in for the matches in the Hall of Fire.

.....

\*\*\*\*\*  
\*XIII. Claw                    \*  
\*                    \*  
\*HP=220                    \*  
\*Attacks: Blind, Double Blow\*  
\*\*\*\*\*

                  Ryu (8)  
Weapon: Claymore  
Shield: Buckler  
Helmet: Knight's Helmet  
Armor: Scale Mail  
Acc. 1: Light Bangle  
Acc. 2: Bat Amulet  
Master: Bunyan  
Inoc.: (none)  
Skills: Snap  
Formation: Normal (Default)

Strategy: Claw's a big pain. After casting around 4 Protects (yay for stacking), Claw's Double Blow still deals ~8~12 damage a blow. Still, Ryu hits for around ~50 an attack, so Claw died fairly quickly.

Result: Ryu Lv.8 -> Lv.9

.....

\*\*\*\*\*  
\*XIV. Cawer \*  
\* \*  
\*HP=200 \*  
\*Attacks: Speed, Might, Protect, Flare, Frost\*  
\*\*\*\*\*

Ryu (9)  
Weapon: Claymore  
Shield: Buckler  
Helmet: Knight's Helmet  
Armor: Scale Mail  
Acc. 1: Light Bangle  
Acc. 2: Ring of Ice  
Master: Bunyan  
Inoc.: (none)  
Skills: Snap  
Formation: Normal (Default)

Strategy: Cawer's much easier. Snap him a couple times to tear down his Protect and make it impossible for his Heal to compensate for the damage you deal. Frost is absorbed, but all his other damage is pathetic (~7, though, to be fair, all stat-ups do carry over in these battles), hammer him at 60 a shot.

.....

\*\*\*\*\*  
\*XV. Patrio \*  
\* \*  
\*HP=350 \*  
\*Attacks: Frost Strike, Lucky Strike\*  
\*\*\*\*\*

Ryu (9)  
Weapon: Claymore  
Shield: Buckler  
Helmet: Knight's Helmet  
Armor: Scale Mail  
Acc. 1: Light Bangle  
Acc. 2: Life Sandals  
Master: Bunyan  
Inoc.: (none)  
Skills: Snap  
Formation: Normal (Default)

Strategy: Ouch, Patrio's normal hits are a wimpy ~5, but intermittent Lucky Strikes slam Ryu for a devastating ~30, a.k.a. barely less than half Ryu's maxHP. Yeah, some caution must definitely be exercised here, but learn Frost Strike, so yay. Healing at even the slightest damage is needed to avoid a double Lucky Strike death. Still, fairly quick death at 50 damage a pop.

Result: Ryu Lv.9 -> Lv.10

.....

\*\*\*\*\*

```

*XVI. Emitai & 2 Golems
*
*Emitai: HP=600
* Attacks: (none, not even a standard attack)*
*Golem: HP=750 each
* Attacks: Spirit Blast
*****

```

Ryu (10)	Nina (5)	Momo (10)
Weapon: Claymore	Magician's Rod	Flame Chrysm
Shield: Buckler	Buckler	Buckler
Helmet: Knight's Helmet	Glass Domino	Glass Domino
Armor: Scale Mail	Crepe Cape	Scale Mail
Acc. 1: Light Bangle	Talisman	Artemis' Cap
Acc. 2: Life Sandals	High Boots	Bat Amulet
Master: Bunyan	D'Lonzo	(none)
Inoc.: (none)	(none)	(none)
Skills: Double Blow	(none)	(none)
Formation: Defense		

Strategy: Aim for Emitai first and keep Nina constantly throwing Healing Herbs to Ryu and Momo (usually by alternation), who will be pummeling Emitai for 50+ and 50 damage (meh, Ryu's using Double Blow). The Golems can kill Nina in two hits though, so you'll have to hope she doesn't become a primary target. The Golems usually dealt between ~15~30 damage, depending on whether they physicaled or used the more damaging Spirit Blast. After Emitai falls, wait for X Golem to finish Y Golem and let Nina swipe the final blow.

Result: Nina Lv.5 -> Lv.9

.....

```

*****
*XVII. Garr (1st fight)
*
*HP=Infinite
*Attacks: Pyrokinesis, Flare, Lucky Strike*
*****

```

Strategy?: Have fun in this no consequence boss battle. \*lets you do your thing\*

.....

Buy another Knight's Helmet before leaving the Arena.

```

-----
Maekyss Gorge
-----

```

And now the conclusion of the B&S chase.

.....

```

*****
*XVIII. Bully 1, Bully 2, Bully 3*
*
*Bully 1: HP=200
* Attacks: (none)
*Bully 2: HP=200

```

```

*           Attacks: Flare           *
*Bully 3: HP=200                     *
*           Attacks: Blind           *
*****

```

Ryu (10)	Nina (9)	Momo (10)
Weapon: Claymore	Magician's Rod	Ammo
Shield: Buckler	Buckler	Buckler
Helmet: Knight's Helmet	Glass Domino	Glass Domino
Armor: Scale Mail	Crepe Cape	Scale Mail
Acc. 1: Light Bangle	Talisman	Artemis' Cap
Acc. 2: Life Sandals	High Boots	Bat Amulet
Master: Bunyan	D'Lonzo	(none)
Inoc.: (none)	(none)	(none)
Skills: Double Blow	(none)	(none)
Formation: Defense		

Strategy: Strategy: Simoon and generally pummel Bully 3 first so that he can't Blind you, then the Flare-happy Bully 2, remove Nina's Buckler, switch out the High Boots for another available accessory (only Soul Gem's there) and then defeat Bully 1. Their damage is pathetic, maxing out at ~10.

Result: Nina Lv.9 -> Lv.10

```

*****
*XIX. Stallion                       *
*                                     *
*HP=1500                             *
*Attacks: Barrier, Resist, Jolt, Utmost Attack*
*****

```

Ryu (10)	Garr (13)	Momo (10)
Weapon: Claymore	Spear	Ammo
Shield: Buckler	Buckler	Buckler
Helmet: Knight's Helmet	Knight's Helmet	Glass Domino
Armor: Scale Mail	Scale Mail	Scale Mail
Acc. 1: Light Bangle	Titan Belt	Artemis' Cap
Acc. 2: High Boots	Life Sandals	Bat Amulet
Master: Bunyan	(none)	(none)
Inoc.: (none)	(none)	(none)
Skills: Double Blow	(none)	(none)
Formation: Defense		

Strategy: Simple enough. Double Blow with Ryu, charge with Garr, and have Momo put up a single Protect on everyone before joining the fray. Stallion's best damage comes from Jolt (~15) and Utmost Attack (~25), but he ultimately isn't that hard, considering you cut him down for an average of ~190 damage a turn.

Result: Ryu Lv.10 -> Lv.11

Pick up the Frost Gene on your way out of the area.

In other news, freedom! To some extent, anyway. Your first order of business is grabbing Bunyan's Skills (all of them too, but Focus and Super Combo are the big motivation) and D'Lonzo's Skills (Steal and Monopolize).

-----  
Wyndia  
-----

Since you're in the neighborhood, pick up a couple Life Sandals. >\_>

-----  
Wyndia Castle/Basement  
-----

Just proceed with the plot and escape the castle.

Before heading off to the Eastern Lands, access Fahl and apprentice Ryu, Momo, Peco, and Garr under him. Don't worry, don't worry, according to DreemZ, you can still access Fahl by running from 30 battles without resting, so it's doable. Either that, or comb through hundreds of random encounters until you win 30 battles all involving a lone, fleeing Boss Goblin.

Nina? I dunno. \*shrugs\* She's just a slab of meat in this challenge. Throw on Durandal or somethin' until Meryleep opens up shop. It doesn't really matter.

-----  
Checkpoint  
-----

Now pass through the Checkpoint.

-----  
Hut by the shore  
-----

Thunder gene. Check. \*crosses it off the list\*

-----  
Rhapala/Wharf  
-----

Ah... the Beyd training sequence, the good ol' Beyd training sequence...  
No, I'm not going to say what you think I'm about to say, "It's a pain in the \*\*\*, " 'cuz it's not, despite the low levels.

.....

\*\*\*\*\*  
\*XX. Zig           \*  
\*                   \*  
\*HP=250           \*  
\*Attacks: (none)\*  
\*\*\*\*\*

Strategy: Again, I return to my generic saying, "If you trained Beyd well, you shouldn't have any trouble." And with that... I'm done. \*walks away\*

.....

-----  
Lighthouse  
-----

Run of the mill stage here. You walk through it, you accomplish a random, tedious task, you walk some more, and then holy-\*\*\*\* it's a boss! Big surprise. \*is moody due to it being 3AM when he's writing this paragraph\*

```
.....  
*****  
*XXI. Gazer *  
* *  
*HP=1100 *  
*Attacks: Eye Beam, Hypnotize*  
*****  
  
Ryu (11) Nina (10) Momo (10)  
Weapon: Claymore Magician's Rod Flame Chrysm  
Shield: Buckler Buckler Buckler  
Helmet: Knight's Helmet Glass Domino Glass Domino  
Armor: Scale Mail Crepe Cape Scale Mail  
Acc. 1: Light Bangle High Boots Artemis' Cap  
Acc. 2: Life Sandals Life Sandals Life Sandals  
Master: Fahl Durandal Fahl  
Inoc.: (none) (none) (none)  
Skills: Focus (none) (none)  
Double Blow  
Super Combo  
Formation: Defense
```

Strategy: I don't mean to put too much pressure on your fortune, but the success or failure of this battle hinges on the first attack: more specifically, whether or not a Blunt from Nina connects, so that you can cut down Gazer's physical's damage to around half (~15, usually lower, closer to ~11, but maxing at ~17). Should luck favor you, follow up by having Nina Simoon (~40~60) for much of the battle but toss Vitamin(s) to whoever might need one. Momo should cast Protect a couple times on Ryu and Nina (twice each, not one per >\_) before she starts attacking (~60~70; yay for Gazer's slight weakness vs. Flame). And Ryu will Focus x2 -> Super Combo (~400 from 6-hit) and just Double Blow after that (~40 per hit). As for Eye Beam, its damage was barely manageable (40-55), except for Nina who would frequently get OHKOed, and, obviously, Hypnotize wasn't too big a problem.

Result: Ryu Lv.11 -> Lv.13; Nina Lv.10 -> Lv.11

```
.....  
*grabs magical Eldritch gene*
```

```
-----  
Rhapala/Wharf  
-----
```

\*pilfers treasures in chests and runs\*

```
-----  
Faerie Village  
-----
```

Enter the cool "Jaws" ripoff followed by quite possibly the greatest VG translation introduction ever.

```
.....
```



```

*****
*XXII. Dolphin          *
*                        *
*HP=1200                *
*Attacks: Tsunami, Intimidate*
*****

```

	Ryu (13)	Nina (11)	Momo (10)
Weapon:	Claymore	Magician's Rod	Ammo
Shield:	Buckler	Buckler	Buckler
Helmet:	Knight's Helmet	Glass Domino	Glass Domino
Armor:	Scale Mail	Crepe Cape	Scale Mail
Acc. 1:	Titan Belt	High Boots	Artemis' Cap
Acc. 2:	Light Bangle	Life Sandals	Life Sandals
Master:	Fahl	Durandal	Fahl
Inoc.:	(none)	(none)	(none)
Skills:	(none)	(none)	(none)

Strategy: The key here is keeping Momo and Nina in defensive stances except when at maxHP (once all their defenses are already up, of course). A Protect from Ryu and Momo on Momo and Nina (whichever order >\_>), and Ryu will access into a Thunder Whelp. Momo should continue with another Protect on herself and Nina, and Nina will toss Healing Herbs... pretty much all the time \*shakes fist at the surprisingly high accuracy of the usually "can't hit the broad side of a barn" Tsunami\*. Otherwise, Dolphin's pretty much a cinch. Thunder Claw tears holes ranging from ~110 to ~170(!) into Dolphin while Dolphin can barely break 10 damage on anyone. As Dolphin is about to buy the farm, Nina and Momo will steal the final blow (~30 from Simoon and a tad less from Momo's physical).

Result: Nina Lv.11 -> Lv.12; Momo Lv.10 -> Lv.11

.....

-----  
Rhapala/Wharf  
-----

Yeah, blahblah, permisision to use the road. Here's a brief list of all the important tasks you need to do before crossing Mt. Zublo: 1) Gather 30000+ zenny (Silver Knife trading being the best way, trust me); 2) Reapprentice Nina to Meryleep; 3) Buy a Long Spear in Rhapala 4) Receive Flame Inoculations prior to GCS. That's it. Yes, it's true, I actually kept something important short. \*stoic "yipee"\*

-----  
Mt.Zublo  
-----

Congratulations, if you're reading this, you've probably been fishing enough to make playing "Big Rigs: Over the Road Racing" for all of eternity an appealing alternative. But the next few hours are only tougher! Hang tight!

.....

```

*****
*XXIII. Gisshan, Charybdis, Scylla (GCS) *
*                        *
*Gisshan: HP=800        *

```

```

*           Attacks: Vitalize, Confuse, Sleep*
*Charybdis: HP=1000
*           Attacks: Snap, Wall of Fire
*Scylla: HP=1000
*           Attacks: Snap, Wall of Fire
*****

```

	Ryu (13)	Garr (13)	Momo (11)
Weapon:	Claymore	Long Spear	Ammo
Shield:	Buckler	Buckler	Buckler
Helmet:	Knight's Helmet	Knight's Helmet	Glass Domino
Armor:	Asbestos Armor	Scale Mail	Scale Mail
Acc. 1:	Light Bangle	Life Sandals	Life Sandals
Acc. 2:	Titan Belt	Life Sandals	Ring of Fire
Master:	Fahl	Fahl	Fahl
Inoc.:	Flame	Flame	Flame
Skills:	Focus	Monopolize	(none)
	Super Combo	Frost Strike	

Formation: Defense

Strategy: Garr cast Monopolize immediately while Momo casts Protect to make up for her relative deficit in DEF and Ryu initiates his first Focus. Ryu Focuses again while Momo and Garr attack Gissan (~40 damage each). Then lash out with Super Combo (7-hit ~485 damage) and finish the old geezer off with regular physicals (Ryu hit for ~70 BTW) while he vainly resists with Vitalize. Then switch in Ice Chrism for Ammo, transform Ryu into a Frost Whelp, and continue the assault. Garr has enough AP for a single Frost Strike (too bad it only inflicts ~70 damage >\_>) but otherwise only hits on average ~30 damage. Momo's damage wasn't too great either, a little more than ~40. On the other hand, Ryu's Frost Claw causes a staggering ~200 damage, so the battle should end rather quickly (and he only needed one Black Porgy :P)! Charybdis and Scylla- Wall of Fire of course wasn't a problem, nor was Confuse, and C&S' physicals glanced off the party at ~20. All in all, very easy.

Result: Garr Lv.13 -> Lv.15

.....

```

-----
Urkan Tapa
-----

```

Now it's time for a shopping spree. Purchase sets two sets of Mithril equipment (only the defensive stuff but only one Mithril Helmet because of the one in Angel Tower) in Urkan Tapa, and a Barbarossa and Gigantess in Junk Town.

```

-----
Angel Tower
-----

```

Last kid Ryu dungeon... Yup... \*is now writing at 4AM\* Heck with it. I'll pick up writing tomorrow, right after Garr.

.....

```

*****
*XXIV. Garr (2nd fight)
*
*HP=380
*

```

\*Attacks: Pyrokinesis, Fireblast \*  
\*\*\*\*\*

Ryu (13)  
Weapon: Barbarossa  
Shield: Mithril Shield  
Helmet: Mithril Helmet  
Armor: Mithril Armor  
Acc. 1: Ring of Fire  
Acc. 2: Titan Belt  
Master: Fahl  
Inoc.: (none)  
Skills: (none)  
Formation: Normal (Default)

Strategy: All too easy, a couple Blitzes (100+ per hit) from a Behemoth blew Garr out of the water.

-----  
Dauna Mine  
-----

It's time for my favorite boss in the game:

\*\*\*\*\*  
\*XXV. Dragon Zombie \*  
\* \* \*  
\*HP=2500 \*  
\*Attacks: Rotten Breath, Bone Dance\*  
\*\*\*\*\*

Ryu (13)	Garr (15)
Weapon: Barbarossa	Gigantess
Shield: Mithril Shield	Mithril Shield
Helmet: Mithril Helmet	Mithril Helmet
Armor: Mithril Armor	Mithril Armor
Acc. 1: Life Sandals	Light Bangle
Acc. 2: Titan Belt	Life Sandals
Master: Fahl	Fahl
Inoc.: (none)	(none)
Skills: Monopolize	(none)
Formation: Defense	

Strategy: Wow. He's much easier than you'd think. First ground rule is: Don't worry about poison at all. The only times you'll ever need to worry are in confusion (only possible for a transformed Ryu in this setup) and near-death HP (easily healed). His measly physical and Bone Dance damage (~30) isn't a concern, so plow into him with a Flame Whelp's Flame Claw (~230~300) and Pyrokinesis (~140~170).

Result: Ryu Lv.13 -> Lv.14

-----  
World Map

-----  
Welcome to the Adult Ryu world of the LLG. Remember how I said life would get tougher? Well, this is it. In all reality, after this, it just keeps getting easier, so >\_>, yeah, what you're about to do is likely the pinnacle of tediousness and monotony in the challenge. Here we go.

-----  
Faerie Village  
-----

Faerie Village... you'll be spending, oh, the next several hours working on complete and total development and utilization of the Faerie Village. Sure, that's what you'd normally do, but not all in one burst. You are to have taken everything you need from the village anywhere between now and Mikba, which implies you'll be spending allot of time in random fields just running from enemies to buy time for growth. But if only that were the toughest part... Let's begin:

Typical two Faeries to hunting and one to Scholarly work (Culture). I don't need to give the exact proportions to each job. >\_> You can figure that out. I'll just give you directions. After more Faeries arrive, clear and build. Once the second room opens, put Job Scholar(s) inside. \*lets ALLOT of time pass\* Ok, now you should have more open rooms than you know what to do with and even more Faeries. Now, create Weapon Ability, Item Speed, Handyman Ability, Weapon Speed, and Distant Expedition shops. From the first four shops, you are to (inevitably) buy 1 Angling Rod, 1 Spiked Gauntlets, 1 Katzbalger, 1 Ouroboros, 1 Amber Breastplate, x Protectors, 3 Tiger's Caps, and x Soul Gems. Meanwhile, you'll send out 3 Faeries on Distant expeditions, with the main goal being the acquisition of a Dragon Tear, but, should you run across any of the following, take them: Force Armor, Mind Shield, Ivory Charm, AP Shells, and Lacquer Helmet, as you'll be getting at least one of them from the Distant Expeditions by the end of all this anyway. Open a Copy Shop and replicate Dragon Tear upon Dragon Tear. Once you have several, sell any number of them at an Antique Shop for 30000 zenny(!) and buy all the equipment I have listed above. Next, keep searching for the items listed in the Distant Expedition list and copy the Force Armor, Mind Shield, and Ivory Charm twice. On another note, also copy your Light Bangle twice.

And yay! You're done with the hardest part! After all the resets you've been through, >\_> you deserve a break on Ogre Road. But, before you leave, start copying Wisdom Fruits.

-----  
Ogre Road  
-----

Prepare for everybody's favorite tiger...

\*\*\*\*\*  
\*XXVI. Weretiger \*  
\* \*  
\*HP=930 \*  
\*Attacks: Snap, Focus\*  
\*\*\*\*\*

Note: Just in case you did Ogre Road \*before\* you finished your Faerie Village development, I formulated a contingency strategy. Besides, it's just

Rei. He's not tough.

	Ryu (14)	Garr (15)
Weapon:	Barbarossa	Gigantess
Shield:	Mithril Shield	Mithril Shield
Helmet:	Mithril Helmet	Mithril Helmet
Armor:	Mithril Armor	Mithril Armor
Acc. 1:	High Boots	Light Bangle
Acc. 2:	Titan Belt	Artemis' Cap
Master:	Fahl	Fahl
Inoc.:	(none)	(none)
Skills:	(none)	(none)
Formation:	Defense	

Strategy: Same strategy as the one used against Garr-2: Behemoth -> Blitz -> Rei fleeing.

.....

-----  
Mt. Levett  
-----

!Ryu!  
!Garr!

\*skips across mini-stage\*

-----  
Yraall Road  
-----

!Ryu!  
!Garr!

Yeah, it's annoying the road is blocked, but just keep on going with the plot.

-----  
McNeil/Farm  
-----

Agree with the innkeeper to take care of the tiger, and go to Cedar Woods.

-----  
Cedar Woods  
-----

Converse with Rei at your burnt down house and then head to McNeil Manor.

-----  
McNeil Manor  
-----

Head back to Syn City.

-----  
Syn City  
-----

Just take care of business here and snag the Old Painting while you're at it.

-----  
Checkpoint  
-----

It's time for the "mighty" Mikba, whose very name for unknown reasons strikes fear into many gamers' hearts. =/

.....  
\*\*\*\*\*  
\*XXVII. Mikba \*  
\* \*  
\*HP=2400 \*  
\*Attacks: Multistrike, Quake, Resist, Venom Breath, Lucky Strike, (high\*  
\* counter rate) \*  
\*\*\*\*\*

Note: I know Rei's original equipment set for this battle is: Weapon- Moon Sword, Shield- Steel Gauntlets, Helmet- Bandana, Armor- Light Clothing. I'm listing his equipment after I change it, so meh to anyone who has a problem with that.

	Ryu (14)	Rei (19)	Nina (12)
Weapon:	Barbarossa	Katzbalger	Ouroboros
Shield:	Mind Shield	Protectors	Spiked Gauntlets
Helmet:	Tiger's Cap	Tiger's Cap	Tiger's Cap
Armor:	Force Armor	Force Armor	Force Armor
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Light Bangle	Soul Gem	Light Bangle
Master:	Fahl	(none)	Meryleep
Inoc.:	(none)	(none)	(none)
Skills:	(none)	(none)	Influence

Formation: Defense

Strategy: Start off with the classic Ammonia revival of Rei while Ryu casts a Protect on Nina. Change Rei's equipment, have him use a Vitamin on himself, order Nina to Influence Mikba and Ryu to Protect Rei. Rei rises out of the critical zone, auto-transforms, targets Mikba, and the slaughterfest begins. Ryu casts another Protect on Nina before he changes all his armor to dirt (a.k.a. Bracers, Bandana, Clothing) and kills himself. Nina basically spends the rest of the battle defending, only stopping to heal any damage Mikba deals to her. Rei just keeps on charging, slashing off anywhere from 250+ damage on regular hits to up near ~700(!) on criticals! Should he die (he didn't for me), he'd be revived by the Soul Gem and continue this clash of the titans. Venom Breath is no problem (duh, considering the setup), Resist is only irritating in that Rei risks the deadly counter, Multistrike's damage is sad (~5 a hit), as was Mikba's regular physical (~10). Only Lucky Strike was notable, nearing ~50 at max.

Result: Rei Lv.19 -> Lv.20; Nina Lv.12 -> Lv.14

.....  
Fish for 4 Barandies while you're here, even if it doesn't save you the time of having to come back later anyway. >\_> You'll know what I mean by the end.

-----

Eygnock Road

-----

Nina whining. Nothing out of the usual.

-----

Plant

-----

+Momo

-----

(Eastern Wyndia's) Yggdrasil Tree

-----

+Peco

Apprentice Rei to Meryleep before re-entering the Plant.

-----

Plant

-----

"Holy keyboards, Batman! It's green smoke!" "Quick, Robin, to the Batmobile!"

-----

Secret Underground Lab

-----

Ah... Force gene, my lovely Force gene. \*hugs\* What? >\_>

.....

\*\*\*\*\*

\*XXVIII. Huge Slug \*

\* \*

\*HP=2500 \*

\*Attacks: Syphon, Molasses, Quake\*

\*\*\*\*\*

	Ryu (14)	Rei (20)	Momo (11)
Weapon:	Barbarossa	Katzbalger	AP Shells
Shield:	Mind Shield	Mind Shield	Mind Shield
Helmet:	Tiger's Cap	Tiger's Cap	Tiger's Cap
Armor:	Force Armor	Force Armor	Force Armor
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Titan Belt	High Boots	Artemis' Cap
Master:	Fahl	Meryleep	Fahl
Inoc.:	(none)	(none)	(none)
Skills:	(none)	Monopolize	(none)
Formation:	Defense		

Strategy: Warrior... mmm... a Flame Warrior Flame Clawing Huge Slug (~480~580) five times should do the trick. Huge Slug's damage... is not even worth mentioning.

Result: Rei Lv.20 -> Lv.21

.....

Flame Inoculations for Ryu and Momo before the next boss battle.

.....

\*\*\*\*\*  
\*XXIX. Shroom \*  
\* \*  
\*HP=3000 \*  
\*Attacks: Head Cracker, Ragnarok, Lavaburst, Blitz, Restore\*  
\*\*\*\*\*

	Ryu (14)	Garr (15)	Momo (11)
Weapon:	Barbarossa	Gigantess	AP Shells
Shield:	Mind Shield	Mind Shield	Mind Shield
Helmet:	Tiger's Cap	Tiger's Cap	Tiger's Cap
Armor:	Force Armor	Force Armor	Force Armor
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Titan Belt	Ring of Fire	Artemis' Cap
Master:	Fahl	Fahl	Fahl
Inoc.:	Flame	(none)	Flame
Skills:	(none)	Monopolize	Focus
		Double Blow	Super Combo

Formation: Defense

Strategy: Before the Focusing -> uber-strong physical skill fest begins, Momo should cast a Protect on herself, Garr Monopolize, and Ryu transform into a Warrior. Garr, by default, becomes the "item guy" throughout this battle, throwing a Ginseng and Black Porgies to Ryu, and Vitamin(s) to whoever needs 'em. Meanwhile, Ryu and Momo Focus x2 and Auraed (~1300) and Super Comboed (6-hit ~700), recharge, Focused x1 and Auraed (~900) and Super Comboed (7-hit ~600) again, finishing off Shroom.

Ragnarok and Lavaburst glanced off my team, Blitz can hurt, and his physical inflicts only ~20 damage, Restore isn't strong enough to turn the tides, and only Head Cracker instilled any fear in me, hitting for a more than a decent ~60 damage. Although, to be honest, even if Head Cracker does kill, Garr certainly won't be the one to croak, so it doesn't really matter all that much.

Result: Garr Lv.15 -> Lv.17

.....

-----  
Wyndia  
-----

Not that the plot hole bothers me, since it reveals Nina to be an idiot, but what exactly was the purpose of that whole Eynock Road speech and the Plant if you weren't going to actually use the Syn City and Plant busts to show Ryu in a good light like you said you would, Nina?! Curse you, Nina! Why must you \*\*\*\* at everything?! \*calms down\* >\_< <\_> <\_< Ahem... moving on...

-----  
Wyndia Castle/Basement  
-----

Teleportation! Whee!

-----  
Checkpoint



-----  
Thanks to your new passport, you can now pass into the Rhapala region and then to Mt.Zublo.

-----  
Mt.Zublo  
-----

Since the road is now clear of lava, head straight for the Urkan region and Angel Tower.

-----  
Angel Tower  
-----

After Garr's failed contact with God (Myria) and Deis' message, head for Urkan Tapa.

-----  
Urkan Tapa  
-----

After Sudama's message, head to where you will \*actually\* find Gaist, Cliff, via the Tidal Caves. \*trades for two Speed Boots along the way\*

-----  
Tidal Caves  
-----

Gross gene and various random stuff.

-----  
Cliff  
-----

Time to kick a second Guardian's \*\*\*. >\_> \*runs back to Urkan Tapa and boots Gatz's/Gaw's stone body... then runs again\*

.....

```
*****
*XXX. Gaist & 2 Torches          *
*                                *
*Gaist: HP=2500                  *
*   Attacks: Corona, Risky Blow, Sanctuary*
*Torch: HP=300                   *
*   Attacks: Flare, (no regular attack) *
*****
```

Ryu (14)  
Weapon: Barbarossa  
Shield: Mind Shield  
Helmet: Tiger's Cap  
Armor: Force Armor  
Acc. 1: Ring of Fire  
Acc. 2: Titan Belt  
Master: Fahl  
Inoc.: (none)  
Skills: Frost Strike

Formation: Normal (Default)

Strategy: Frost Strike the two torches (~300) for OHKOs, then recover with a Black Porgy and Access a Frost Warrior. Keep on Frost Clawing (~400--~500) until Gaist's demise. Also, you will revert at some point (if he doesn't force you to through HP loss), so recover AP before you transform again... either way.

Sanctuary was a waste, Corona a concern only when I'm transformed (and a help when not), his physical hit for a measly ~30, and Lucky Strike alone instilled any fear in me, with its mighty 80+ damage and all. Still, none of his attacks are too big a problem.

Result: Ryu Lv.14 -> Lv.15

.....

-----  
Angel Tower  
-----

You can now release Deis and witness the classic, comical scene of Deis beating up Garr. XD

-----  
Mt.Zublo  
-----

More conversation with Deis in her cave.

-----  
Rhapala/Wharf/Junk Town  
-----

Make some trips and do some tasks between these locations until you finally gain access to the Dock.

Before you visit the Dock, get the ??? Gene in that hut on the peninsula between the Inner and Outer Seas.

-----  
Dock  
-----

It's time for another scavenger hunt. Just grab Thunder Inoculations for the upcoming boss fight.

-----  
Steel Beach  
-----

Receive the Mutant Gene lying on the beach. And now you have access to... Pygmy power! \*twitches from his Pygmy fanboyishness\*

.....

\*\*\*\*\*  
\*XXXI. Angler \*  
\* \*  
\*HP=3000 \*  
\*Attacks: Venom Breath, Thunder Clap\*

\*\*\*\*\*

	Ryu (15)	Garr (17)	Nina (14)
Weapon:	Barbarossa	Beast Spear	Ouroboros
Shield:	Mind Shield	Mind Shield	Spiked Gauntlets
Helmet:	Tiger's Cap	Tiger's Cap	Tiger's Cap
Armor:	Force Armor	Force Armor	Force Armor
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Titan Belt	Light Bangle	Light Bangle
Master:	Fahl	Fahl	Meryleep
Inoc.:	Thunder	Thunder	Thunder
Skills:	(none)	Double Blow	(none)
Formation:	Defense		

Strategy: Ah... quite possibly the lamest boss in the game. Here we go: Warrior  
-> Focus x2 -> Aura (~1500, a.k.a. 1/2 Angler's maxHP) here. Meanwhile, Nina  
Iceblasts (~40, --) and Garr Double Blows (~100 a hit, pretty good,  
considering his regular physical does ~120).

My only point of irritation was trying to have Ryu kill himself and hit for 0  
damage 'cause I'd forgotten the Ivory Charm and Thunder Inoculation, so I had  
to have Garr do it. Thought I was gonna mention Angler's damage?! Don't make  
me laugh! I have 0 respect for this boss. \*boots anyone who had thought I'd  
mention Angler's "capabilities"\*

Result: Garr Lv.17 -> Lv.18; Nina Lv.14 -> Lv.16

.....

----  
Dock  
----

Momo will fix the ship, you'll unsuccessfully try to cross the Outer Sea,  
and then you'll go to Parch.

-----  
Parch  
-----

Let the shisu quest begin! I... don't care what you get for it.

-----  
Rocky Sea and the "Legendary Mariner's" House  
-----

Pick up the Frost-elemental equipment on the way to the mariner's house.

Before you head off to the Black Ship, make sure you've done everything  
you've wanted to do before you go. You won't be coming back for a while.

-----  
Black Ship  
-----

\*dances to the groovin' Black Ship music while playing the Crane mini-game\*

.....

\*\*\*\*\*

\*XXXIII. 2 Ammonites \*  
 \* \*  
 \*HP=2000 each \*  
 \*Attacks: Tsunami, Iceblast, Blizzard, Multistrike\*  
 \*\*\*\*\*

	Ryu (15)	Rei (21)	Momo (11)
Weapon:	Barbarossa	Katzbalger	AP Shells
Shield:	Mind Shield	Mind Shield	Mind Shield
Helmet:	Tiger's Cap	Tiger's Cap	Tiger's Cap
Armor:	Force Armor	Force Armor	Force Armor
Acc. 1:	Titan Belt	Speed Boots	Ivory Charm
Acc. 2:	High Boots	Speed Boots	Light Bangle
Master:	Fahl	Meryleep	Fahl
Inoc.:	(none)	(none)	(none)
Skills:	(none)	(none)	Monopolize Influence

Formation: Defense

Strategy: They're strong... or maybe your weaknesses are just starting to creep through the gradually antiquating equipment your party bears. Perhaps my plan here is a bit... bold. Ready your men for an all out offensive: Rei casts Speed (for EX :D) and Weretiger; Ryu Access Thunder Warrior, while Momo casts a Protect on herself and puts a leash on Rei in the form of Influence. Weretiger and Thunder Warrior claw some impressive figures out of our jellyfish friends (~200~300 x2 a turn for Weretiger, ~700 a turn from Thunder Claw). Fortunately, an average ~1000 damage a turn should bring the villainous duo down quickly.

However, their resistance is pretty hefty. As always, Tsunami is a pain in the \*\*\*, and Blizzard and Iceblast sre absolutely devastating (~30~60 on the team, Ryu obviously taking by far the most damage). At least their physicals and Multistrike have a lighter sting (~20~30 max), although Confuse can really cause trouble. But poor Momo. Poor, poor Momo- having to play the role of complete party supporter. If she dies, not only will you have to stop your assault to revive her (since she does Monopolize all the EXP.; although you'd definitely whack at least one of the two before even daring revert Ryu), but your team's chances of survival would be... discouraging. So, the question posed now is: Is there a better way to approach this battle? Probably. Do you \*really\* want to run the dramatically increased risk of a Blizzard x2 or Tsunami -> Blizzard, effectively annihilating my party, by playing a slower strategy? I think not.

Or... you could just walk far enough back before the battle to have on of the ship's main cannons keep an Ammonite busy every turn \*and\* deal extensive damage to him, making your life infinitely easier.

On one final note, do NOT Focus x2 with Warrior. The damage yield from a double Focused Thunder Claw and three Thunder Claws is negligible (and, obviously, Aura's out of the question, as it would change the element of the attack from Thunder to Holy).

Result: Momo Lv.11 -> Lv.19 (+67HP, +31AP, +31PWR, +38DEF, +8INT!)

.....

-----  
 Kombinat  
 -----

Buy a Piercing Edge for Rei before moving on.

-----

(Lost Shore) Ygdrasil Tree

-----

Trance Gene.

-----

Steel Grave

-----

\*steals stuff and moves on\*

-----

Colony

-----

Don't forget to pick up the Failure Gene.

If you followed my advice and got a fair number of Barandy, with your new Deep Diver, you can head after Spearfish and Whales so that you can acquire Ryu's Royal Sword and a Life Armor, which you'll immediately copy twice. While you're there, copy your Thunder Ring twice too. >\_>

-----

Relay Point A

-----

\*fixes, grabs Radiance gene in CY, and pops in at Dragnier\*

-----

Dragnier

-----

\*receives some Flame Inoculations before dukin' it out\*

.....

\*\*\*\*\*

\*XXXIII. Elder \* \*

\* \* \*

\*HP=5000 \* \*

\*Attacks: Bad Back, Inferno, Myollnir, Sirroco, Double Blow\*

\*\*\*\*\*

	Ryu (15)	Rei (21)	Nina (16)
Weapon:	Royal Sword	Piercing Edge	Ouroboros
Shield:	Mind Shield	Protectors	Spiked Gauntlets
Helmet:	Tiger's Cap	Tiger's Cap	UV Glasses
Armor:	Life Armor	Life Armor	Force Armor
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Thunder Ring	Thunder Ring	Thunder Ring
Master:	Fahl	Meryleep	Meryleep
Inoc.:	Flame	Flame	Flame
Skills:	Influence	(none)	Monopolize
	Focus		
	Super Combo		
Formation:	Defense		

Strategy: This seems like an ideal time to Weretiger if there ever was one. Nina Monopolizes (and then... defends for most the battle, except when she was really needed for support, and, yes, I've tried Iceblast and its damage stunk

[~40]) and Ryu designates Jono as Rei's target. Nina gives Rei a Ginseng, and Ryu spends a few turns putting a Protect on everyone. Weretiger hits for well over ~400 damage, approaching ~500 and criticaling for ~1000. After the Protects, Ryu starts a cycle of Focus x2 -> Super Combo (~900 damage for a 7-hit). Yeah, the battle ends rather quickly. His abilities are fairly useless against your team. Inferno hits for 0 damage, Myollnir was absorbed (:D for Thunder Ringx3), and Sirocco was his only MT damage (though ~10~30 on my party isn't much of an accomplishment). After the Protects, even Double Blow maxed at ~20. And, of course, Bad Back is just funny.

Result: Nina Lv. 16 -> Lv. 20

.....

:D Time to fetch Charm, Shadowwalk, and War Shout from Meryleep!

Plus, Ladon's accessible now. The instant a character reaches Lv.21, reassign to Ladon, mainly because +3 Flame, +1 Status, and +1 Death resistance is incredible from just one master.

-----  
Factory  
-----

\*strolls through\*

-----  
Desert of Death  
-----

\*strolls through, albeit needing more time to do it\*

.....

\*\*\*\*\*  
\*XXXIV. Manmo \*  
\* \*  
\*HP=3200 \*  
\*Attacks: Quake, Focus, (huge counter rate)\*  
\*\*\*\*\*

	Ryu (15)	Garr (18)	Momo (19)
Weapon:	Royal Sword	Beast Spear	AP Shells
Shield:	Mind Shield	Mind Shield	Mind Shield
Helmet:	Tiger's Cap	Tiger's Cap	Tiger's Cap
Armor:	Life Armor	Life Armor	Force Armor
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Titan Belt	Light Bangle	Light Bangle
Master:	Fahl	Fahl	Fahl
Inoc.:	(none)	(none)	(none)
Skills:	(none)	Monopolize	Focus
		Double Blow	War Shout
			Shadowwalk

Formation: Defense

Strategy: Easy enough >\_>. Momo Protects herself, Garr Monopolizes, and Ryu Accesses Warrior. Momo follows with a Double War Shout while Garr Double Blows (~200 each blow) and Ryu Focuses x2. I was about to Focus x2 -> Shadowwalk with Momo, but Ryu's Aura (2200+) and the physical right after it (~500) slew

Manmo before she had the chance. Oh well. \*shrugs\*

As for Manmo's damage, his physical on Ryu (~60) scared me at first, but, thanks to the enemy-Focus-glitch, his damage just got worse and worse.

Result: Garr Lv.18 -> Lv.21

.....

-----  
Oasis  
-----

The last actual town. >\_> Shame you'll have to leave it to re-enter the DoD in order to fetch the Death Claws. \*shoves you back in\*

-----  
Container Yard  
-----

Alright, before heading in, put Steal on anybody (but Rei, duh) and bring that party member and Rei to the CY. Now, just keep wandering around, waiting for our friendly-neighborhood Berserker to drop in. Whenever you \*do\* encounter one, spend the first turn trying to steal, and, if you fail, run (unless you're wearing complete flame protection, in which case, you have another turn to try to steal, then you run). Once you get an Aries Gloves, run like \*\*\*\* and, surprise, surprise, copy them twice (unless you'd prefer two more Berserker hunts).

-----  
Caer Xhan  
-----

Buy Momo's Atomic Bomb and a set of Sun Masks from the last equipment shop, and head on up the giant elevator to the heavens...

-----  
Myria Orbital Station  
-----

Push onward to reach the sleeping gas chamber, but I'd get some Frost shots for everyone if I were you. And learn Triple Blow too.

.....

\*\*\*\*\*  
\*XXXV. Chimera \*  
\* \*  
\*HP=7500 \*  
\*Attacks: Paralyzer, Myollnir, Blizzard, Restore\*  
\*\*\*\*\*

	Ryu (15)	Rei (21)	Momo (19)
Weapon:	Royal Sword	Slicer	Atomic Bomb
Shield:	Aries Gloves	Aries Gloves	Aries Gloves
Helmet:	Tiger's Cap	Sun Mask	Tiger's Cap
Armor:	Life Armor	Life Armor	Force Armor
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Titan Belt	Thunder Ring	Thunder Ring
Master:	Fahl	Ladon	Fahl
Inoc.:	Frost	Frost	Frost

Skills: (none) Triple Blow Focus  
War Shout  
Shadowwalk

Formation: Defense

Strategy: Rei should Speed himself up to outrun Chimera (if he doesn't already) while cast a sole Protect on herself and Ryu transformed into a Warrior while Momo starts would should be (bar being forced to Panacea a paralyzed Rei) 3 consecutive War Shouts while Ryu Focuses x2 -> Aura (3000+). Rei served as the main healer, throwing Vitamin(s), Panaceas, and Black Porgies around almost incessantly until his suicide, while Momo and Ryu finished the Chimera off with Shadowwalk(3000+) and Aura (1400+) after both Focusing x2.

Paralyzer was by far Chimera's most annoying ability (~60 + 100% paralysis), more often than not delaying all my plans for a whole turn. All his MT attacks were negated though (except Blizzard on Momo for ~25 and everything on Ryu for ~60 >\_), and Myollnir... yeah, absorbed by all but Ryu (~80 O.<).

Result: Ryu Lv.15 -> Lv.19; Momo Lv.19 -> Lv.21

.....

Carefully tend to the Skills and Inoculations as requested in the Dragon Lord battle character set-ups. If this isn't obvious, it's *\*very\** important that they're exactly right. Dragon Lord's one of the, if not, the toughest boss! *\*ceases the near-condescending speech\**

-----  
Eden  
-----

Reunions...

-----  
Ryu's Dream  
-----

*\*strolls through... in another dimension of existence\* \*waves finger in quasi-spooky manner\**

.....

\*\*\*\*\*  
\*XXXVI. Arwan \*  
\*HP=2400 \*  
\*Attacks: Sleep, Chill\*  
\*\*\*\*\*

Ryu (19)  
Weapon: Royal Sword  
Shield: Aries Gloves  
Helmet: Dragon Helmet  
Armor: Life Armor  
Acc. 1: Ivory Charm  
Acc. 2: Titan Belt  
Master: Fahl  
Inoc.: Frost  
Skills: Focus  
Shadowwalk  
Formation: Normal (Default)



Strategy: Very simple: Warrior -> Focus x1 -> Aura -> 2800+ = OHKO on Arwan.  
Chill (~70), physical (~40), Sleep (minor annoyance)

Result: Ryu Lv.19 -> Lv.21

-----  
Eden  
-----

There's no break between the battles. But it doesn't really matter that much.  
You'd have to recover Ryu's HP/AP just as much whether you completely burned  
him out or barely tapped into his powers.

\*\*\*\*\*  
\*XXXVII. Dragon Lord \*  
\* \*  
\*HP=12500 \*  
\*Attacks: Inferno, Blizzard, Sirroco, Howling, Triple Blow\*  
\*\*\*\*\*

	Ryu (21)	Rei (21)	Peco (1)
Weapon:	Royal Sword	Slicer	Death Claws
Shield:	Aries Gloves	Aries Gloves	Aries Gloves
Helmet:	Dragon Helmet	Sun Mask	Tiger's Cap
Armor:	Life Armor	Life Armor	Amber Breastplate
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Titan Belt	Ring of Ice	Ring of Fire
Master:	Fahl	Ladon	Fahl
Inoc.:	Frost	Change	Frost
Skills:	Focus	War Shout	Monopolize
	Shadowwalk		

Formation: Defense

Strategy: With 58 AP, Ryu barely has enough to Access the mighty IRT Kaiser.  
But first, a couple Protects and Speeds on Rei are in order (Rei needs to  
outrun Dragon Lord for his presence to justify itself) while Peco Monopolizes  
and otherwise defends. Once Ryu goes IRT, Rei will continually War Shout, Ryu  
Focus x2, and Peco restored Ryu's AP (alternation between Black Porgy and  
Wisdom Fruit). Once Ryu Shadowwalks the first time (~4000), cut down the  
dependence on Peco and have Rei handle the AP restoration while Ryu attacks  
with Shadowwalk every turn now (~1800) and Peco handles the minor healing  
(otherwise, Peco heals wounds before they get large enough to risk death).  
This set-up takes care of virtually all of Dragon Lord's methods of damage.  
Ryu absorbs Inferno and negates Blizzard and Sirocco (until he goes IRT  
Kaiser, but True Kaiser is an unstoppable tank, so no worries there). Rei  
absorbs Blizzard, negates Inferno, and takes minimal damage from Sirocco  
(near single digit). And Peco... he absorbs Inferno and negates Sirocco and  
Blizzard. So, the only problem is Dragon Lord's physical and Triple Blow  
(except Howling, which was a minor irritation only to Peco). Both kill Peco  
on the spot, but Rei takes a measly ~40 and ~30 from them respectively.  
All in all, Dragon Lord could have been much worse. That you can cover all  
your elemental bases to a significant extent is key really. >\_< If only  
Holocaust would be that easy to deal with...

Result: Peco Lv. 1 -> Lv. 20 (+209HP, +54AP, +85PWR, +107DEF!)

-----  
Myria Orbital Station: Final Area  
-----

Recycled boss time. The shortest (and least EXP.) path is Sample 1 -> Sample 3  
-> Final Rest/Save Point.

\*\*\*\*\*  
\*XXXVIII. 3 Sample 1s (3 Nues)\*  
\*\*\*\*\*

	Ryu (21)	Rei (21)	Peco (20)
Weapon:	Royal Sword	Slicer	Death Claws
Shield:	Aries Gloves	Aries Gloves	Aries Gloves
Helmet:	Dragon Helmet	Sun Mask	Tiger's Cap
Armor:	Life Armor	Life Armor	Amber Breastplate
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Light Bangle	Light Bangle	Light Bangle
Master:	Ladon	Ladon	Fahl
Inoc.:	(none)	(none)	(none)
Skills:	(none)	Monopolize	(none)
Formation:	Irrelevant, no?		

Strategy: "After Monopolize, there existed only one way to end this battle, one way to both destroy all the Nues and amuse myself: the mighty, the indominable Pygmy! Magma Breath (~130~180) for life! \*fries the Nues in two Magma Breaths... and then hugs Pygmy\*" Heheh, that was how I dealt with the battle, but that's just my Pygmy fanboyism getting the best of me. Seriously, do whatever you want; there's no way you can lose unless you try to or your IQ is rivaled by that of a monkey's. And not just an ordinary monkey, I mean the "village idiot" monkey of a monkey community.

\*\*\*\*\*  
\*XXXIX. 2 Sample 3s (2 Mikbas)\*  
\*\*\*\*\*

	Ryu (21)	Nina (20)	Peco (20)
Weapon:	Royal Sword	Ouroboros	Death Claws
Shield:	Aries Gloves	Aries Gloves	Aries Gloves
Helmet:	Dragon Helmet	Silver Tiara	Tiger's Cap
Armor:	Life Armor	Force Armor	Amber Breastplate
Acc. 1:	Ivory Charm	Ivory Charm	Ivory Charm
Acc. 2:	Light Bangle	Light Bangle	Light Bangle
Master:	Ladon	Meryleep	Fahl
Inoc.:	(none)	(none)	(none)
Skills:	(none)	(none)	(none)
Formation:	Defense		

Strategy: Here's a dragon form we haven't seen throughout this entire challenge: Mammoth. You Meteor Strike the suckers. The damage is actually pretty good, descending from ~900 to ~700 to ~500 after the poison and various melees scratch the 1700 maxHP Mammoth. After Ryu reverts, have him finish one of the Mikbas, then himself, and have Peco topple the remaining Mikba while Nina hides behind her magical shield.

Result: Nina Lv.20 -> Lv.21; Peco Lv.20 -> Lv.21

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Final boss time... or is it? Heheh, sorry about breaking the suspense of the moment, but no matter how you look at it, you need to restock. Here's a terse list of what you'll require: 16 or more of any combination of the following- Spearfish, Barandies, Whales, Moon Tears; 8 or more Wisdom Fruits; 7 or more of any combination of the following- Wisdom Seeds, Black Porgies. As an important note, these requirements are for an ideal scenario in which nothing goes wrong. Most likely, those items are all you'll need, but, just in case, >\_> bring a few extra anyway.

Oh, and a Spirit Ring would be nice too. Good luck, kinda, even though my final boss strategy is 100% full-proof.

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\*XL. Myria \*  
\* \*  
\*HP=20000 \*  
\*Attacks: Inferno, Myollnir, Blizzard, Restore, Sirocco, Sanctuary, Evil Eye,\*  
\* Death, Venom, Holocaust \*  
\*\*\*\*\*

	Ryu (21)	Garr (21)	Peco (21)
Weapon:	Royal Sword	Beast Spear	Death Claws
Shield:	Aries Gloves	Aries Gloves	Aries Gloves
Helmet:	Dragon Helmet	Sun Mask	UV Glasses
Armor:	Life Armor	Life Armor	Amber Breastplate
Acc. 1:	Spirit Ring	Ivory Charm	Ivory Charm
Acc. 2:	Titan Belt	Light Bangle	Light Bangle
Master:	Ladon	Ladon	Ladon
Inoc.:	(none)	(none)	(none)
Skills:	Focus	(none)	(none)
	Shadowwalk		

Formation: Attack (Ryu at point)

Strategy: And thus the mighty final battle began! "But, what's this, Palth? No Inoculations? No filled Skill banks? No Tiger's Cap on Peco? Attack Formation?" Yup, that's right. Follow my instructions perfectly, and you CANNOT LOSE (not even Holocaust is a concern, because its damage won't exceed anyone's maxHP; you'll notice how I've chosen the characters with the highest maxHP >\_>). How you say? Very simple. After transforming into IRT Kaiser, initiate a repeating chain, such that each character's action will be, at its core, identical each and every turn, and you'll have the supplies to sustain it. This equipment set-up leaves you invulnerable to Death and all Myria's status attacks; Garr uses a Spearfish/Barandy/Whale/Moon Tears on the team every turn, erasing any and all damage Myria inflicts; IRT Kaiser smacks Myria with Shadowwalk (~1400~1900), and Peco restores his AP via an alternation between Wisdom Fruits and Wisdom Seeds/Black Porgies. And so... you kill a god, completing the LLG.

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Congratulations!

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      | | |-----#8 Frequently Asked Questions-->
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Do you have a question this guide hasn't answered? Just ask me, I'll give you your answer and post your question(s) here for anyone else who has a similar question. Of course, your privacy will be protected. Unless you say so otherwise, I will not display your name/e-mail address to public eyes.

Q: Palth, you keep talking about the Low Level Game and the Lowest Level Game. I thought a Low Level Game *is* a Lowest Level Game. What's the difference, if any?

A: One main difference: exploitation of tricks, particularly the MDT. This Low Level Game bans the usage of MDT in order to play through the game as if the MDT didn't even exist. The Lowest Level Game's goal is to play the hardest possible LLG through the usage of any and all available glitches and tricks.

Q: What other challenges are there for this game?

A: Glad you asked. Among others (to avoid seeming far too overly redundant, I've removed the words "challenge" and "game" from the end of these):

#### Initial Equipment

Bare (DreemZ's new challenge, with the added condition of no transformations)

No Masters

No Skills

Boss EXP. Only (Mikhail's)

No Items

Only Items (Nehru and DavidK5 are working through this one right now)

Speed (Known Records: 11:31(!); 13:50 - DavidK5; 14:24- SharpPaper)

No Physicals

No Abilities

Only Physicals

Only Abilities

Only Skills

No Fishing

No Faerie Village

Natural Character

No Accession

No Weretiger

Single Character (Check out my SCC guide, if you haven't already ;P)

(combinations of the above and other stuff that's not coming to mind >\_>)

etc. (Yeah, I could probably keep going, but I'm too lazy)

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      | | |-----#9 Legal Information----->
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This section is just some legal information.

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      | | _____ \
|_____|| |-----#10 Credits----->
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Thanks to Capcom for making this game.

Thanks to GameFAQs and Neoseeker for featuring this BOF3 LLG Guide.

Arigato to DavidK5 for, as usual, his top-notch FAQ/General Walkthrough as a reference source and his personal suggestions.

Kudos goes to BioSheex for the chart and pulling me into this >\_>, even if he didn't make it to the very end.

Gracias to Mikhail for tolerating his original philosophy towards LLGing in BoFIII being used as a stepping stone in my introduction and also for "upping the ante" in his current project, the Lowest Level Game.

And thanks to DreemZ for a few original ideas in addition to, ya know, playing through the LLG.

Aw, what the heck. I'll give a yay to Black Mist, if just for his omnipresence and overall coolness in general.

Finally, if anyone has any questions, contributions, or comments about this guide, please e-mail me at [Paltheos@gmail.com](mailto:Paltheos@gmail.com)

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Until next time, this has been Paltheos, wishing you good luck and happy gaming.

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