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## [Breath of Fire: Dragon Quarter Hints II \(PS2\)](#)

### *Get easy experience*

Breath of Fire: Dragon Quarter is a video game developed and published by Capcom. It was released in 2002 for just one platform, the PlayStation 2 gaming console from Sony. The title is classified as being a role playing game, with a third person perspective, with influences ranging from anime and manga to cyberpunk and sci-fi. The world in which the game takes place is named Deep Earth, mainly because of the fact that the main locations are underground caverns crisscrossed by a huge network of tunnels and labyrinths. The inhabitants of this fantasy world have never laid their eyes upon the sky or the sun. Technology is very well developed but the society is governed by very strict rules, according to which all the citizens are divided into classes. Everyone assigned is dependent on his D-ratio. The protagonist is Ryu, initially a low level guard who finds a silent girl called Nina from a monster. He begins to discover that he has the power to change the world of Deep Earth for the better. The combat mechanics of the game are turn based, with all characters having a fixed number of action points that they can use. There are a number of monsters and other citizens that you must fight against and the battles are highly tactical affairs. Regular attacks are complemented by combos and the game is notable for the lack of magic users. The main character can, however, turn into a dragon at any point in the game.

**GAMEPLAY HINTS**

**Easy money** Get the Fairy Bank and the Foreign money policy from Mils. Buy Mils when they are very low. Fight a few battles and return. If the Mils are not worth over 180Z, fight more battles until they are. You can start off with 30,000Z and end up with 110,000Z. Just after you recruit Lin and are back in Lowsector Borough, go into the newly opened room. Explore all the rooms. When you find a room with someone stuck in it, they will give you Fairy Drops. Sell those to a item shop, then find the person again. They will give you more. Keep selling them to get lots of money

**Easy experience** Once you gain access to the Ko-Kan Horay, you can battle the monsters there as much as desired. Use a little party experience to put everyone up to around level 10 so that you can easily pass through the first few levels. Make sure you have a lot of good skills. The following are recommended for each character:

Ryu Legend Blade +1 (can be purchased from Faerie Village, unless you have better)

Level 1: Slice, Side Slash, Dent Armor

Level 2: Discharge, Vert Slash, Spiritcharge

Level 3: Roundsabre, Circle Stage, Great Smash

Nina Wizard Wand +2 (Faerie Villige, unless better)

Level 1: Flare, Frost, Jolt

Level 2: Fireblast, Iceblast, Lightning

Level 3: Inferno, Blizzard, Lag Valhalla

Lin Gernade +1 (Faerie Village, unless better)

Level 1: Hey Hey!, Hows that?, There!

Level 2: Stay here!, Thats it! , Take that!

Level 3: Shatter!, Blow up!, Let's Dance!

Here's a trailer: