

## Monster Rancher 3 Info & FAQs

### Shrine

You can press the circle button to learn more in the game

### Regenerate:

Circle: This is where you can revive monsters. you choose if you want a monster revived from a saucer stone or from the encyclopedia.

Saucer stones in Monster Rancher 3 is a CD, DVD, PS, PS2, Computer Game, Software cd, Minie disk, or any other burnt cd or game cd like dreamcast cd's. (most of the burnt software cd's will give you a mocchi)

And the encyclopedia is one of the best things in Monster Rancher 3 because it lets you view your monster and gives you the ability to regenerate any other monster you have previously unlocked so you can train them.

### Hibernate:

Circle: You can put monsters into hibernation, or wake from it, here.

Put to sleep: when you want to switch to a different monster, you can come here to have your current monster put into hibernation. Monsters are put into hibernation here. Hibernating monsters won't age or change characteristics until they are awoken. The only bad thing is that you can only put five monsters to sleep at a time.

Wake up: This is where you can wake monsters up from hibernation. You cannot choose this if you already have a monster with you, so be careful.

### Piece:

Circle: The Shrine collects broken Saucer Stone pieces and fixes them to revive monsters. It's hard for the shrine to collect pieces from afar, so it relies on the donation of stone pieces by breeders.

Note: you have to have four of the same type of Saucer Stones to regenerate a type of that monster. See the Saucer Stone page for more info.

### Split:

Circle: Before you part ways it's your final responsibility to take the monster to the shrine so it can be introduced to new breeders.

So basically it's getting rid of those unwanted monsters.

### System:

Circle: you can select useful functions with this command such as save data, load data, sound and controller settings.

The only one you need to know about in here is the VS. Data. this is where when your monsters die you can save their stats so later you can show them off in an exhibition match at the title screen.

### Move:

Circle: Choose this command when you're done visiting the shrine.

At first you can only go to the shrine and move but after you get enough fame in certain regions you can go to those regions, the goal is one of the hardest to get to.

### Monster Attributes

Monster attributes can be found when regenerating a monster, can be acquired by finding Escargot on venturing, by raising a monster, or by eating a Heart of a previous monster. Some attributes affect monsters behavior/personality and others affect in battle. Most of them are self explanatory.

#### Personality Attributes

Obedient, Normal, Easygoing, Fearless, Nervous, Combative, Aggressive, Stubborn, Independent, Pride, Show-off, Relaxed, Refined, Serious, Cool, Careful, Nice, Impatient, Spoiled, Reliable, Faithful, Weird, Difficult, Energetic, Relaxed, Cheerful, Quiet, Honest, Frivolous, Timid, Unfriendly, Obstinate, Shy, Sensitive, Passionate, Stoic, Bashful, Indignant

#### Combat Attributes

Earth Secrets: "Greatly increases the damage done by earth by Earth attacks."

Radar = helps accuracy of hitting monsters

Sharp Fangs

Sweet Smell: "A strange sweet smell that clouds the mind of enemies."

Armor: "Damage is decreased, but has a hard time dodging."

Sweet Voice: "Increases the success rate if Singing attacks."

Fast Footwork = helps avoid attacks

Hard head

Flexible tail

Sharp ears

Weak v. Magic = doesn't do well against magic attacks

Resists Heat = protection from heat

Resists Cold = protection from cold

Thick Fur = helps absorb damage from attacks

Sharp Horns

Stone Body

Weak Heart

Lung Capacity

Highoutput

Soft Skin = takes more damage from attacks

Sharp Eyes

Sharp Ears: "Doesn't miss a sound!"

#### Eating Attributes

Vegetarian = likes to eat vegetables, doesn't like meat

Eats Anything = "Loses preference for foods, but any food eaten is okay

Gluttonous = likes to eat alot

#### Wisdom Attributes

##### Wind Wisdom

Ice Wisdom

Heart Wisdom

Life Wisdom

#### Region Info

Brillia: you better bring a jacket if you want to enjoy this place. This frigid area is one of the coldest places you'll send your monster. Aside from the fact that its covered in snow, its also home to the evil tempered zan. It is a dangerous place, and should be used only by adult monsters...though this is your own choice.

#### Brillia training

Snowball: life up

Knockdown: pow up, spd down

Bloom: int up, pow down

Icicle: spd up, def down

Avalanche def up, int down

Kalagari: this area is a very secluded and lush landscape. It is dwarfed by a huge waterfall and is probably the most beautiful place to train in. it offers a good training area, and good venturing possibilities. This is a good starting place for your monster if you are sick of morx.

Kalagari training:

Repeat jump: life up  
Hippo: pow up, spd down  
Waterfall: int up, def down  
Lotus: spd up, def down  
Dive: def up, int down

Takerama: this is an area that should be feared. It is a desert like area that has many perils. It is dangerous, though not dangerous to dangerous for a starting monster. It is home to desert monsters.

Takerama training:

Sand swim: life  
Rock push: power up, spd Down  
Balance: int. up, pow Down  
Slide: spd up, def down  
Cactus: def up, int down

Morx: morx is a nice woodlands area that is a very serene area that all should enjoy. I really think this is the best area to raise your monster, but that is just my opinion. This area is home to the childlike mocchi, and the monolith golem. This is the first area you start in. it is a pretty good place to train. With tons of potential, you should like this place \*This is going to be your learning area so you need to remember to learn everything. The first thing is to try out each raising tests at least once (I suggest two) the second thing is to purchase the second or third best ran ran, and then search for the training area (it is called noisy hall). Once you have found it, just keep walking around finding other items. Then continue to train till you raise your trainer level and get to go to other stages.

Morx's training options (there are also hidden ones but you will have to find those for your self)

Trampoline: life up a little  
Picking: power up a little  
Blocking: int up a little  
3step: speed up a little  
Nut catch: defense up a little

Goat: what a weird name for a weird place. This is an underwater area that is very dangerous. I don't think that you should train here unless your monster is strong. Plus it does not offer the same venture opportunities as the other places do. This is home to any monsters you would like, though it is best suited for water monsters.

Goat training

Hole: life up  
Starfish: pow up, spd down  
Bubbles: int up, pow down  
Moray: spd up, def down  
Fish: def up, int down

Unlocking Regions

In order to unlock new regions you need to win tournaments in those regions. After you win so many championships in a certain region you will get more and more fame in that region. The higher level of tournament the more fame you receive after winning. With enough fame in a particular region it will become available as a place to train.

Tochikan Breeders

Grandpa Brama: He is the first person you meet and he helps you regenerate monsters from the

shrine. Occasionally he will stop by and check up on you.  
Fleria: You are her "assistant". She will be at your side and help you take care of your monster. She talks a lot and is somewhat self-absorbed.  
Gadamon: She is Fleria's arch rival and she will always be up to no good.  
Mitia: She is a new breeder who tries hard but isn't very good.  
Grandma Moshia: A somewhat arrogant older breeder from Morx. She has connections with Grandpa Bagma.  
Taz: Moshia's nephew who likes Beaklons and is a nuisance.  
Lek: A simple boy from Kalaragi.  
Sansha: A fiesty fisherwoman from Kalaragi.  
Lord Burn: Arrogant ruler of Goat.  
Ms. Jenna: A famous breeder that took care of Fleria.

#### Illnesses

Arthritis: "Shoulders hurt, and is easily irritable."  
Cold: "Wind may bring diseases. Let's be careful."  
Dry Skin: "Fatigue and stress are the enemies of beauty"

#### Bits, and Stones

Each monster has a potential of up to 12 different attacks. These are obtained by acquiring skill items. There are 3 different types of skill items, bits, stones and orbs. Each type of skill item comes in four different colors, red (Flare), blue (Aqua), white (Aurora) and green (Jade). Bits are used to acquire basic attacks and are the easiest to find. You can find bits in the venture part of the game. Stones create a strong attack. You can win stones by beating the one four free tournaments. Orbs create a special attack. I'm not sure how to get the orbs.

#### Raise

Circle: To raise strong monsters, it's important to perform basic training every day. The parameters change differently for each monster, so you must be careful when choose a training.

Monster: this is where you can view the data for your monster your training.

Breeder: you can view your info as the trainer like win/lose

Encyclopedia: this is where you can view what monsters you have unlocked

#### Rest

Circle: monsters need a rest once in a while. if you work them too hard they get sick or injured easily. it's important to let them rest when they're tired

#### Battle

Circle: this is where you can confirm tournament dates. you can sign up for a tournament going on the same week. for tournaments coming soon you can make plans.

#### Item

Circle: use this command when you want to use or check the items you have now.