

### C. Threed

**The embattled town of Threed is beset by the undead. Zombies, ghosts, and other ghouls run rampant throughout the area. You'll have your hands full trying to stay alive. Once you come back from Saturn Valley and Belch Base, this place will be cleared of monsters.**

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**Town of Threed - These are the monsters that run around the city. You won't find too many in the center of town, mostly around the outskirts.**

Handsome Tom

Field: A strange puppet

Battle: A puppet with a purple face

HP: 133 PP: 16 Off: 27 Def: 25 Speed: 11 Exp: 520

Drops: Tin of Cocoa

Weakness: Fire, Flash, Brainshock

Actions: Reeling (X)

Attack \*

Hypnosis Alpha

Brainshock Alpha

Notes: This animated puppet is the weaker of the pair of puppets you'll find in this area, but neither are all that exceptional.

Smilin' Sam

Field: A strange puppet

Battle: A puppet with blonde hair

HP: ~160 PP: Some Off: 34 Def: 44 Speed: Exp: 712

Weakness: Fire, Flash

Actions: Attack \*

Lifeup Alpha

Defense Down Alpha

Notes: This puppet's the stronger of the two. With Lifeup, it can go a bit longer than its cohort, but not much longer...

Trick or Trick Kid

Field: A person with a pumpkin on his head

Battle: See above

HP: 142 PP: 0 Off: 30 Def: 37 Speed: 7 Exp: 570

Weakness: Fire, Freeze, Flash, Hypnosis

Actions: Grin (X)

Spit Pumpkin Seeds \*

Notes: This kid is a wannabe ghoul. Fact is, he's got nothing. Teach him some respect.

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**Graveyard - The haunted graveyards contain different enemies than the town itself.**

Smelly Ghost

Field: Walking trash can

Battle: A red stringy ghost popping out of a trash can

HP: 194 PP: 50 Off: 35 Def: 89 Speed: 10 Exp: 606

Weakness: Fire, Flash, Paralysis, Hypnosis

Actions: Grin (X)

Attack \*

Lifeup Alpha

Foul Odor (Offense Down)

Notes: The high defense on this specter makes it tough to whack him.

A well-placed Fire should put him close to out of his misery.

Putrid Moldyman

Field: Walking trash can

Battle: Stinky yellow guy in a trash can

HP: 203 PP: 0 Off: 36 Def: 41 Speed: 9 Exp: 830

Weakness: Freeze, Hypnosis

Actions: Attack \*\*

Mold (Crying)

Notes: This monster's nastier than the Smelly Ghost. He's got a much harder hit, and a higher HP total. You may want to use some PSI to quickly get him out of your way.

No Good Fly

Field: A tiny buzzing fly

Battle: A yellow fly

HP: 100 PP: 0 Off: 23 Def: 13 Speed: 10 Exp: 415

Drops: Boiled Egg

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack \*

Say Something Nasty (Guts Down)

Notes: There's not much to say about this buzzing nuisance, except he usually pops up with other stronger monsters in the graveyard.

Zombie Possessor

Field: A ghost

Battle: See above

HP: 176 PP: 0 Off: 28 Def: 19 Speed: 30 Exp: 950

Weakness: Freeze, Flash

Actions: Attack \*

Possess (Possession)

Call for Help (Zombie Possessor)

Notes: These phantasms don't have bodies to call their own, but that doesn't stop them from fighting. They're the first enemies who can possess you with a Tiny Ghost, and the ghost isn't easily shaken. This is a good reason to avoid them, largely.

Urban Zombie

Field: A zombie

Battle: A blue-gray zombie

HP: 171 PP: 0 Off: 31 Def: 24 Speed: 10 Exp: 700

Weakness: Fire, Flash

Actions: Laugh (X)

Attack \*

Breath (Cold)

Do Something Mysterious (?)

Notes: These are the eponymous zombies that terrorize Threed. For some reason, you seem to find these guys in the south part of Threed, near the circus cages. That question mark near the Mysterious is because I have no proof as to what this attack does, since it always doesn't

work. To that end, I think it may instantly knock a person unconscious, but don't take my word for it. Once you use Zombie Paper, these guys won't show in town anymore.

#### Zombie Dog

Field: A blue dog

Battle: A dessicated zombie dog

HP: 210 PP: 0 Off: 39 Def: 51 Speed: 30 Exp: 1354

Weakness: Fire, Freeze, Flash, Hypnosis

Actions: Howl (X)

Bite \*\*

Poison Fangs \* (Poison)

Notes: This is probably the toughest bad guy in Threed. These cadaverous canines have good attacks, not to mention poison power. Fortunately, you'll never have to face more than one at a time.

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**After Winters - Once Jeff shows up, a boss bad guy will show up in southern Threed.**

#### \*Boogey Tent\*

Field: A large purple tent

Battle: A spooky face

HP: ~617 PP: Some Off: 43 Def: 73 Exp: 5500

Weakness: Fire

Actions: Attack \*

PSI Flash Alpha

Defense Spray (Def Up)

Spew Fly Honey (Hold)

Pale Green Light (Neutralize)

Notes: This living tent is the storage facility for Master Belch's Fly Honey. Now that you have Jeff, you should plug him with a couple of Bottle Rockets to do some damage. Exploit his weakness to Fire with Paula, and have Ness Bash and Lifeup as necessary.

### E. Saturn Valley and Belch Base

**Once you get Jeff on your team, you'll head through the graveyard and off to Grapefruit Falls, then to Saturn Valley and Belch Base, whereby you can liberate the Mr. Saturns. After which, you can find a Your Sanctuary at Milky Well.**

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**Graveyard Path - Although technically in Threed, the story dictates that these catacombs come after Jeff signs on. Inside, you'll find Urban Zombies, Zombie Dogs, and Zombie Possessors. The big problem, however, comes at the end of the path.**

#### \*Mini Barf\*

Field: A small pile

Battle: A small pink pile

HP: 616 PP: 0 Off: 45 Def: 71 Speed: 10 Exp: 7519

Weakness: Fire

Actions: Attack \*\*

Sticky Mucus (Hold)

Stinky Breath (All party members Cry)

Terrible Odor (Offense Down)

Notes: This little mess thinks he's going up in the world by serving Master Belch. It's your job to put him in his place. Plug him with a couple of Bottle Rockets from Jeff, and have Paula use Fire. Have Ness Bash unless the Barf makes you Cry, in which case use your Special PSI.

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**Grapefruit Falls - For such a pristine area, this place has some strange and evil monsters. It's naturally due to the proximity of Belch Base. Once you take him down, the zombies will disappear.**

Farm Zombie

Field: A zombie

Battle: A brown zombie

HP: 171 PP: 0 Off: 31 Def: 24 Speed: 10 Exp: 700

Weakness: Fire, Flash

Actions: Laugh (X)

Attack \*

Breath (Cold)

Do Something Mysterious (?)

Notes: Yes, these guys are exactly the same as Urban Zombies, further proving the fact that there's no real difference between people who live in the cities, and those that live in the country. Teacher of a great lesson of equality, this game is.

Armored Frog

Field: A green frog (ribbit)

Battle: See above (ribbit)

HP: 202 PP: 0 Off: 7 Def: 108 Speed: 37 Exp: 1566

Weakness: Fire, Freeze

Actions: Attack \*

Make Something Spin (PP Down)

Notes: Armored's not just a name. This amphibian's skin seems to be solid steel, as you can tell from the Def rating. You're best off using the PSI on them, unless you're just facing them alone, where you can take your time, considering their attacks aren't much...

Plain Crocodile

Field: A brown crocodile

Battle: A brown crocodile

HP: 234 PP: 0 Off: 40 Def: 55 Speed: 10 Exp: 1927

Weakness: Freeze

Actions: Edge Closer (X)

Attack \*

Swing Tail \*\*

Bite \*\*\*

Notes: This killer croc's pretty nasty. Decent on all skills, and powerful attacks to boot. You're advised to use Freeze if you meet up with him in a group.

Red Antoid

Field: A small bug  
Battle: A red ant  
HP: ~113 PP: Some Off: 29 Def: 27 Exp: 1567  
Weakness: Fire, Freeze, Paralysis, Hypnosis  
Actions: Attack \*  
    Bite \*\*  
    Defense Down Alpha  
    Call for Help (Red Antoid)  
Notes: A stronger and more dangerous version of the Black Antoid, but it pales in strength compared to the other baddies up here.

Violent Roach  
Field: A bigger bug  
Battle: A brown roach  
HP: 209 PP: 0 Off: 30 Def: 26 Speed: 35 Exp: 1756  
Weakness: Fire, Freeze, Paralysis, Brainshock  
Actions: Knit Brow (X)  
    Attack \*  
    Spread Wings (Hold)  
    Terrible Odor (Off Down)  
Notes: You don't see these guys in the Grapefruit Falls area. Rather, they're in the cave that connects the area with Saturn Valley. You'll usually see them singly, so they're not a big problem.

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**Belch Base - Master Belch's fortress is where he enslaves the Mr. Saturns to make his favorite, Fly Honey. He also commands the zombies that attack Threed. In addition to the enemies listed below, you'll also fight Farm Zombies.**

Foppy  
Field: A walking red spheroid  
Battle: See above  
HP: 120 PP: 10 Off: 29 Def: 9 Speed: 1 Exp: 1311  
Weakness: Fire, Freeze, Paralysis, Brainshock  
Actions: Be Absentminded (X)  
    Attack \*  
    PSI Magnet Alpha  
    Brainshock Alpha  
Notes: These little buggers aren't much as Belch's grunts. They're neither powerful nor strong, and they can't concentrate until after four rounds of combat have gone. They do give a good amount of experience, though.

Slimy Little Pile  
Field: A small pile  
Battle: A small green pile  
HP: ~225 PP: 0 Off: 42 Def: 61 Exp: 1978  
Weakness: Paralysis  
Actions: Attack \*  
    Sticky Mucus (Hold)  
    Stinky Breath (All Cry)  
    Call for Help (Slimy Little Pile)  
Notes: The ranking officers in Belch Base. These smaller versions of the Master are a bit of a pain, especially when they make your entire

party cry, which makes hitting him a chore. If you fight one with other bad guys, you're best to Paralyze him.

#### Mostly Bad Fly

Field: A tiny buzzing fly

Battle: A purple fly

HP: ~182 PP: 0 Off: 32 Def: 16 Speed: Exp: 1114

Drops: Pizza

Weakness: Fire, Freeze, Paralysis

Actions: Attack \*

Say Something Nasty (Guts Down)

Notes: These bugs are more annoying than harmful. There's a chance of fighting more than one at a time.

#### \*Master Belch\*

Field: A large pile with a face

Battle: A large green pile with a face

HP: 650 PP: 0 Off: 50 Def: 88 Speed: 16 Exp: 12510

Weakness: Hypnosis

Actions: Continuous Attack \* (Twice)

Nauesating Breath (Nausea)

Call for Help (Slimy Little Pile)

Notes: Belch is a total pushover if you have the Jar of Fly Honey from Threed. Just toss it at him and he'll "lose his mind" by wolfing it down, and you can just attack to your heart's content.

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**Cave of Milky Well - After cleaning up Belch Base (not to mention yourself), you can go behind the Hot Springs in Saturn Valley to find the third Your Sanctuary location to find some plant-like bad guys.**

#### Ranboob

Field: A walking cactus/plant guy

Battle: See above

HP: 232 PP: 42 Off: 41 Def: 63 Speed: 20 Exp: 2485

Weakness: Fire

Actions: Attack \*

Shield Alpha

Powder (Sleep)

Notes: This humanoid plant is the main attacker of this cave. He has a decent attack and his Shield ability will protect him, but there's nothing particularly special about him.

#### Tough Mobile Sprout

Field: A sprout with legs

Battle: A grey sprout with legs

HP: 155-159 PP: Some Off: 33 Def: 27 Exp: 1865

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack \*

Lifeup Alpha

PSI Magnet Alpha

Sow Seeds (Tough Mobile Sprout)

Notes: An upgrade to the counterparts in the Peaceful Rest Valley. They don't know any more techniques, but they're generally more powerful.

Struttin' Evil Mushroom

Field: A walking mushroom

Battle: A yellow walking mushroom

HP: 171-179 PP: 0 Off: 29 Def: 22 Exp: 1491

Weakness: Fire, Freeze, Brainshock

Actions: Attack \*

Scatter Spores (Poison)

Scatter Spores (Mushroom)

Notes: A tougher version of the dreaded Ramblin'. They can poison now, but the big problem is still their mashroomizing...

\*Trillionage Sprout\*

Field: A shining spot

Battle: A gold sprout with a ton of dirt below it and a face

HP: 1048 PP: 240 Off: 54 Def: 88 Speed: Exp: 31053

Weakness: Fire

Actions: Attack \*\*

PSI Shield Alpha

Paralysis Alpha

Glare (Diamondize)

Notes: This used to be a normal sprout until mutated by the power of Giygaz. Now, it seems to have animated the very dirt it grew out of. The paralysis and glare don't work or happen very often, but being on the receiving end if they do work will put you out of commission for the rest of the battle. If you still have Jeff's Big Bottle Rocket from when you started, now's the time to use it. Oh, it's all worth it to note that it shows up with two Tough Mobile Sprouts.