

## G. Fourside

**The big city is a hotbed of activity. Gigyas' control here has been in the form of the businessman, Geldegarde Monotoli. He controls the city, the cops, everything. There is a seriously dark side to this city, though, and it stems from the source of Monotoli's power.**

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**City Outskirts - Like most towns, the enemies on the surface aren't too big a problem. Also, like all of them, they appear on the edge of the city.**

### Annoying Reveler

Field: A man with a black mustache and a blue face

Battle: A man with a black mustache and a pink suit

HP: 288 PP: 0 Off: 58 Def: 77 Speed: 17 Exp: 2371

Actions: Is Wobbly (X)

Attack \*

Grumble About Today's Youth (Guts Down)

Lecture (Guts Down)

Notes: The upgrade to the Annoying Old Party Man isn't much of an upgrade. No more than a nuisance.

### Extra Cranky Lady

Field: A lady with a shopping bag and a blue face

Battle: A lady with a black coat and blonde hair

HP: 272-279 PP: 0 Off: 48 Def: 70 Exp: 3649

Actions: Shopping Bag \*\*

Continuous Attack \* (X2)

Say Something Scary (Hold)

Scowl Sharply (Guts Down)

Notes: Another human converted by Giygas. She's got some power in her shopping bag attack, but not much...

### Crazed Sign

Field: A moving sign

Battle: See above

HP: 295 PP: 98 Off: 64 Def: 96 Speed: 17 Exp: 3616

Weakness: Hypnosis

Actions: Attack \*

Hypnosis Alpha

Paralysis Alpha

Notes: This animated sign has the power of Paralysis, and that's one of the few things that actually make him dangerous.

### Mad Taxi

Field: A moving yellow taxi

Battle: See above

HP: 253 PP: 0 Off: 53 Def: 68 Speed: 38 Exp: 2335

Weakness: Paralysis

Actions: Rev and Accelerate \*\*

Exhaust Fumes (All Cry)

Notes: Between his two attacks, the Taxi can be a pain to take down, so you're best off avoiding it.

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**Fourside Department Store - Once you're finally allowed inside the Dept. Store, the lights will go out and Paula will be captured. Ness and Jeff will need to fight their way to the top floor.**

Musica

Field: A moving gift box

Battle: A guitar with eyes and legs

HP: 292 PP: 0 Off: 69 Def: 85 Speed: 21 Exp: 3747

Actions: Attack \*

Haunting Melody (All Sleep)

Electrical Shock (Thunder Beta)

Notes: This guitar has some nasty electrical powers. You're best off avoiding him, as well as most enemies in the Dept. Store.

Mystical Record

Field: A moving gift box

Battle: A record with a face

HP: 263 PP: 35 Off: 63 Def: 78 Speed: 20 Exp: 2735

Actions: Attack \*

Charge Forward \*\*

Lifeup Alpha

Notes: Another kooky animated object in Giygas' lineup. Its attacks are pretty fierce, so avoid the enemies in the Dept. Store.

Scalding Coffee Cup

Field: A moving gift box

Battle: A coffee cup with coffee flying around

HP: 190 PP: 0 Off: 55 Def: 20 Speed: 23 Exp: 2462

Actions: Steaming Hot Espresso \*\* (All)

Notes: The only attack the Cup has is the Espresso, which causes a decent amount of damage. Yet another reason to avoid the enemies in the Dept. Store.

\*Dept. Store Spook\*

Field: A tentacled alien

Battle: A green tentacled alien

HP: 610 PP: 290 Off: 82 Def: 135 Speed: 19 Exp: 24291

Actions: PSI Fire Alpha

PSI Freeze Alpha

PSI Magnet Omega

Brainshock Alpha

Notes: This is a member of one of the alien species under Giygas' control, greatly skilled in psychic abilities. If you got any Big Bottle Rockets from the Arms Dealer in the store, use one on him, then follow up with regular attacks.

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**Moonside - One might consider this place one of EarthBound's biggest claims to fame. When you explore the back of Jackie's Cafe, you'll be taken to an incredibly trippy version of Fourside, filled with even more wacky monsters than you're used to...**

Robo-pump

Field: A ball of fire

Battle: A gas pump with arms

HP: 431 PP: 0 Off: 70 Def: 113 Speed: 19 Exp: 4797

Actions: 3 (X)

2 (X)

1 (X)

Bomb \*\*

Replenish Fuel Supply (Max HP)

Say Tick-tock (X)

Notes: This moving gas pump performs actions in the exact order listed, starting with the countdown. As you can probably guess, you're best off demolishing it before the Bomb is thrown.

Dali's Clock

Field: A floating melting clock

Battle: See above

HP: 296 PP: 0 Off: 65 Def: 66 Speed: 4 Exp: 2503

Weakness: Hypnosis

Actions: Freeze Time

Say Tick-tock (X)

Notes: Salvador Dali's famous melting clock makes a cameo appearance as an enemy. Freeze Time allows the clock to get in a number of free attacks before time starts up again.

Enraged Fire Plug

Field: A ball of fire

Battle: A fire hydrant with eyes

HP: 309 PP: 0 Off: 60 Def: 81 Speed: 14 Exp: 4321

Weakness: Freeze, Brainshock

Actions: Attack \*

Blast of Water \*\* (All)

Notes: Another kooky resident of Fourside, the Blast of Water can hurt pretty darn good, so be ready for the pain if you fight it.

Abstract Art

Field: A floating painting

Battle: See above

HP: 301 PP: 60 Off: 67 Def: 79 Speed: 19 Exp: 4361

Weakness: Paralysis

Actions: Attack \*

Notes: As far as I know, this strange painting does naught but attack, so it's not that big of a problem...

\*Evil Mani-Mani\*

Field: A golden statue

Battle: A pink glowing statue

HP: 860 PP: 88 Off: 86 Def: 145 Speed: 15 Exp: 28140

Actions: Attack \*

PSI Magnet Alpha

Paralysis Alpha

Pale Green Light (Neutralizer)

Glorious Light (PSI Flash Gamma)

Notes: The golden statue which you've seen in Onett and Happy Happy Village will face off against you here in Moonside. Giygass uses it as a control and illusion device to control Monotoli. Again, if you

have a Big Bottle Rocket, smack him down with it. The Pale Green Light acts the same as a Neutralizer. See Tools if you don't know what I'm on about.

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**Monotoli Building - After visiting Talah Rama, you'll be able to enter the upper floors of the Monotoli Building to rescue Paula.**

Sentry Robot

Field: A robot with skimmer legs

Battle: See above

HP: 372 PP: 0 Off: 77 Def: 105 Speed: 17 Exp: 5034

Actions: Say Tick-tock (X)

Beam \*

Bottle Rocket \*\*

Call for Help (Sentry Robot)

Notes: There are a finite number of these robots in the building, and many of them can be avoided. The Bottle Rockets cause a good amount of damage, so be ready to Lifeup.

\*Clumsy Robot\*

Field: A small robot with a big head and little legs

Battle: See above

HP: 962 PP: 0 Off: 88 Def: 137 Speed: 83 Exp: 32377

Actions: Clean the Area (X)

Reapply a Bandage (X)

Is Wobbly (X)

Is Reeling (X)

Want to Get a Battery (X)

Lose Gear and Bolts (X)

Eat a Bologne Sandwich (HP Max)

Stumble and fire a Beam (Hold)

Missile \*\*\*

Notes: The missile causes a HUGE amount of damage. Of course, with a larger number of do nothings than any other enemy, your odds are that you'll get its HP down far enough. Once you do so, you'll get some outside help.

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**Sewers to Magnet Hill - After picking up Poo in Summers, and getting Venus' autograph at the Topolla Theater, you can head below Fourside and take on the nasty nasties in the sewers. Yes, this is technically out of order, but I don't feel like making a separate Fourside section just for this.**

Stinky Ghost

Field: A walking trash can

Battle: A thin yellow ghost coming out of a trash can

HP: 444 PP: 0 Off: 90 Def: 179 Exp: 13180

Weakness: Fire, Flash, Hypnosis, Paralysis

Actions: Big Grin (X)

Attack \*

Odor (Off Down)

Notes: Must like the Smelly Ghost, particularly in terms of the high

defense. Take them out last in a ruckus.

#### Deadly Mouse

Field: A mouse with a red nose

Battle: A brown and dirty mouse

HP: 411-417 PP: 0 Off: 63 Def: 98 Exp: 9225

Weakness: Fire

Actions: Bite \*

Bite with Poison Fangs \* (Poison)

Notes: Like the Rowdy Mouse, this rodent has a really high Guts level, so many of its attacks will be SMAAAAAASHes. Take care...

#### Filthy Attack Roach

Field: A sizable bug

Battle: A purple roach

HP: 387-403 PP: 0 Off: 84 Def: 33 Exp: 10541

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Knit Brow (X)

Attack \*

Continuous Attack \* (X2)

Spread Wings (Hold)

Notes: The least of the threats in the sewers is this bug. Low defense and nothing special in the way of attacks helps this...

#### Plague Rat of Doom

Field: A shining spot

Battle: A giant rat with a big grin

HP: 1827 PP: 60 Off: 74 Def: 180 Speed: Exp: 115270

Actions: Attack \*\*

Bite with Poison Fangs \*\* (Poison)

Notes: Yeah, that's all this overgrown and sadistic rat can do to you, but like the Rowdy and Deadly Mouses, they have high Guts, so they SMAAASH a lot. Very dangerous. Hit it with your hardest Bottle Rockets and PSI as soon as possible. Defeat him to gain access to the fifth Your Sanctuary, Magnet Hill.