

## B. Twoson and Happy Happy Village

**This is the first area where you'll meet up with humans who've been infected by Giygas. You'll recognize them easily due to their blue faces.**

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**Downtown Twoson - The terrors of Twoson usually hang out on the fringes of town. In addition to those listed here, you'll also find Cops and Runaway Dogs, which will attack in groups.**

Ramblin' Evil Mushroom

Field: Walking red mushroom

Battle: See above

HP: 60 PP: 0 Off: 15 Def: 10 Speed: 5 Exp: 95

Actions: Being Absentminded (X)

Attack \*

Scatter Spores (Mashroomize)

Notes: You're gonna learn to hate these possessed fungi. More often than not, they'll scatter their spores, which will mashroomize you, and we all know how annoying that is. You'll also find these guys on the Road to Twoson, along with some Black Antoids.

New Age Retro Hippie

Field: Hippie with a blue face

Battle: Hippie

HP: 87 PP: 0 Off: 19 Def: 14 Speed: 5 Exp: 160

Actions: Attack \*

Ruler (X)?

Toothbrush (Hold)

Lose Temper (Offense Up)

Notes: Yes, it's true. Giygas' first target among humans is the love and peace kind. More of a comic relief than a real threat, NARH can't do a lot of damage.

Cranky Lady

Field: Lady with a blue face

Battle: Lady with a fur coat, shopping bag, and a purple face.

HP: 95 PP: 0 Off: 16 Def: 18 Speed: 6 Exp: 200

Actions: Grin (X)

Attack \*

Wield a Shopping Bag \*\*

Scowl Sharply (Guts Down)

Notes: This is probably the most powerful of the affected humans in Twoson, and even that's not saying much. Just watch her shopping bag.

Unassuming Local Guy

Field: Guy in green suit with a blue face

Battle: Guy in green suit with a green mask on his eyes

HP: 73 PP: 0 Off: 18 Def: 13 Speed: 5 Exp: 146

Actions: Attack \*

Become Friendly (Hold)

Notes: Yep. He's very unassuming. I'm not sure what the designers meant by this, but he's not really a threat.

Annoying Old Party Man

Field: Guy with a mustache and a blue face

Battle: Guy in a black suit with a mustache

HP: 99 PP: 0 Off: 20 Def: 25 Speed: 6 Exp: 130

Actions: Reeling (X)

Wobbly (X)

Attack \*

Grumble About Today's Youth (Guts Down)

Notes: Like most of the Twoson bad guys, AOPM isn't much of a threat.

\*Everdred\*

Field: A guy with a flamboyant, a hat, and a big mustache

Battle: See above

HP: PP: 0 Exp: 986

Actions: Grin (X)

Knit Brow (X)

Attack \*

Bite \*

Steal (usually a minor item)

Notes: Everdred really isn't much of a boss, especially since you don't have to fight any enemies leading up to him. Just attack or use PSI Special if you want.

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**Peaceful Rest Valley - This connecting area between Twoson and Happy Happy Village has a lot of plant-life, not to mention a couple of scout forces sent by Giygaz. In the cave leading to PRV, you'll also meet Ramblin' Evil Mushrooms. In the cave on the way out, you'll meet some Coiled Snakes.**

Mobile Sprout

Field: A green sprout

Battle: A walking green sprout

HP: 79 PP: 9 Off: 17 Def: 12 Speed: 6 Exp: 133

Actions: Attack \*

Lifeup Alpha

PSI Magnet Alpha

Sow Seeds (grow other Sprouts)

Notes: This little sprout is a bit of a pain, especially with its ability to grow more of himself. Fortunately, he's not a serious problem.

Li'l UFO

Field: Circling UFO

Battle: A small white flying saucer

HP: 82 PP: 0 Off: 18 Def: 17 Speed: 53 Exp: 223

Actions: Beam \*

Night-time Stuffiness Beam (Cold)

Notes: UFOs are a relatively weak race of beings that Giygaz enslaved for scouting work. Giygaz lets them have their sentience so that their reports are more than simple scans. This kind has yet to develop a specific personality. Like most enemies in the PRV, it's not a big threat singly, but its damage can add up, and if he gives you a cold, that's 5 more PP you have to use to heal.

#### Spinning Robo

Field: A spinning blue diamond

Battle: A gray round robot with two arms

HP: 113 PP: 17 Off: 21 Def: 22 Speed: 7 Exp: 297

Actions: Beam \*

Night-time Stuffiness Beam (Cold)

Shield Alpha

Notes: This is a simple drone that Giygas uses for routine scouting.

It spins itself at high speeds to generate its repulsor to float in the air. Besides the shield, and the higher HP, it's not all that different from a Li'l UFO.

#### Territorial Oak

Field: A moving tree

Battle: A green-leafed tree with a face on its trunk.

HP: 145 PP: 41 Off: 26 Def: 30 Speed: 5 Exp: 356

Actions: Attack \*

Brainshock Alpha

Vacuum Attack (Offense and Defense Down)

Notes: This evil walking tree is the toughest enemy in the PRV, and it has a nasty surprise. When you kill it, it bursts into flames, damaging the party members severely. So, if you face off against other enemies along with the Oak, take out the Oak last.

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Happy Happy Village - This village is overrun with the Happy Happy Cult, and the cultists are on the loose, painting everything blue, and guess what... You're next... In addition to the enemies below, you'll also face off against Spiteful Crows in the area with Paula's Cabin. Oh, and if you fail to pay at the food stand, you'll face off against an Unassuming Local Guy.

#### Insane Cultist

Field: A blue robed cultist

Battle: See above

HP: 94 PP: 0 Off: 19 Def: 25 Speed: 8 Exp: 353

Actions: Paint Attack \*

Call for Help (Insane Cultist)

Notes: These members of the Cult aren't too horrible at all. Their paint attacks are pretty weak. It could just feasibly take a while to take them down if they keep calling for help.

#### \*Mr. Carpenter\*

Field: A guy in a blue suit with blue hair

Battle: See above

HP: 262 PP: 70 Off: 33 Def: 45 Speed: 8 Exp: 1412

Actions: Paint Attack \*\*

Crashing Boom Bang (Thunder Beta)

Lifeup Alpha

PSI Shield Alpha

Notes: Carpenter's a bit of a pushover. His paint attack hurts pretty good, but since you're already wearing the Franklin Badge you just got from Paula, his CBB attack bounces right back at him. This may go without saying, but if he puts up his PSI Shield, don't use your PSI attacks. For a leader of a cult, he doesn't have much power,

does he?

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**Cave of Lilliput Steps - This cave has several furries, as opposed to the creepy crawlies of the first cave. You'll definitely want to concentrate on levelling up Paula in the early part of the area, as opposed to just rushing through it.**

Mole Playing Rough

Field: Small brown mole

Battle: See above

HP: 103 PP: 0 Off: 22 Def: 28 Speed: 9 Exp: 456

Drops: Croissant

Actions: Being Absentminded (X)

Scratch with Claws \*\*

Size Up the Situation (makes Mole feel strange)

Notes: You read that right. This enemy can make itself feel strange.

Weird... Anyway, the Mole can actually cause some decent damage with his claws, so make sure to keep Paula healthy when facing it.

Mr. Batty

Field: Blue bat

Battle: See above

HP: 86 PP: 0 Off: 25 Def: 5 Speed: 29 Exp: 304

Actions: Attack \*

Become Friendly (Hold)

Size Up the Situation (makes Batty feel strange)

Notes: These guys are much easier to take out than the Mole, so don't be afraid to attack them with abandon. They're good for levelling up Paula early on.

Mighty Bear

Field: A large brown bear

Battle: See above

HP: 167 PP: 0 Off: 29 Def: 31 Speed: 7 Exp: 610

Actions: Attack \*

Claw \*\*

Bite \*\*\*

Notes: This is a bear to beware. He's got decent stats and does nothing but attack. Only face him if he's alone and try to take him out first so he doesn't do too much damage.

\*Mondo Mole\*

Field: A Shining Spot

Battle: A large brown mole

HP: 498 PP: 161 Off: 37 Def: 50 Speed: Exp: 5792

Weakness: Paralysis

Actions: Attack \*

Claws \*\*

Tear Into You \*\*\*

Lifeup Alpha

PSI Shield Alpha

Offense Up Alpha

Notes: Mondo Mole was just a normal mole until Giygaz put him in charge of Lilliput Steps. If you don't have Paralysis Alpha, you're

in for a very tough fight. I suggest levelling up until you do get it, then Paralyze him. He won't be able to attack, and can only heal, boost, or shield himself. Keep attacking normally and he'll drop like a fly. Oh, and he's rather strong against Freeze, so don't bother using it.