

## A. Onett

**This sleepy suburban town will soon become a hotbed of evil activity. Giygas has sensed the awakening of the powers of the boy named Ness and is taking steps**

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**Onett Outskirts - These monsters you find on the fringes of town. They're not that tough, but they can wear you down.**

### Coiled Snake

Field: A small green snake

Battle: A green snake

HP: 18 PP: 0 Off: 3 Def: 4 Speed: 2 Exp: 1

Actions: Bite \*

Coil (Hold)

Notes: Maybe it's some connection to Genesis that one of the first animals to be enslaved to Giygas' will is a serpent. It's the lowest level enemy in the game, and later on, you'll just want to ignore them, as they give you next to nothing in exp.

### Runaway Dog

Field: A brown dog with mad eyes

Battle: A small brown dog

HP: 21 PP: 0 Off: 4 Def: 5 Speed: 26 Exp: 4

Drops: Bread Roll

Actions: Howl (X)

Bite \*

Notes: The many hungry stray dogs in Onett were easy pickings for Giygas' control. They give the most experience for the first enemies, and they don't cause that much damage.

### Spiteful Crow

Field: A circling black crow

Battle: A black crow with shades

HP: 24 PP: 0 Off: 5 Def: 3 Speed: 77 Exp: 3

Drops: Cookie

Actions: Grin (X)

Peck \*

Notes: Probably the most annoying enemies early on, these evil crows have high speed, which makes them good at avoiding attacks.

### \*Starman Jr.\*

Field: A humanoid robot (Starman)

Battle: A smaller Starman

HP: 200 PP: 999 Off: 11 Def: 10 Speed: 1 Exp: 16

Actions: Defend

PSI Fire Beta

Notes: The prototype Starman was left with nothing to do after the full-scale development of the Starman line, so Giygas tasked him with tracking down the rogue time-traveller, Buzz Buzz. This is a story battle more than anything else. Buzz Buzz will protect you with his PSI Shield Sigma, and you can just attack normally.

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**Downtown Onett - The Sharks gang hangs out around the Arcade. Take care when exploring the area. Once you defeat their boss, they won't attack anymore.**

Skate Punk

Field: A black-clothed hoodlum

Battle: Wears white and rides a skateboard

HP: 31 PP: 0 Off: 7 Def: 8 Speed: 5 Exp: 12

Actions: Shred on Skateboard \*\*

Call for Help (Yes Man Jr., Pogo Punk)

Notes: This member of the Sharks has mastered the feared art of shredding, which makes him dangerous. Doubly dangerous is the fact that he can call other Sharks to help him out. Take him out first in an engagement.

Yes Man Jr.

Field: A black-clothed hoodlum

Battle: A purple-clothed Shark with a hula hoop

HP: 33 PP: 0 Off: 8 Def: 9 Speed: 4 Exp: 13

Actions: Laugh (X)

Attack \*

Swing Hula Hoop \*\*

Notes: There's not much really special about this Shark. He's just another way for the Sharks to cause mischief. He'd probably be popular at an old-time fad party, though...

Pogo Punk

Field: A black-clothed hoodlum

Battle: A green-clothed Shark on a pogo stick

HP: 35 PP: 0 Off: 8 Def: 10 Speed: 3 Exp: 15

Drops: Hamburger

Actions: Fall Down (X)

Attack \*

Charge Forward \*\*

Notes: He go pogo. There's not too much special about him, like the Yes Man Jr. Just take care to heal heavy damage done by him.

\*Frank\*

Field: Guy with a red suit and blonde hair

Battle: See above, and he's holding knives

HP: 63 PP: 0 Off: 12 Def: 17 Speed: 7 Exp: 50

Actions: Come Out Swinging \*

Brandish a Knife \*\*

Say Something Nasty (Guts Down)

Notes: The leader of the Sharks is your first real boss battle. I suggest taking plenty of Hamburgers and having full PSI. Attack him until he can't stand no more, and heal up as necessary.

\*Frankenstein Mark II\*

Field: A large treaded robot

Battle: The same

HP: 90 PP: 0 Off: 15 Def: 18 Speed: 4 Exp: 76

Actions: Burst of Steam (X)

Throw a Punch \*

Tear into You \*\*

Notes: This is why you took so many Hamburgers. This is the second part of your first boss fight. Frank's greatest creation is a brawling robot that causes some decent damage. Again, attack and heal as necessary.

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**Cave of Giant Step - The location of the first Your Sanctuary is filled with a lot of small critters. They can cause their fair share of damage, though, so be wary.**

Rowdy Mouse

Field: A gray mouse (with a red nose)

Battle: A gray mouse

HP: 36 PP: 0 Off: 7 Def: 20 Speed: 5 Exp: 34

Actions: Bite \*

Notes: This evil mouse only has one attack, and it normally causes just 1 HP of damage. That'd be great if it wasn't for one big problem; it has really high Guts, which means about 75% of the time, the Bite will be a SMAAASH attack. Take care when fighting.

Attack Slug

Field: A small black spot

Battle: A gray slug

HP: 30 PP: 6 Off: 9 Def: 2 Speed: 1 Exp: 27

Actions: Edge Closer (X)

Attack \*

Hypnosis Alpha

Notes: These little guys tend to attack in groups. They're not that much of a threat to you, even in decent sized groups. They start the battle not being able to concentrate, so their PSI won't work on you. After four rounds of combat, they'll be able to concentrate.

Black Antoid

Field: A small black spot

Battle: A black ant

HP: 34 PP: 25 Off: 14 Def: 13 Speed: 4 Exp: 37

Drops: Cookie

Actions: Attack \*\*

Lifeup Alpha

Call for Help (Black Antoid)

Notes: These guys are the nasty ones of Giant Step. They hit hard when they attack, they can heal, and they can call for other Antoids. Also, they look just like Attack Slugs in the field.

\*Titanic Ant\*

Field: A Shining Spot

Battle: A large gray-striped ant

HP: 235 PP: 102 Off: 19 Def: 23 Speed: Exp: 685

Actions: Bite \*\*

Shield Alpha

Defense Down Alpha

Notes: Mutated by Giygass from a regular Antoid, the Titanic Ant is the guardian of Giant Step. His bite is nasty, he can protect himself, lower your Defense, and he comes with two other Black Antoids. Tough?

Yeah. You better have PSI "Special" Alpha by now, so use it, twice if you have extra PP. Keep an eye on your health as the Ant can knock you down to nothing quick.

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**Onett Police Station - After Giant Step, you'll be caught by the Onett Police Force and be forced to take on Captain Strong and five of his best men (well, four, since the last one chickens out).**

Cop

Field: A police officer (later, with a blue face)

Battle: A police officer

HP: 75 PP: 0 Off: 15 Def: 18 Speed: 5 Exp: 86

Actions: Attack \*

Crushing Chop \*\*

Notes: Make sure you go into the battle with plenty of food items, because you won't have downtime between battles to heal. Just use normal attacks against the Cops.

\*Captain Strong\*

Field: A police officer with a mustache

Battle: See above

HP: 140 PP: 0 Off: 20 Def: 24 Speed: 15 Exp: 492

Actions: Defend

Come out Swinging \*

Submission Hold \*\*

Lose Temper (Offense Up)

Notes: Captain Strong will employ his Super-Tango-Mambo-Foxtrot Martial Arts on you. Use your PSI Special power on him to soften him up, then attack him for the remainder of the battle.

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## **B. Twoson and Happy Happy Village**

**This is the first area where you'll meet up with humans who've been infected by Giygaz. 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 Giygaz 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 furies, 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 Giygas 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.

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### 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.

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## **D. Winters**

**The frozen scapes of Winters are always pristine and majestic, but Jeff can't stop to enjoy the sights while he's on a mission to rescue the trapped Ness and Paula.**

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**Fields of Winters - On his way south towards Lake Tess, and a little ways past, Jeff will encounter several low-level enemies that can help him boost his own levels. Among those listed below, you'll also find Runaway Dogs and Spiteful Crows.**

Gruff Goat

Field: A goat

Battle: See above

HP: 45 PP: 0 Off: 8 Def: 23 Speed: 12 Exp: 20

Drops: Salt Packet

Actions: Ram and Trample \*

Tear Into You \*\*

Notes: The native mountain goats of Winters have become hostile lately. If you remembered to equip Jeff (I didn't once and it was most embarrassing), you should be okay. There's not much you can do but repeatedly attack anyway.

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**Brick Road's Dungeon - The Dungeon Maker Brick Road made this modest little dungeon. He's famous for saying that once you build one, monsters always start moving in. In addition to those below, you'll also find Rowdy Mice.**

Mad Duck

Field: A duck (quack)

Battle: See above (quack)

HP: 51 PP: 0 Off: 12 Def: 24 Speed: 30 Exp: 41

Actions: Fall Down (X)

Peck \*

Disrupt Your Senses (Lose Concentration)

Make Something Spin (Lose PP)

Notes: Well, since Jeff has no PP, the latter two won't bother him at all. Since three of the Duck's four moves do nothing, the Mad Duck is pretty easy quarry.

Worthless Protoplasm

Field: A gift box (careful)

Battle: A small purple blob

HP: 38 PP: 0 Off: 11 Def: 21 Speed: 27 Exp: 17

Drops: Cookie

Actions: Attack \*

Call for Help (Worthless Protoplasm)

Size Up the Situation (makes Protoplasm feel strange)

Notes: Worthless indeed. These guys are hardly worth your time.

Whack 'em quick and move on with your life.

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**Cave of Rainy Circle - Although Jeff can't do anything with the Shining Spot, he'll run into some monsters Ness faced before, specifically the Rowdy Mouse, Attack Slug, and Black Antoid. Tread carefully.**

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**Stonehenge - The hanging stones have bad guys you should definitely avoid for the time being.**

Cave Boy

Field: A caveman

Battle: See above

HP: 314 PP: 0 Off: 21 Def: 33 Speed: 79 Exp: 618

Weakness: Fire

Actions: Club \*\*

Shout in a Loud Voice (Offense Down, Defense Down)

Notes: This relic from a bygone era seems drawn to Stonehenge, another relic from a bygone era. It doesn't have much going for it, but at this low a level, Jeff's better off avoiding him, at least until you come back later.

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## **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.

---

**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.

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## **F. Dusty Dunes Desert**

**The desert is a hotbed of monstrous activity. There are only a couple of dungeons besides the main area, but you won't be able to explore them unless you head to Fourside first...**

---

**Desert - There are quite a few different enemies in the sands, and it's pretty dangerous. If you're trying to avoid enemies, you're better off sticking to the road.**

Crested Booka



Field: A yellow striped lizard

Battle: See above

HP: 265 PP: 0 Off: 53 Def: 73 Speed: 17 Exp: 3010

Weakness: Hypnosis

Actions: Grin (X)

Attack \*

War Cry (Off/Def Down)

Notes: This weird animal fella doesn't have much that makes him stand out, besides his silly appearance, except for his decent stats.

Skelpion

Field: A scorpion

Battle: A yellow scorpion

HP: 137 PP: 20 Off: 41 Def: 23 Speed: 37 Exp: 1822

Weakness: Fire, Freeze, Hypnosis

Actions: Attack \*

PSI Thunder Alpha

Poison Stinger (Poison)

Notes: A low HP count and relatively low stats don't cover up the fact that this is one of the first nasties that'll use Attack PSI on you.

Take him out quick before he can use it.

Smilin' Sphere

Field: A floating sphere with a smiling mouth

Battle: A brown floating sphere with a smiling mouth

HP: 233 PP: 60 Off: 50 Def: 65 Speed: 17 Exp: 2219

Weakness: Fire, Hypnosis

Actions: Attack \*

PSI Fire Alpha

Notes: This is one of the more dangerous enemies in the desert. Not only does it have a particularly painful Fire attack, but when you defeat it, it explodes, damaging your party members severely. Take him out last in any fracas.

Cute Li'l UFO

Field: Circling UFO

Battle: A white flying saucer with a ribbon

HP: 162 PP: 25 Off: 49 Def: 32 Speed: 58 Exp: 1519

Drops: Fresh Egg, Hamburger

Weakness: Brainshock

Actions: Beam \*\*

Lifeup Alpha

Notes: A speedy UFO, but not all that much different from the one in Peaceful Rest Valley, except for a bit more power.

Bad Buffalo

Field: A large slow buffalo

Battle: See above

HP: 341 PP: 0 Off: 164 Def: 104 Speed: 11 Exp: 4108

Weakness: Fire, Paralysis

Actions: Knit Brow (X)

Trample \*\*

Tear Into You \*\*\*

Notes: He doesn't move very fast, but he has some serious power and knock you out quick, so be wary...

#### Desert Wolf

Field: A mad-looking brown dog

Battle: A wolf

HP: 247 PP: 0 Off: 57 Def: 67 Speed: 33 Exp: 3739

Weakness: Fire, Freeze

Actions: Howl (X)

Bite \*

Bite with Poison Fangs \* (Poison)

Notes: This poisonous lupus isn't a big pain singularly, but the poison can add up over time, and it's annoying to heal it.

#### Criminal Caterpillar

Field: A green caterpillar

Battle: See above

HP: 250 PP: 168 Off: 37 Def: 16 Speed: 134 Exp: 30382

Weakness:

Actions:

Notes: These guys are pretty rare, and they appear in the center of the desert one at a time. Not only that, but they usually book it when you catch sight of them. As you can see, they pack a LOT of exp points, so chase them down.

---

**Gold Mine - Once you catch the show at the Topolla Theater, you can head into the mine in the desert to clean out the five big moles that were discovered. In addition to these, you'll find Mad Ducks in the Mine, too.**

#### Thirsty Coil Snake

Field: A green snake

Battle: A purple snake

HP: 270 PP: 0 Off: 52 Def: 80 Speed: 18 Exp: 2785

Drops: Chick

Weakness: Freeze, Paralysis

Actions: Bite \*\*

Bite with Poison Fangs \* (Poison)

Coil and Attack (Hold)

Notes: This upgrade to the snake can be a pain with the poison, but it's not a huge threat. Fortunately, they'll only appear singly.

#### Noose Man

Field: A walking piece of rope

Battle: See above

HP: 231 PP: 0 Off: 47 Def: 52 Speed: 18 Exp: 1988

Drops: Carton of Cream

Weakness: Fire, Brainshock

Actions: Attack \*

Bind (Hold)

Notes: This piece of animated rope isn't a huge threat on its own, but it tends to attack in groups. Even so, it's not a big deal...

#### Gigantic Ant

Field: A large yellow ant

Battle: See above

HP: 308 PP: 81 Off: 54 Def: 112 Speed: 17 Exp: 3980

Weakness: Fire, Freeze

Actions: Bite \*\*

PSI Magnet Alpha

Paralysis Alpha

Poison Stinger (Poison)

Call for Help (Gigantic Ant)

Notes: A cousin of the Titanic Ant. These are probably the more nasty guys in the mine, and what you should avoid if you want enough power to handle the moles. If you face more than one, either run or lay on the Freeze powers.

\*Guardian Digger\*

Field: A large gray mole

Battle: See above

HP: 386 PP: 110 Off: 59 Def: 129 Speed: 17 Exp: 17300

Weakness: Flash

Actions: Attack \*

Claw \*\*

Tear Into You \*\*\*

Lifeup Alpha

Shield Beta

Notes: Nasty, and you have to fight five of them. They have high defense, high attack power, and a power shield already activated. You'll probably want to open up with a Freeze Gamma from Paula, and not attack with a powerful attack unless you're sure you'll finish him, or that it's weak enough that the retaliation won't be too much trouble.

---

**Talah Rama's Cave - After returning from Moonside, you'll head to this cave. It's not big on the enemies. You'll find Tough Mobile Sprouts and Struttin' Evil Mushrooms, but you should be deal with them very easily.**

=====

## **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.**

---

**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.

---

**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.

---

**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. Giygas 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.

---

**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.

---

**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.

=====

## H. Winters (pt. 2)

**After rescuing Paula in the Monotoli Building, the gang heads up to Winters to reprogram the Sky Runner to take them to Summers. While there, you'll visit the Your Sanctuary in the area.**

---

**Stonehenge Area - In addition to the Cave Boys, the following now run around ruins...**

Mighty Bear Seven

Field: A blue bear

Battle: See above

HP: 363-377 PP: 0 Off: 85 Def: 76 Exp: 8884

Actions: Attack \*

Bite \*\*

Claw \*\*\*

Notes: An upgrade to the original Mighty Bear, which makes it pretty nasty, but nothing really special to mention.

---

**Cave of Rainy Circle - In anticipation for a stronger opposition, the weaklings in this cave have taken an upgrade. Fortunately, you enter this area sitting right on top of the Shining Spot.**

Arachnid!

Field: A sizable bug

Battle: A yellow spider

HP: 216 PP: 0 Off: 61 Def: 30 Speed: 23 Exp: 4933

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack \*

Spider Silk (Hold)

Poison Stinger (Poison)

Notes: Does all things that a spider can. Not a particularly dangerous foe, though.



Strong Crocodile

Field: A walking crocodile

Battle: A blue-green crocodile

HP: 417 PP: 0 Off: 85 Def: 131 Speed: 17 Exp: 10120

Actions: Edge Closer (X)

Attack \*

Swing Tail Hard \*\*

Bite \*\*\*

Notes: The nasty croc is back, and he's more than Plain, he's Strong.

Powerful attacks and a decent defense make this guy a tough customer.

Elder Batty

Field: A bat

Battle: A yellow bat

HP: 294 PP: 0 Off: 66 Def: 72 Speed: 33 Exp: 4174

Weakness: Paralysis, Brainshock

Actions: Attack \*

Bite \*\*

Become Friendly and Affectionate (Hold)

Size Up the Situation (Batty Feels Strange)

Notes: Elder doesn't mean wiser, since these weak little Batties still come after you with a vengeance, yet they won't stand up to much punishment.

Shrooom!

Field: A shining spot

Battle: A large mushroom with a face

HP: 1700 PP: 112 Off: 95 Def: 157 Speed: Exp: 96322

Weakness: Fire

Actions: Attack \*

Lifeup Alpha

Scatter Spores (Poison)

Scatter Spores (Mushroomize)

Disrupt Senses (Lose Concentration)

Notes: This gigantic version of the most annoying enemy, the mushroom, will get on your nerves. Shake and bake him quickly before he gets too many shrooms on your collective heads...

=====

## I. Summers

**This resort town is a peaceful place. You won't find very many enemies here at all, and those that you do are relatively simple to defeat.**

---

**Summers Streets - Although peaceful, enemies do exist here. In addition to the following, you'll find Mad Taxis and Crazy Signs.**

Tough Guy

Field: A blue-faced blonde guy with a Hawaiian shirt

Battle: See above, only without the blue face

HP: 342 PP: 0 Off: 69 Def: 75 Speed: 18 Exp: 9310

Actions: Come Out Swinging \*

Lose Temper (Off Up)

Notes: This is the guy that kicks sand on you at the beach. Yup.  
Fortunately, he's picking on the wrong kids. Teach him a lesson.

Overzealous Cop

Field: A blue-faced Captain Strong look-alike

Battle: A cop with a purple coat and a mustache

HP: 325 PP: 0 Off: 69 Def: 75 Speed: 18 Exp: 7447

Actions: Come Out Swinging \*

Submission Hold \*\*

Guard

Lose Temper (Off Up)

Notes: Apparently it's so boring here, the cops pick on whoever they want, including delinquent kids like yourself. Show them your own sense of brutality.

Shattered Man

Field: A moving casket

Battle: A brown mummy

HP: 694 PP: 0 Off: 72 Def: 92 Speed: 18 Exp: 44689

Drops: Mummy Wrap

Weakness: Paralysis

Actions: Attack \*

Lunge Forward \*\*\*

Icy Hand (Hold)

Hug (Hold)

Notes: There are only two of these guys in the Scaraba Cultural Museum, and you'll face them one at a time after Poo gives his Ruby to the guard. Use your most powerful PSI on them to deal with them quickly.

\*Kraken\*

Field: A large green sea snake with a big mouth and no eyes

Battle: See above

HP: 1097 PP: 176 Off: 105 Def: 166 Speed: 21 Exp: 79627

Actions: Breathe Fire (PSI Fire Beta)

Crashing Boom Bang (PSI Thunder Beta)

PSI Flash Beta

Pale Green Light (Neutralizer)

Notes: The terror of the seas between Summers and Scaraba. The Kraken is a standalone boss, so go in full power and hit him full power. His first two attacks are very similar to the PSI counterparts in parentheses, but they don't use PP, so the Kraken can use them indefinitely.

=====

**J. Dalaam**

**This peaceful Eastern country has no monsters in the town itself, but there's a small cave guarded by rabbit statues that has many strange monsters behind it.**

---

**Cave of Pink Cloud - The sixth Your Sanctuary area is accessible after you get the Carrot Key from Magnet Hill. There are enemies in here**

**both strange and/or electrical, so make sure you take the Franklin Badge with you in here. I suggest giving it to Paula, but that's just me.**

Thunder Mite

Field: A floating ball of electricity

Battle: A cloud with eyes and a lightning bolt

HP: 283-296 PP: Lots Off: 85 Def: 83 Exp: 10798

Weakness: Fire, Freeze

Actions: PSI Thunder Alpha

PSI Thunder Beta

Notes: This living cloud has nothing but shocking on his mind. If you meet one of these in a group, kill it first, as Thunder can potentially cause a lot of damage.

Tango

Field: A floating ball of electricity

Battle: A snaky type guy with a flute

HP: 371 PP: 5 Off: 96 Def: 99 Speed: 19 Exp: 14720

Drops: Snake

Weakness: Flash

Actions: Attack \*

Breathe In Through Flute (Sleep)

Poison Flute (Poison)

Notes: This strange fellow isn't as big of a threat as the other guys in this cave. The flute can cause status ailments.

Kiss of Death

Field: A floating ball of electricity

Battle: A pair of red lips

HP: 333 PP: 0 Off: 91 Def: 100 Speed: 19 Exp: 10353

Weakness: Hypnosis

Actions: Attack \*

Kiss of Death (Poison)

Notes: This strange pair of lips will poison you with its Kiss of Death, but it's not a big threat at all.

Conducting Menace

Field: A floating ball of electricity

Battle: A skeleton glowing purple

HP: 445 PP: 238 Off: 107 Def: 107 Speed: 20 Exp: 14792

Actions: PSI Flash Alpha

PSI Flash Beta

PSI Thunder Alpha

PSI Thunder Beta

Notes: This guy is indeed the menace of this cave. Some nasty PSI should make him the first target in a fight. Be wary.

\*Thunder & Storm\*

Field: A shining spot

Battle: A white wind guy with a yellow thunder guy

HP: 2065 PP: 70 Off: 111 Def: 171 Speed: Exp: 129025

Actions: Deep Breaths (X)

Attack \*

Intertwine \*\*\*

Storm (PSI Flash Beta)

### Crashing Boom Bang (PSI Thunder Beta)

Notes: This embodiment of the wrath of the heavens is nasty if you don't have the power to take them out quickly. Have Paula and Poo use their Freeze powers in hopes of freezing them solid so they'll miss a turn. Usually, they'll take deep breaths just after intertwining, so use that time to heal from the massive damage.

=====

## K. Scaraba

**This desert country has plenty of action, as advertised. In addition to desert-like enemies, you'll also find some of Giygas' cronies buzzing around here.**

---

South of Scaraba - Although the city itself is perfectly safe, past the main gates you'll find lots of monsters on your road to the Pyramid.

### High-Class UFO

Field: Circling UFO

Battle: A pink flying saucer

HP: 433 PP: 72 Off: 93 Def: 103 Speed: 60 Exp: 12385

Weakness: Fire, Brainshock

Actions: Beam \*\*

PSI Shield Alpha

Disrupt Senses (Lose Concentration)

Notes: This UFO has developed a personality to think he's better than other UFOs. In a sense, he is, as far as combat capabilities. Note that he'll already have a PSI Shield up, in addition to be able to cast it.

### Great Crested Booka

Field: A yellow-striped lizard

Battle: A purple lizard thing

HP: 452 PP: 0 Off: 100 Def: 110 Speed: 20 Exp: 16365

Weakness: Hypnosis

Actions: Grin (X)

Attack \*

Charge Forward \*\*

War Cry (Off/Def Down)

Notes: This stronger Booka isn't a big threat, but it can hurt you if you don't take care of him.

### Dread Skelpion

Field: A scorpion

Battle: A purple scorpion

HP: 207-232 PP: Some Off: 82 Def: 57 Exp: 9905

Weakness: Fire, Freeze, Hypnosis

Actions: Attack \*

PSI Thunder Beta

Poison Stinger (Poison)

Notes: Who knows how these guys got Thunder powers. Just take care of them before they can poison you or get out the Thunder.

Master Criminal Worm

Field: A red caterpillar

Battle: See above

HP: PP: Off: Def: Speed: Exp: 82569

Weakness:

Actions:

Notes: An upgrade to the Criminal Caterpillar. These guys run at first sight, so chase them down to get the large exp load from them. If anyone's fought them enough to know their stats, lemme know... ^\_^

---

**Pyramid - The passages of the ancient Pyramid are teeming with infestations and ancient guardians. It's a tough run, but it's doable.**

Guardian Heiroglyph

Field: A black outline of a walking jackal

Battle: See above

HP: 470 PP: 126 Off: 94 Def: 106 Speed: 20 Exp: 13061

Weakness: Fire, Hypnosis

Actions: PSI Flash Alpha

PSI Thunder Alpha

PSI Thunder Beta

Hacking Cough (Cold)

Notes: The ancient heiroglyphs jump right off the wall and attack.

This one attacks mostly with PSI, so make sure you have the Franklin Badge.

Lethal Asp Heiroglyph

Field: A black outline of a snake

Battle: See above

HP: 445-462 PP: 0 Off: 89 Def: 94 Exp: 11321

Drops: Pharaoh's Curse

Weakness: Freeze, Paralysis, Hypnosis

Actions: Bite \*\*

Coil and Attack (Hold)

Notes: This heiroglyph is less of a threat than the Guardian, but the bite hurts good.

Petrified Royal Guard

Field: A moving casket

Battle: A yellow guard made out of stone

HP: 563-576 PP: 0 Off: 106 Def: 173 Exp: 19161

Weakness: Paralysis

Actions: Come Out Swinging \*\*

Charge Forward \*\*\*

War Cry (Off/Def Down)

Notes: This rocky fella is a tough customer, particularly due to his high defense. If you get stuck with another enemy besides him, use Paralysis to effectively get rid of him.

Fierce Shattered Man

Field: A walking mummy

Battle: A pink mummy

HP: 516 PP: 0 Off: 101 Def: 116 Speed: 12 Exp: 17424

Drops: Mummy Wrap

Weakness: Paralysis

Actions: Attack \*\*

Continuous Attack \* (X2)

Big Hug (Hold)

Icy Hand (Hold)

Notes: This mummy (or daddy) isn't a big threat, but he has some decent physical attacks, making him a good middle of the road bad guy.

Arachnid!!!

Field: A sizable bug

Battle: A purple spider

HP: 339-347 PP: 0 Off: 87 Def: 86 Exp: 10452

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack \*

Spider Silk (Hold)

Poison Stinger (Poison)

Notes: Not much different from his palette-swapped cousin, except in higher stats. He's more of a nuisance than anything.

\*Guardian General\*

Field: A coffin

Battle: A purple guard made out of stone

HP: 831 PP: 6 Off: 109 Def: 214 Speed: 21 Exp: 95389

Actions: Attack \*

Charge Forward \*\*\*

War Cry (Off/Def Down)

Make Something Spin Around (PP Down)

Notes: You'll find this guy's coffin guarding a doorway in the depths of the Pyramid. His good defense prevents him from too much physical damage, so use PSI.

---

**Southern Desert - Once you pass the Pyramid, you'll emerge on the surface to a bunch of bad guys. In addition to those below, you'll find High Class UFOs, Great Crested Bookas, and Master Criminal Worms.**

Marauder Octobot

Field: A spinning blue diamond

Battle: A gray sphere with tentacles

HP: 439-490 PP: 0 Off: 99 Def: 121 Exp: 14473

Weakness: Fire

Actions: Beam \*\*

Coil and Attack (Hold)

Steal

Notes: This is the scouter version of a series of Giygaz' Octobots. They're mainly used for attack purposes.

Beautiful UFO

Field: Circling UFO

Battle: A pink UFO with a bow

HP: 339 PP: 15 Off: 86 Def: 87 Speed: 59 Exp: 8257

Drops: Vial of Serum, Protein Drink

Weakness: Brainshock

Actions: Beam \*

Lifeup Alpha

Notes: Convinced that he/she's the most beautiful UFO ever. This UFO dons a bow. Unfortunately for them, they're not good fighters. Just a little bit of Lifeup PSI to set them apart...

---

**Dungeon Man - Inside Dungeon Man, you'll meet several enemies. Most you've seen before: Mystical Record, Worthless Protoplasm, Scalding Coffee Cup. You'll also find Lesser Mooks on the second floor. I'll cover them in the Winters pt. 3 section.**

=====

## **L. Deep Darkness**

**A large amount of enemies await you in the swamp, as well as a familiar face. With the amount of different enemies, there's a chance you won't face off against all of them.**

---

**The Swamp - See above. There's really only one area to the Deep Darkness.**

Zap Eel

Field: A small green eel

Battle: See above

HP: 370 PP: 0 Off: 97 Def: 93 Speed: 29 Exp: 12169

Weakness: Fire

Actions: Electrical Shock (PSI Thunder Beta)

Notes: This eel patrols the waters of the swamp. They only have one attack, so take them out quick before they can be a pain.

Hard Crocodile

Field: A walking crocodile

Battle: A pink crocodile

HP: 522 PP: 0 Off: 110 Def: 128 Speed: 23 Exp: 19483

Weakness: Fire

Actions: Edge Closer (X)

Attack \*

Swing Tail \*\*

Bite \*\*\*

Notes: The ultimate crocodile, and as well defended as the last ones were. Be prepared for a lot of damage when fighting one.

Hostile Elder Oak

Field: A moving tree

Battle: A tree with a face and purple leaves

HP: 609 PP: 76 Off: 134 Def: 146 Speed: 14 Exp: 17566

Weakness: Fire

Actions: Attack \*

PSI Magnet Alpha

Brainshock Alpha

Notes: This is an upgrade to the Territorial Oak. They aren't that

big a problem to beat up, but they burst into flames once killed and they damage your party severely. Take them out last in a group fight.

#### Demonic Petunia

Field: A large red and yellow flower with eyes

Battle: See above

HP: 478 PP: 0 Off: 102 Def: 111 Speed: 26 Exp: 15169

Weakness: Fire

Actions: Edge Closer (X)

Extinguishing Blast \*\*\* (All)

Pollen (Numbness)

Notes: Most of the Petunia's attacks are edging closer, but when it does attack, look out. The Blast is nasty, and being Numb is no fun.

#### Pitbull Slug

Field: A small bug

Battle: A pink slug

HP: 217 PP: 11 Off: 79 Def: 77 Speed: 2 Exp: 9994

Drops: Salt Packet

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack \*

Hypnosis Alpha

Vacuum Attack (Off/Def Down)

Notes: This sluggish is not much more of a threat than the Attack Slugs of old. They start battle not being able to cast PSI, but regain concentration after four rounds of battle.

#### Manly Fish

Field: A walking fish

Battle: A walking green fish

HP: 500 PP: 0 Off: 83 Def: 114 Speed: 22 Exp: 15825

Actions: Spear \*

Notes: This anthropomorphic fish doesn't have much claim to fame besides his spear.

#### Manly Fish's Brother

Field: A walking fish

Battle: A walking purple fish

HP: 526 PP: 210 Off: 114 Def: 123 Speed: 24 Exp: 15971

Actions: PSI Freeze Beta

Healing Omega

Hypnosis Alpha

Paralysis Alpha

Notes: Yeah, you can take down the fish, but can you stand up to his big brother? He's definitely a serious threat, and he usually shows up with the original. He uses nothing but PSI, which can seriously put a cramp in your day.

#### Big Pile of Puke

Field: A large pile with a face

Battle: A large brown pile with a face

HP: 631 PP: 0 Off: 120 Def: 158 Speed: 16 Exp: 19663

Actions: Attack \*

Sticky Mucus (Hold)

Stinky Breath (All Cry)

Nauseating Breath (Nausea)



Notes: He's a lot like Belch, only there's an indefinite number of him. No big problems here, besides the frustration that comes from uncontrollable crying.

Even Slimier Little Pile

Field: A small pile

Battle: A small purple pile

HP: 326 PP: 0 Off: 103 Def: 101 Speed: 22 Exp: 15073

Weakness: Paralysis

Actions: Attack \*

Sticky Mucus (Hold)

Stinky Breath (All Cry)

Notes: Gee, are we seeing a pattern of piles here? There's not much to separate this from other piles, though.

\*Master Barf\*

Field: A large pink pile with a face

Battle: See above

HP: 1319 PP: 0 Off: 136 Def: 177 Speed: 24 Exp: 125053

Drops: Casey Bat

Actions: Continuous Attack \* (X2)

Stinky Breath (All Cry)

Nauseating Breath (Nausea)

Notes: Yes, Belch is back, and he's changed his name to Barf! Drown to death in puke, he says! You should say "Bring it on!" Hit him with the powerful attacks and PSI. Once you get him down real low, your old friend Poo will come back and demonstrate his newest power.

=====

### **M. Winters (pt. 3) and Stonehenge Base**

**Your return to Winters comes after learning of the capture of Apple Kid. You'll find it to be overrun by Giygas' toadies. It's a big mess.**

---

Fields of Winters - You can actually face off against these guys anytime after you first visit to Summers.

Lesser Mook

Field: A spinning blue diamond

Battle: A pink tentacled alien

HP: 401 PP: 190 Off: 76 Def: 102 Speed: 17 Exp: 7639

Weakness: Fire, Hypnosis

Actions: PSI Freeze Alpha

PSI Freeze Beta

Hypnosis Alpha

Glare with Eerie Eyes (Diamondize)

Notes: This Mook is another member of the race the same as the Dept. Store Spook. It's not as strong, but it's a normal enemy, so it's a pain to take down. Aim for him first in any fight.

Whirling Robo

Field: A spinning blue diamond

Battle: A blue round robot with two arms  
HP: 374 PP: 36 Off: 78 Def: 90 Speed: 18 Exp: 5781  
Weakness: Freeze  
Actions: Beam \*  
Shield Alpha  
Cold Beam (Cold)  
Neutralizer

Notes: This upgrade to the Spinning Robo spins many times faster. The Shield makes it tough to remove from battle, so take down these guys last in a multiple enemy fracas.

Wooly Shambler  
Field: A spinning blue diamond  
Battle: A pink-shrouded red-eyed alien  
HP: 372-392 PP: Some Off: 81 Def: 91 Exp: 5397  
Actions: Beam \*  
PSI Flash Alpha  
PSI Shield Alpha

Notes: This shrouded phantasm isn't a huge threat, but the Flash can be a pain.

---

**Stonehenge Base - The gathering place of UFOs, Stonehenge is Giygaz' base of operations in this point in history. His army of Starmen are here, doing his bidding.**

Mook Senior  
Field: A spinning blue diamond  
Battle: An orange tentacled alien  
HP: 501 PP: 700 Off: 108 Def: 122 Speed: 25 Exp: 21055  
Weakness: Fire, Hypnosis  
Actions: PSI Fire Alpha  
PSI Freeze Beta  
Lifeup Alpha  
Glare With Eerie Eyes (Diamondize)

Notes: Definitely more of a pain than the Lesser Mooks, largely due to their relatively large HP count, which means kills in one round don't come often, leaving them open for attack.

Starman  
Field: A gray humanoid robot (Starman)  
Battle: See above  
HP: 545 PP: 155 Off: 103 Def: 126 Speed: 24 Exp: 23395  
Drops: Brain Food Lunch  
Actions: Beam \*\*  
PSI Magnet Alpha  
Shield Alpha  
Guard  
Sudden Guts Pill

Notes: The rank and file soliders of Giygaz' army. These boys warp around the area, and they're very easy to get behind when they do so.

Atomic Power Robot  
Field: A spinning blue diamond  
Battle: A gray globular robot with hoses

HP: 594 PP: 0 Off: 119 Def: 133 Speed: 25 Exp: 26940

Actions: Beam \*

Replenish Fuel Supply (Max HP)

Notes: This robot is responsible for maintenance in the base. It's body contains a rather limitless fuel supply, and it tends to use that more often than not. You should still save them until last in tussles, since they explode, damaging your party.

Starman Super

Field: A gray humanoid robot (Starman)

Battle: A yellow humanoid robot

HP: 568 PP: 310 Off: 112 Def: 129 Speed: 24 Exp: 30145

Weakness: Sword of Kings

Actions: Beam \*\*

Healing Omega

PSI Shield Beta

Guard

Call for Help (Starman)

Notes: This is an upgraded version of the Starman line, with great healing powers and an ability to call for help from other Starmen.

Of course, the SS is very special, as 1 out of every 128 has the Sword of Kings for Poo. Also, in addition to being able to use PSI Shield, the SS will already have one up at the beginning of battle.

Military Octobot

Field: A spinning blue diamond

Battle: A yellow sphere with tentacles

HP: 604 PP: 0 Off: 138 Def: 147 Speed: 26 Exp: 25605

Weakness: Fire

Actions: Beam \*

Coil and Attack (Hold)

Steal

Notes: Much like the Marauder Octobot, only built for station defense.

\*Starman Deluxe\*

Field: A grey Starman with spikes

Battle: See above

HP: 1400 PP: 418 Off: 143 Def: 186 Speed: 27 Exp: 160521

Actions: Beam \*\*

PSI Starstorm Alpha

PSI Shield Beta

Call for Help (Starman, Starman Super)

Notes: The commander of Stonehenge Base. This is a prototype for a new Starman line. The Starstorm, as you'll find out, is brutal on the receiving end. Make sure you use Jeff's Neutralizer to start with so you don't have PSI attacks reflected back at you.

=====

## **N. Tenda Village**

**Once you take care of the Stonehenge Base and cure the Tendas of their shyness, you can head down under the village.**

---

**Cave to Lumine Hole - Under the village, you'll find the passage to the seventh Your Sanctuary, not to mention a loooong hole that'll deposit you in the Lost Underworld.**

Fobby

Field: A small walking sphere guy

Battle: An orange sphere guy

HP: 240 PP: 19 Off: 98 Def: 84 Speed: 5 Exp: 18348

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack \*

Brainshock Alpha

HP-Sucker

Notes: A somewhat stronger cousin of the Foppy, which isn't saying much. Like Foppies, these guys can't concentrate until after four rounds have passed.

Uncontrollable Sphere

Field: A floating sphere with a smile

Battle: A black sphere with a smile

HP: 574-582 PP: Some Off: 116 Def: 134 Exp: 20390

Drops: Broken Antenna

Weakness: Fire, Hypnosis

Actions: Attack \*

PSI Fire Alpha

PSI Fire Beta

Laugh (Hold)

Notes: This rather insane sphere is a lot tougher than the original Smilin' Sphere, but it's worth fighting them to see if you can earn a Broken Antenna, which can be repaired to be the Gaia Beam.

Conducting Spirit

Field: A floating ball of electricity

Battle: A skeleton glowing yellow

HP: 583-616 PP: Lots Off: 130 Def: 139 Exp: 30390

Actions: PSI Flash Beta

PSI Thunder Beta

PSI Thunder Gamma

Notes: This shocking being has really nasty electricity-related powers, like his cousin, the Menace. He should be your first target in a scrap.

Hyper Spinning Robo

Field: A spinning blue diamond

Battle: A white round robot with two arms

HP: 5538 PP: 83 Off: 122 Def: 130 Speed: 28 Exp: 28866

Weakness: Freeze

Actions: Beam \*

Shield Beta

Disrupt Senses (Lose Concentration)

Notes: Not much is special about this upgrade to the Spinning Robo line, except its ability to erect a power shield as opposed to a normal one.

\*Electro Specter\*

Field: A shining spot

Battle: A blocky gray metal robot

HP: 3092 PP: 80 Off: 148 Def: 203 Speed: Exp: 261640  
Actions: Electrical Shock (PSI Thunder Beta)  
Hungry HP-Sucker  
Shield Killer  
Neutralizer

Notes: As you can see, the Electro Specter was pieced together from many tools and animated by Giygas. It's actually not as big of a problem as the other Sanctuary guardians, particularly if you've loaded Jeff down with Multi Bottle Rockets.

=====

## O. Lost Underworld

**This strange place that time forgot makes one seem quite small, particularly with all the huge dinosaurs stomping around. Ness' quest will reach a critical turning point in this place, as he strives for the final Your Sanctuary.**

---

**Plains of the Lost Underworld - If you're not "outside" of the cage erected by the Tenda, you're in danger of being attacked by these big guys.**

Wetnosaur  
Field: A green dinosaur  
Battle: See above  
HP: 1030 PP: 0 Off: 126 Def: 172 Speed: 17 Exp: 33100  
Weakness: Fire  
Actions: Stomp \*  
Tail \*\*\*  
Rumble (?)

Notes: This dinosaur seems a bit more docile than the Chomposaur. I'm not quite sure what the Rumble does, but it never worked on me, so I suggest not worrying about it.

Ego Orb  
Field: A yellow sphere with a face  
Battle: See above  
HP: 592 PP: 0 Off: 125 Def: 140 Speed: 17 Exp: 24180  
Weakness: Freeze  
Actions: Attack \*  
Tear Into You \*\*  
Lunge Forward \*\*\*

Notes: This giant globe is the easiest enemy to take down in this place. Nothing but physical attacks, regardless of how damaging they are, can be healed easily.

Chomposaur  
Field: A purple dinosaur  
Battle: See above  
HP: 1288 PP: 320 Off: 139 Def: 183 Speed: 17 Exp: 44380  
Actions: Tail \*\*  
Fire Alpha  
Fire Beta

Notes: The terror of the Lost Underworld. This lizard also has a power shield up, in addition to the abilities listed, so physical attacks will be a problem in the beginning. Use your strongest PSI if you can't avoid a fight with it.

---

**Cave of Fire Spring - This liquid hot area is home to the most fiery and tempermental beings on the planet. Hope you brought sunscreen.**

Soul Consuming Flame

Field: A ball of fire

Battle: A blob of fire with a face

HP: 602 PP: 0 Off: 131 Def: 6 Speed: 30 Exp: 37620

Weakness: Freeze

Actions: Edge Closer

Breathe Fire \*\* (All)

Spray Fire \*\*\* (All)

Fireball \*\*\*\*

Notes: As you can see, this hideous blob has some really nasty attacks.

The good news is that it has a very low defense, so if you concentrate your attacks, you should be able to defeat it in one round.

Evil Elemental

Field: A ball of fire

Battle: A transparent ghost face

HP: 564 PP: 0 Off: 121 Def: 136 Speed: 30 Exp: 35737

Weakness: Fire, Flash, Hypnosis

Actions: Attack \*

Possess (Possession)

Notes: This specter is probably the least of your worries in the Fire Spring. The only annoying part is the possibility for being possessed.

Psychic Psycho

Field: A ball of fire

Battle: A red-clothed guy on fire

HP: 591 PP: 252 Off: 124 Def: 144 Speed: 30 Exp: 30095

Weakness: Brainshock

Actions: PSI Fire Alpha

PSI Fire Beta

Notes: This burning individual is rife with fire powers, and he likes to show them off. He's dangerous, but not too hard to put on ice.

Major Psychic Psycho

Field: A ball of fire

Battle: A purple-clothed guy on fire

HP: 618 PP: 574 Off: 145 Def: 152 Speed: 31 Exp: 39248

Drops: Star Pendant

Actions: PSI Fire Beta

PSI Fire Gamma

PSI Shield Omega

Paralysis Alpha

Notes: It's not often that Giygas throws both ranks of an enemy at you, but you'll have to deal with the PP's much stronger friend, with nastier attacks and defenses. Take him out quick if you value your livelihood.

**\*Carbon Dog\***

Field: A shining spot

Battle: A dog on fire

HP: 1672 PP: 0 Off: 159 Def: 174 Speed: Exp: N/A

Actions: Howl (X)

Bite \*

Fireball \*\*

Spray Fire \*\*\* (All)

Charge Forward \*\*\*\*

Notes: The final guardian of the final Sanctuary is a malicious fiery canine. Those ranks of his attacks are if you don't have protection against fire, of course. Bite and Charge are basic physical attacks. Lay into him with your strongest attacks and PSI. Once you wear down his HP, he'll immediately turn into.....

**\*Diamond Dog\***

Field: N/A

Battle: A dog made out of diamond

HP: 3344 PP: 154 Off: 167 Def: 230 Speed: Exp: 337740

Actions: Bite Hard \*\*

Bite \*\*\*

Shield Beta

Notes: Less attacks, yes, but this rock-hard canine is still very deadly. He also immediately has a power shield up when he appears, so if your blow that knocked down the Carbon Dog was physical, look out. Neutralize his shield, then hit him with everything you've got to put the last guardian away and complete your melody.

=====

**P. Magican**

**Having drawn the melodies from all eight power spots in the world, Ness has completed the Sound Stone's song and was drawn to the world that exists in his mind: Magican. Here, he'll find his true power.**

---

**Path to the Sea of Eden - After leaving the protected part of his mind, Ness heads towards the center of his evil thoughts, in the Sea of Eden. The path along the way is littered with strange bad guys, naturally.**

Loaded Dice

Field: A gift box

Battle: A die with a top hat

HP: 307 PP: 0 Off: 146 Def: 113 Speed: 77 Exp: 10672

Actions: Call for Help (High Class UFO, Carefree Bomb, Electro Swoosh, Fobby)

Notes: That's all he can do. It's pretty annoying, really, especially when he calls up a Carefree Bomb. More on them, later. Anyway, even if he calls up ten Electro Swooshes, I still suggest taking out the Loaded Dice first.

Electro Swoosh

Field: A pair of floating eyes

Battle: Eyes with lightning bolts

HP: 543 PP: 338 Off: 140 Def: 156 Speed: 40 Exp: 17075

Actions: Send a Greeting (X)

Charge Forward \*\*

Electrical Shock (PSI Thunder Beta)

Notes: Seeing as how it's just you, the odds are that the shock won't hit, so this guy isn't all that dangerous.

Carefree Bomb

Field: A question mark

Battle: A sphere body and a conical head on white appendages

HP: 504 PP: 0 Off: 135 Def: 215 Speed: 31 Exp: 14941

Actions: Bomb \*\*

Super Bomb \*\*\*

Notes: This little guy really doesn't look a thing like a bomb, but they're what he uses, so c'est la vie. They don't use Super Bombs that often, so I guess you've got that goin' for you...

French Kiss of Death

Field: A question mark

Battle: A brown pair of lips

HP: 569-594 PP: 0 Off: ?? Def: ?? Exp: 19210

Actions: Kiss of Death (Poison)

Notes: Having no Jeff, it's tough to get a reading on its stats. As far as I know, that's its only attack, regardless of the fact that the original KoD could attack directly.

Mr. Molecule

Field: A question mark

Battle: A molecular model

HP: 280 PP: 21 Off: 118 Def: 97 Speed: 18 Exp: 8708

Actions: PSI Flash Alpha

PSI Freeze Alpha

PSI Thunder Alpha

Notes: These guys normally appear in groups. That attack list may look disconcerting, but the good news is that Mr. Molecules are just like Foppies, Fobbies, and Slugs. They can't concentrate until four rounds of combat have passed, so you're in good shape.

---

**The Sea of Eden - The Kraken lives on in Ness' memory, and patrols the waters of the Sea of Eden. Fight as many as you want before approaching the object that looks like the Mani Mani Statue.**

Ness's Nightmare

Field: A golden statue

Battle: See above

HP: 1654 PP: 882 Off: 172 Def: 253 Speed: 31 Exp: 89004

Actions: PSI Special Alpha

PSI Special Omega

Lifeup Beta

Shield Beta

Glorious Light (PSI Flash Omega)

Notes: Your nightmare uses your own special power against you. In the opening of the match, it'll have a psychic power shield up, so do NOT



use your PSI attack powers on it. Just normally attack until it invokes Shield Beta, after which you can attack it with the full force of your mind. Be sure to Lifeup if your HP gets too low. Once you defeat it, you'll become one with the earth and receive an extra 300000 experience points.

=====

## Q. Endgame

**Giygas has failed in his quest to stop you. You have succeeded in becoming one with the earth, and your physical and mental strength is far greater than anything any human could imagine. It's time to take the fight to Giygas now and rid the world of this evil.**

---

**Return to Onett - To power the Phase Distorter to take you to Giygas, you'll need a piece of the meteorite in Onett. Giygas sensed you needed this and deployed some of his fiercest soldiers to stop you from reaching the summit of the hill.**

Ghost of Starman

Field: A spinning blue diamond

Battle: A black and purple Starman

HP: 750 PP: 462 Off: 152 Def: 170 Speed: 46 Exp: 48693

Actions: PSI Starstorm Alpha

Menacing Smile (X)

3 (X)

2 (X)

1 (X)

PSI Starstorm Omega

Notes: Giygas ripped the silicon souls of deceased Starmen, and amplified their power many times. This beast will attack in the exact order described above. It'd be wise to destroy him before he gets to Starstorm Omega, even though you could just use Lifeup Omega to stop the dying.

Evil Eye

Field: A spinning blue diamond

Battle: A pink eye with legs

HP: 720 PP: 400 Off: 141 Def: 162 Speed: 38 Exp: 46373

Weakness: Freeze

Actions: Attack \*

Brainshock Omega

Glare with Eerie Eyes (Diamondize)

Notes: Not a big threat compared to the Ghost of Starman, but a nasty bugger, especially if he diamondizes you.

Mechanical Octobot

Field: A spinning blue diamond

Battle: A green sphere with tentacles

HP: 768 PP: 0 Off: 163 Def: 81 Speed: 44 Exp: 41743

Actions: Beam \*

Steal

Mysterious Electric Field (?)

Notes: Compared to the other bad guys in Onett, this one's a pushover. I'm not sure what the Field does, but it hasn't worked when I've been around.

---

**Cave to the Past - Your brain has been transferred into a robot so you could survive the journey to the past and destroy Giygas. Giygas is naturally furious at this intrusion and has created the most powerful creatures to stop you before you get to him. You'll also meet some more Ghosts of Starman while you're here.**

Nuclear Reactor Robot

Field: A spinning blue diamond

Battle: A purplish globular robot with hoses

HP: 768 PP: 0 Off: 147 Def: 176 Speed: 43 Exp: 53867

Drops: Super Bomb

Actions: Beam \*

Fuel Supply (Full HP)

Notes: The second in the power robot line doesn't do anything different, but he's tougher to remove from the fight, particularly with the HP restoring.

Wild n' Wooly Shambler

Field: A spinning blue diamond

Battle: A white-shrouded purple-eyed alien

HP: 722 PP: 212 Off: 171 Def: 38 Speed: 144 Exp: 33820

Actions: Beam \*

PSI Flash Beta

PSI Shield Beta

Notes: A relatively easy enemy, the more powerful phantasmic Shambler has the psychic power shield, but any smart person would save his PSI for later, so it's not a big deal.

Ultimate Octobot

Field: A spinning blue diamond

Battle: A pink sphere with tentacles

HP: 768 PP: 0 Off: 147 Def: 176 Speed: 43 Exp: 47153

Actions: Beam \*\*

Steal

Mysterious Electric Field (?)

Notes: I still don't know what the Field does. This final product in the Octobot series is still not a big problem compared to the other enemies.

Squatter Demon

Field: A spinning blue diamond

Battle: A purple face (Boogey Tent-like)

HP: 767-774 PP: Some Off: 158 Def: 192 Exp: 48130

Weakness: Fire

Actions: Bite Hard \*\*

Bite with Poison Fangs \*\* (Poison)

Hypnosis Alpha

Shield Killer

Notes: This face will remind you of your battles with the Boogey Tent way back in Threed. Despite the odd nature of this disembodied face,

he's not a big threat.

#### Bionic Kraken

Field: A spinning blue diamond

Battle: A purple sea snake with no eyes and a big mouth

HP: 900 PP: 60 Off: 155 Def: 195 Speed: 42 Exp: 50305

Actions: Crashing Boom Bang (PSI Thunder Beta)

Breathe Fire (PSI Fire Beta)

Tornado \*\*\* (All)

Pale Green Light (Neutralizer)

Notes: This reconstructed Kraken (proof that Giygas himself created the beast) is rare, but harsh, especially when it whips out the tornado attack. Fortunately, the BK will always face off against you alone.

#### Final Starman

Field: A spinning blue diamond

Battle: A pinkish-goldish Starman with spikes

HP: 840 PP: 860 Off: 178 Def: 187 Speed: 47 Exp: 61931

Actions: Menacing Smile (X)

PSI Starstorm Alpha

PSI Starstorm Omega

Healing Omega

Shield Beta

Brainshock Omega

Notes: The ultimate form of the fabled Starman series. Giygas has pulled out all the stops in creating his greatest Starman force. The wealth of psychic attacks is bad enough, but it also comes equipped with a psychic power shield.

---

#### The Final Battle

##### Giygas (Devil's Machine)

Battle: A horrific tentacled beast with the face of Ness

HP: N/A PP: Tons Off: 255 Def: 255

Weakness: Brainshock

Actions: PSI Special Alpha

PSI Special Beta

Notes: The universal cosmic destroyer. Giygas mocks you by assuming your very likeness and using your own powers. Even though I know you're itching to lay as much smack down on Giygas as you can now, you **MUST NOT ATTACK HIM**. Giygas' Devil's Machine will reflect all attacks back at your own party. Focus instead on your other target...

##### Heavily Armed Pokey

Battle: Pokey in a mechanical spider thingy

HP: About 2500 PP: 0 Off: 145 Def: 255

Weakness: Brainshock

Actions: Charge Forward \*\*\*

Tear Into You \*\*\*

Stinky Gas (All Off/Def Down)

Notes: A thorn in your side the entire adventure. The worst person in your neighborhood is now your worst enemy. Now, he assists Giygas in his horrible plans, which he believes gives Giygas the edge over you. Focus your attacks on Pokey. When you drain about 2500 HP, Pokey will

turn off Giygas' Devil's Machine, revealing his true, terrifying form.

Giygas (benign)

Battle: He's....red

HP: About 2500 PP: ??? Off: 255 Def: 255

Weakness: Brainshock

Actions: ?????? (All Fire)

?????? (All Freeze)

?????? (Thunder X 2)

?????? (Flash Omega)

Notes: The Devil's Machine served many purposes. It protected Giygas from attack. It disguised his true form. Unfortunately, it also contained him and his horrible power. Now, his power has expanded to the point where it destroyed his mind, making him, as Pokey puts it, an all-mighty idiot. The power disrupts you to the point that you can't determine what kind of attacks Giygas is using. Use all your best powers on him, now that he's no longer protected. Once you cause about 2500 damage, Pokey will come by once more to taunt you.

Giygas (final)

Battle: He's....red....and TICKED

HP: About 50000 PP: ??? Off: 255 Def: 255

Weakness: Brainshock

Actions: ?????? (All Fire)

?????? (All Freeze)

?????? (Thunder X 2)

?????? (Flash Omega)

Notes: It's hopeless. Giygas is far too powerful to beat with just the four of you in pathetic little robot shells. Pokey knows this, too. Your only hope is to reach out across the space-time continuum. It'll take the combined prayers of all across the world to defeat Giygas. Have Paula Pray.

1st time: Dr. Andonuts, Apple Kid, and the Mr. Saturns

2nd time: The Runaway Five

3rd time: Paula's family and the Polestar Preschool

4th time: Tony, Maxwell, and the Snow Wood Boarding School

5th time: Women of Dalaam

6th time: Frank Fly

7th time: Mom, Tracy, and King

8th time: Paula's call

is absorbed

by the darkness...

9th time: A familiar person will step in and pray for Ness and his friends, even having never met them before, which will destroy Giygas.

Although you'll never be able to return to your old lives, you can rest in your broken robot shells, knowing you've saved the world...