

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.

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.

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.

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.

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.

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...

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 Giygas' 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 Giygas' 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 Starman. 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.