

Hold: This is a situation where you cannot move or are "solidified". You cannot perform any actions except PSI, Pray, Spy, or Mirror. You should return to normal after one round, but on rare occasions, you'll be frozen for more than one round. Turns the area around your name a solid purple.

Cold: You have a runny and sniffly nose and will lose about 5 HP per round of battle. Cured by at least Healing Alpha, a Cold Serum, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a runny nose on your Status Window. You'll also see red flashes in the field indicating your loss of HP.

Sunstroke: The sun is too much for you and you lose about 5 HP per round of battle. Cured by at least Healing Alpha, a Wet Towel, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a sun on your Status Window. You'll also see red flashes in the field indicating your loss of HP.

Sleep: An enemy has lulled you to sleep, and you'll be out for the next round. There's a chance of waking up the next round, but it's not guaranteed. Also, if you get hit, there'll be a chance you wake up. Cures automatically after battle, or with at least Healing Alpha, a Refreshing Herb, or something stronger. Shows up as Z's in your Status Window.

Lose Concentration: You can still think and act rationally, but you lose your focus and can't use PSI. Cures after a few turns, or after battle. Your PP window is X-ed out while this is in effect.

Poison: You're filled with horrible poison and will lose about 20 HP per round of battle. Cured by at least Healing Beta, a Vial of Serum, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a skull and crossbones in your Status Window. You'll also see red flashes in the field indicating your loss of HP.

Crying: You're blinded by your own tears and your ability to hit enemies goes way down. Cured automatically after battle, or with at least Healing Beta, a Refreshing Herb, or something stronger. Shows up as an eye with a tear in your Status Window.

Nausea: You feel sick to your stomach and will lose about 20 HP per round of battle. Cured by at least Healing Beta, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a frown with X-ed eyes in your Status Window. You'll see your character sweating and red flashes in the field, indicating your loss of HP.

Feeling Strange: You cannot focus and may attack your friends or enemies alike. Cured automatically after battle, or with at least Healing Beta, a Refreshing Herb, or something stronger. Shows up as a weird swirl in your Status Window.

Numbness: You become paralyzed and cannot move. You can't perform any actions except PSI, Pray, Spy, or Mirror. Cured by at least Healing Gamma, a Secret Herb or something stronger, or seeing a Healer, Dr. Saturn, or using hot springs. Shows up as zigzag lines in your

Status Window. You will also with very slow frames in the field.

Diamondized: The carbon in your body condenses and you become as hard as a diamond, and cannot do anything. Cured by at least Healing Gamma, a Secret Herb or something stronger, or seeing a Healer, Dr. Saturn, or using hot springs. Shows up as a diamond in your Status Window, and turns your window borders red. In the field, you will appear to be a person made out of diamond.

Mashroomized: A mushroom sprouts from your head. After a few rounds, you will not be able to focus and may attack your friends and enemies alike. Cured by visiting a Healer, a girl collecting mushrooms, Dr. Saturn, or using hot springs. Shows up as a mushroom in your Status Window. In the field, you'll see the mushroom on your head, and soon, you won't be able to walk straight.

Possession: A ghost haunts you. Every round of battle, it'll either attack for 1 HP of damage, or use its icy hand to solidify you for a round. Cured by visiting a Healer, Dr. Saturn, or using hot springs. In the field, you'll see a ghost floating around you.

Unconsciousness: When you get hit for mortal damage, you HP will roll to zero. If you can heal yourself before you get to zero, you'll be all right, but if you don't, you'll pass out and the window borders will turn red. You can be revived by at least Healing Gamma, a Secret Herb or something stronger, visiting a Nurse, or Dr. Saturn. In the field, the affected character will be a transparent ghost.

Homesickness: Only Ness can be afflicted with this, and it happens randomly and without warning. Once Ness's turn comes around, he'll waste a turn thinking about home, his mom, or his favorite food. When this happens, the only cure is to call home to Mom.