

## 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 Giygaz 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.