

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.