DemiKids: Light Version Fusion Guide

by bsperan   Updated to v0.77 on Apr 27, 2010

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                    DemiKids: Light Version
                       THE FUSION GUIDE

                  Version 0.77 (February 10, 2013)
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=== 1. INTRO ===

Despite the U.S. editions being released more than 6 years ago, there are still
not many guides, tips, or hints for either DemiKids version. When I started
this guide there were only two walkthroughs for the Light Version, three
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walkthroughs for Dark, a Demonary, and a couple Relic Fusion guides for each. But good cheats and secrets are hard to come by for either version and certain types of info is simply unavailable. For instance, there was no fusion guide available for either.

Many gamers are now leaving the GameBoy and its games behind and switching to the Nintendo DS, so it seemed unlikely to me that new guides would be written for this. As I am playing through DemiKids, I needed to write my own fusion notes and charts anyway and I figured I might as well share it with others.

NOTE ABOUT RELIC FUSION: I will not cover this fusion type. Someone already created a good relic fusion guide for Light Version.

If you have any additional info, constructive criticism, or suggestions you can contact me {at}: bsperan {aT} mail {d0T} com. But this is my first game FAQ, so please keep it brief and be considerate.

= 1.1 VERSION HISTORY =

-> 0.77 - 2/10/13 - Just a minor update to the credits.

-> 0.76 - 3/25/10 - I lost interest in DemiKids about two years ago. But I had planned on picking it up again someday to finish the game and this guide. (Life happens.) Sadly, the PC I with my most recent notes and game saves suffered a hard drive crash. (That makes three Maxtor drives that have failed.) I might be able to recover some data from it, but for now I'm releasing what I've got. Also, I finally realized that 3-entity fusion is only possible by doing fusion with a friend (i.e., GBA Game Link cable), so I probably won't finish it.

-> 0.6 - 2/18/08 - First version is complete. I plan on updating it after more research into fusion. While there is a "Rank Increase FAQ" for DemiKids: Dark Version, I still do not understand how "pure blood" fusion applies to Light Version. Also, I've yet to formulate 3-entity fusion. [Note: Unreleased FAQ]

= 1.2 AUTHOR'S NOTE ON TERMINOLOGY =

Although the Japanese term for "demon" can refer to any type of supernatural being, I despise using the English word. In my opinion, this was a very poor choice for translation as this means something quite different in English. So, although doing this will upset some DemiKids and Megaten fans, I will be using the term "entity" here instead. (I mean, does it really make sense to refer to everything, from fairies to angels to deities as "demons"?)

= 1.3 NOSTALGIA =

Those who are familiar with Shin Megami Tensei I and II may notice that, in DemiKids, fusion requires much more entities to get good results. I've examined the fusion level formulas for both DemiKids and the Shin Megami Tensei series and I can see why. You do not get nearly as much level increase in DemiKids and this might make it seem like fusion isn't worth the effort. It often seems much easier just to wait and recruit some new enemies in the next area.

That said, fusion in DemiKids does have some distinct advantages. Most notably, the ability of fusion results to inherit spells and powers is quite useful. Further, players are allowed to collect and hold many dozens of entities at a time - including more than one of the same type. That's a lot easier than using fusion when you're limited to holding just 6 or so at a time! The ability to hold more allows more variety and strategy, too. Finally, it's a whole lot

easier and faster to recruit entities in DemiKids.

=== 2. TWO-ENTITY FUSION ===

This is probably what a lot of DemiKids fans have been looking for. There were
charts and lists like these in the Shin Megami Tensei FAQs and they made fusion
a lot easier! In DemiKids about every 2-entity combination is possible, except
for fusions involving two of the same type, or any Zombie Types or Boss Types.
Still, both Boss and Zombie types CAN be fused with your Guide. (Go figure...)

ALT Types: It seems that the only method of obtaining Alt types might be as the
result of a 'failed' fusion. Neither a normal 2-entity fusion nor relic fusion
is capable of creating an Alt type. And the Demonary Quiz does not give one as
a reward, either.

Myth Type: I do not list this in my charts. That's because every entity can be
combined with Myth type, but the result is always Myth type. It doesn't matter
much anyway, because your Guide is the only Myth type in the game.

= 2.1 TWO-ENTITY FUSION TABLE =

For 2-entity fusion, the Type can be determined by this table:

```
Type| Go Ev Ho Dr Bi Bs Og Gh Fn Al Zm Bo
------------------------------------------
 Go | -X Ho Gh Ho Bs Og Dr Dr Bs Fn -X -X
 Ev | Ho -X Dr Bi Ho Gh Bs Fn Dr Og -X -X
 Ho | Gh Dr -X Go Fn Go Go Og Bs Dr -X -X
 Dr | Ho Bi Go -X Go Bi Ev Bs Bi Go -X -X
 Bi | Bs Ho Fn Go -X Fn Gh Ho Dr Ev -X -X
 Bs | Og Gh Go Bi Fn -X Gh Og Ev Bi -X -X
 Og | Dr Bs Go Ev Gh Gh -X Ev Bi Bs -X -X
 Gh | Dr Fn Og Bs Ho Og Ev -X Ho Ho -X -X
 Fn | Bs Dr Bs Bi Dr Ev Bi Ho -X Go -X -X
 Al | Fn Og Dr Go Ev Bi Bs Ho Go -X -X -X
 Zm | -X -X -X -X -X -X -X -X -X -X -X -X
 Bo | -X -X -X -X -X -X -X -X -X -X -X -X
------------------------------------------
Type| Go Ev Ho Dr Bi Bs Og Gh Fn Al Zm Bo
```

  Type Abbreviations:

```
Go: Good         Ev: Evil         Ho: Holy         Dr: Dragon       Bi: Bird
Bs: Beast        Og: Ogre         Gh: Ghost        Fn: Fiend        Al: Alt
Zm: Zombie       Bo: Boss         -X: NO FUSION
```


= 2.2 TWO-ENTITY FUSION FORMULA =

- BEAST FORMULA -

```
Alt      +       Ogre    =       Beast
Bird     +       Good    =       Beast
Dragon   +       Ghost   =       Beast
Evil     +       Ogre    =       Beast
Fiend    +       Good    =       Beast
Fiend    +       Holy    =       Beast
Good     +       Bird    =       Beast
```

```
Good      +      Fiend     =      Beast
Holy      +      Fiend     =      Beast
Ghost     +      Dragon    =      Beast
Ogre      +      Alt       =      Beast
Ogre      +      Evil      =      Beast


- BIRD FORMULA -

Alt       +      Beast     =      Bird
Beast     +      Alt       =      Bird
Beast     +      Dragon    =      Bird
Dragon    +      Beast     =      Bird
Dragon    +      Evil      =      Bird
Dragon    +      Fiend     =      Bird
Evil      +      Dragon    =      Bird
Fiend     +      Dragon    =      Bird
Fiend     +      Ogre      =      Bird
Ogre      +      Fiend     =      Bird


- DRAGON FORMULA -

Alt       +      Holy      =      Dragon
Bird      +      Fiend     =      Dragon
Evil      +      Fiend     =      Dragon
Evil      +      Holy      =      Dragon
Fiend     +      Bird      =      Dragon
Fiend     +      Evil      =      Dragon
Good      +      Ghost     =      Dragon
Good      +      Ogre      =      Dragon
Holy      +      Alt       =      Dragon
Holy      +      Evil      =      Dragon
Ghost     +      Good      =      Dragon
Ogre      +      Good      =      Dragon


- EVIL FORMULA -

Alt       +      Bird      =      Evil
Beast     +      Fiend     =      Evil
Bird      +      Alt       =      Evil
Dragon    +      Ogre      =      Evil
Fiend     +      Beast     =      Evil
Ghost     +      Ogre      =      Evil
Ogre      +      Dragon    =      Evil
Ogre      +      Ghost     =      Evil


- FIEND FORMULA -

Alt       +      Good      =      Fiend
Beast     +      Bird      =      Fiend
Bird      +      Beast     =      Fiend
Bird      +      Holy      =      Fiend
Evil      +      Ghost     =      Fiend
Good      +      Alt       =      Fiend
Holy      +      Bird      =      Fiend
Ghost     +      Evil      =      Fiend


- GOOD FORMULA -

Alt       +      Dragon    =      Good
Alt       +      Fiend     =      Good
```

```
Beast    +    Holy    =    Good
Bird     +    Dragon  =    Good
Dragon   +    Alt     =    Good
Dragon   +    Bird    =    Good
Dragon   +    Holy    =    Good
Fiend    +    Alt     =    Good
Holy     +    Beast   =    Good
Holy     +    Dragon  =    Good
Holy     +    Ogre    =    Good
Ogre     +    Holy    =    Good
```

- HOLY FORMULA -

```
Alt      +    Ghost   =    Holy
Bird     +    Evil    =    Holy
Bird     +    Ghost   =    Holy
Dragon   +    Good    =    Holy
Evil     +    Bird    =    Holy
Evil     +    Good    =    Holy
Fiend    +    Ghost   =    Holy
Good     +    Dragon  =    Holy
Good     +    Evil    =    Holy
Ghost    +    Alt     =    Holy
Ghost    +    Bird    =    Holy
Ghost    +    Fiend   =    Holy
```

- GHOST FORMULA -

```
Beast    +    Evil    =    Ghost
Beast    +    Ogre    =    Ghost
Bird     +    Ogre    =    Ghost
Evil     +    Beast   =    Ghost
Good     +    Holy    =    Ghost
Holy     +    Good    =    Ghost
Ogre     +    Beast   =    Ghost
Ogre     +    Bird    =    Ghost
```

- OGRE FORMULA -

```
Alt      +    Evil    =    Ogre
Beast    +    Ghost   =    Ogre
Beast    +    Good    =    Ogre
Evil     +    Alt     =    Ogre
Good     +    Beast   =    Ogre
Holy     +    Ghost   =    Ogre
Ghost    +    Beast   =    Ogre
Ghost    +    Holy    =    Ogre
```


= 2.3 TWO-ENTITY FAILED FUSION =

The fusion instructions mention this about the in-game fusion lab chart:

   "Green indicates that success is predicted."
   "Aqua indicates that failure is possible."
   "O and x indicate if Fusion is possible or not."
   "[Circle with dots] indicates a chance of Fusion failure."

This means some combinations are guaranteed to succeed, while others are not.
If a fusion fails, a different entity than what was predicted will result. The

result of failure always belongs to the Alt Type and it is not random. It is
fixed and entirely predictable. (In order to calculate exactly what a failed
result will be, see section 4.1 Special Case: Failed Fusion.)

The following Type fusion combinations have a chance of failure:

```
Beast   +       Evil
Beast   +       Good
Bird    +       Evil
Dragon  +       Good
Evil    +       Bird
Evil    +       Fiend
Evil    +       Good
Evil    +       Ghost
Evil    +       Holy
Evil    +       Ogre
Fiend   +       Evil
Good    +       Beast
Good    +       Dragon
Good    +       Evil
Good    +       Ghost
Good    +       Holy
Good    +       Ogre
Ghost   +       Evil
Ghost   +       Good
Holy    +       Evil
Holy    +       Good
Ogre    +       Evil
Ogre    +       Good
```

=== 3. THREE-ENTITY FUSION ===

Only possible by fusing one of your entities with friends' entities (via the
Game Link). But figuring out those formula is beyond my patience and interest.

=== 4. CALCULATING THE LEVEL ===

To determine the actual entity that will result from fusion, first consult
section 2.1 or section 2.2 to calculate Type. Then calculate the "Target Level"
with one of the following formulas. PLEASE NOTE THAT ALL 4 OF THESE FORMULAS
WORK THE SAME! I'm only providing 4 different versions because some may find
one method faster to calculate or remember than the others.

- 1'ST TARGET LEVEL FORMULA -

   INT ((Lv. of 1'st entity + Lv. of 2'nd entity) / 2 + 2)

INT stands for integer, which means you need to drop any remainder or decimal
fraction. Alternatively, you could use this:

- 2'ND TARGET LEVEL FORMULA -

   ROUND ((Lv. of 1'st entity + Lv. of 2'nd entity + 3) / 2)

The ROUND means to round the decimal up to the next integer, of course.

Whether you use the 1'st or the 2'nd formula, the actual result of fusion will
be the lowest level entity within the projected Type whose level is EQUAL to OR

HIGHER than the Target Level.

This is where Section 7 (see below) comes in real handy! But do remember to
consider entities marked with '#' as the most likely candidates, as these are
the ones I've confirmed as fusion results. But, Section 7 is a work-in-progress
and I haven't been able to test all the combinations yet.

Some people might find it easier to use this 3'rd method instead:

- 3'RD TARGET LEVEL FORMULA -

   INT ((Lv. of 1'st entity + Lv. of 2'nd entity) / 2 + 1)

Alternatively, you could use this formula:

- 4'TH TARGET LEVEL FORMULA -

   INT ((Lv. of 1'st entity + Lv. of 2'nd entity + 2) / 2)

Using either the 3'rd or 4'th formula, the actual result of fusion will be the
lowest level entity within the projected Type whose level is HIGHER (not equal)
than the Target Level.

IMPORTANT NOTE: All of these formula should work, but only if you take into
consideration how only some of the entities listed in Section 7 can result from
fusion. So, for example, if you use the 1'st Formula and you want to fuse a
Chefros (level 4) with a Gnome (level 1), you will get a Beast Type with the
following Target Level:

   INT ((4 + 1) / 2 + 2) = INT (2.5 + 2) = 4

If you look in Section 7 (ENTITY TYPE LISTS) you will see that there is no
level 4 Beast Type. There are five different level 5 Beast Types. However, none
of these level 5 Beasts are marked with an '#', meaning that I have not been
able to confirm whether these can result from 2-entity fusion (probably not).
The next highest Beast Type that I have confirmed is the Centaur, at level 6.
So a level 6 Centaur will be the result.

= 4.1 SPECIAL CASE: FAILED FUSION =

Unfortunately, my Target Level formulas do not work with Failed Fusion. These
are calculated a bit differently:

1. First, take a note of the level of the INTENDED result of fusion. We'll call
   this the "Intended Level."
2. Subtract 1 from this number.
3. Within the Alt Type family, find the species marked with '#' that is CLOSEST
   to this number (Intended Level - 1).

NOTE: In cases where (Intended Level - 1) is exactly between the level of two
different '#' species, the preference is given to the one with the lower level.

So, for example:

You combine a Centaur (Lv. 6) with a Laksmi (Lv. 12) and the usual (Intended)
result is a Thumurai (Lv. 12). So you subtract 1 from the Intended Level
(Lv. 12) and get 11. If you look in section 7 you will see that the Mokele is
level 9 and marked with '#' and the Agathion is level 13 and marked with '#'.
In this case, 11 is in the middle and so the preference goes to the lower one:

Mokele (Lv. 9).

=== 5. FUSION TIPS ===

Here are some important fusion tips:

= 5.1 FUSION ORDER IS IRRELEVANT =

The order in which entities are fused does not affect the result. For example,
a fusion of a Tsunami and a Windfrag will always result in a Krane, regardless
of which is the 1st entity and which is the 2nd. (Fusion order may or may not
be relevant with Item or Relic Fusion as I'm unfamiliar with those methods.)

= 5.2 ALIGNMENT & FUSION RESULTS =

  E - Earth
  N - wiNd
  W - Water
  T - Thunder
  I - Ice
  F - Fire
  L - Light
  D - Dark

The alignment resulting from fusion is specific to each species of entity. That
is, the alignment is the same as if the player had recruited the entity. Most
of the abbreviations are simple and I only found it difficult to remember that
N stands for wiNd.

= 5.3 ALIGNMENT CONFLICTS =

Alignment plays a key role in both the strengths and weaknesses to certain
attacks and whether or not certain spells can be inherited. Some alignment
conflicts are obvious, but some are not. This is what I found:

* Light is the opposite of Dark; weak against Dark and strong against Light
* Dark is the opposite of Light; weak against Light and strong against Dark
* Ice is weak against Fire and strong against Water and ESPECIALLY Ice
* Fire is weak against Ice and strong against Thunder and ESPECIALLY Fire
* Water is weak against Thunder and strong against Earth and ESPECIALLY Water
* wiNd is weak against Earth and strong against Thunder and ESPECIALLY wiNd
* Earth is weak against wiNd and strong against Water and ESPECIALLY Earth
* Thunder is weak against Water and strong against wiNd and ESPECIALLY Thunder

[BTW: If you are certain I'm mistaken, then do email me a correction.]

Note that there are no less than SIX alignments that have stronger than normal
resistance to either Water or Thunder! (That's three for each!) Anotherwords,
every alignment except Light and Dark have stronger than normal resistance to
either Water or Thunder. In contrast, there are only four alignments which have
stronger than normal resistance to either wiNd or Earth. (That's two for each.)
Further, it seems the only alignment strong against Ice, Fire, Light or Dark is
itself. However, Light and Dark are ONLY strong against itself, while the rest
seem to have a slight resistance to another alignment in addition to it's own.

Obviously, this means it is extremely likely that one or more of your opponents

will have at least some resistance to Water and/or Thunder. Personally, I would
avoid inheriting such attack spells. Further, I believe this means that, in
theory, having entities of the alignments Ice and Fire might be most effective
in combat against computer opponents. I believe if you can get your entities to
inherit attacks of Light, Dark, Ice and Fire you're pretty well set. However,
when in battle against another player (via the Game Link), all bets are off.

= 5.4 RECRUITING VS. FUSION =

There seems to be four main differences between an entity you recruit and the
same entity obtained through fusion. (This game really reminds me of Pok鴛on.):

1. There is something called "Rank" that can be increased for some entities
through a special type of fusion. Rank indicates how close an entity is to
evolving into a UNIQUE, higher level entity of its Type. This is like when you
use fusion to combine an entity with your Guide. Basically, its Rank will
increase a bit. When this Rank is increased enough, your Guide will evolve into
the next stage (i.e., your Rox will evolve into Arch Rox). In the Dark version
rank can only be increased FOR CERTAIN ENTITIES and this is done by combining
two or more of the same entity together. Supposedly, this is the only way to
obtain certain species of entities. However, I have been unable to do this yet
in Light (aside from the Guide) and I'm not sure how it can be done. Research
is needed...

2. By combining via fusion, the resulting entity can inherit up to 3 spells
from the 'parents'. However, some spells can not be inherited under certain
conditions, such as spells that would conflict with the result's alignment. For
example, a Windmare could never inherit the spell "Heal All" because Windmares
have a Dark alignment and "Heal All" is a Light-based spell. And, obviously, if
the resulting entity naturally has a particular spell, then this particular
spell is already given and will not be listed as a choice to be inherited.

3. It seems that when you use fusion, in addition to the usual spells and
skills, the result will gain a new spell or skill that it would not have if it
were merely recruited. This spell or skill may be something that neither parent
had, so this is not merely inheritance. Take a look at Yami Shuryou's
Demonary and you will see a lot more spells and skills listed than those you
will find on the entities you recruit. Recruits will ONLY have the first three!
So far, I've only been able to 'unlock' the fourth spell or skill listed for
any entity through fusion. I've even tried several 'stages' of combining
different entities, but so far it does not seem to make a difference. Perhaps
it takes a special type of fusion or even extensive training with trainers to
unlock the rest? I don't know.

Do keep this in mind when looking through Yami's Demonary to choose the parents
for fusion. Only the first three spells and skills listed are guaranteed, but
the fourth is unlockable by any type of fusion. So, for example, don't try to
fuse a Makara with something in the hopes of inheriting its Defboost spell (the
5'th spell/skill listed). It's not going happen... unless you know a lot more
about fusion than I do. You COULD have something inherit the Makara's Heal All
spell, but only if you created the Makara through fusion in the first place.

4. On some occasions, the fusion result will ask the player whether or not to
inherit a Special Power from one of the parents. This can allow an entity to
have a Special Power that it would not normally have. This could be rather
useful, especially since many entities do not normally have a Special Power.
However, while some Special Powers are a major advantage, others are mediocre
or even nearly worthless. Keep in mind that an entity can only have ONE of
these. So if you choose 'Yes' and the result inherits this power, it will

replace whatever Special Power (if any) that it would have normally. Sadly, you are not told what power is being replaced, only what power is available to be inherited. (You may want to look this up in Yami Shuryou's Demonary beforehand.) I do not yet understand the conditions required for Special Power inheritance. It could be random for all I know.

Anyway, this inheritance stuff can be a major boon, so do take advantage of it. But remember that only 3 spells can be inherited (provided they don't conflict with alignment) beyond what the resulting entity normally starts with. And an entity can only have 1 special power, period. A clever player might plan well in advance what spells and special power he would want for a particular entity and then plan a series of fusions in order to get the desired result.

= 5.5 TAKING ADVANTAGE OF FAILED FUSION =

Remember that Failed Fusion always results in an Alt Type and it is the ONLY way to get an Alt Type. Players can take advantage of this by trying to "force" a Failed Result. By this I mean save the game immediately beforehand and then try a fusion combination from section 2.3 - or marked with [Circle with dots] - where failure is possible. Then, if fusion succeeds (which it usually does), you can load the game and try again. By my estimate, I would say such fusion only fails somewhere between 1 in 10 and 1 in 20 times. Sometimes it fails on the first attempt and sometimes it won't fail after dozens of attempts. On occasion I've made over 30 attempts before it finally failed. Personally, I find Alt Types come in handy to create certain entities. However, I often wonder if it's worth the effort. (Probably only if you are trying to inherit certain spells or powers, or if you can use a load state.)

=== 6. HIDDEN ENTITIES ===

Sometimes when you are wandering around the maps and press 'A' in certain locations you will come across a unique hidden entity that can not be found or obtained anywhere else. This entity will ask for a password and then give a hint ("See Nintendo Power issue 175"). You only have one chance to answer correctly or else it will vanish forever...

It's extremely difficult to find info about these hidden entities. If they bother to tell you anything about them, some sources might tell you this much:

```
Password ...... Effect
-------- ...... ------
Atlus ......... Get Chot
Light ......... Get Ikonda
Dark  ......... Get Lucifroz
Megami ....... Get Pandora
Tensei ....... Get Starhair
```

However, these are just the passwords - not where to find them. All most sources will say is "First find such-and-such and then enter 'password'." And these do not show up on your Guide's radar. You have to search the location where they are hiding. Just go to the location specified and press 'A'.

It seems that the passwords for the Light Version are the same as the Dark Version. And most of the locations are the same, too:

* Chot is West of the Time Tower. Go left, jump up to a floating island with
  a chest with Revive Orb, jump up again, and find Chot in the right corner.

```
* Ikonda is in Frostville in a Bookshelf.
* Lucifroz is in the Ice Temple by the throne, behind where King Icy was.
* Starhair is on one of the last levels of Deep Hole, in the back of a large
  empty room.
* Pandora is in Limbo Prison, inside the cell with two beds. Search the beds.


=== 7. ENTITY TYPE LISTS ===

I compiled these lists in order to make fusion easier to figure. I found it
really helps to be able to tell at a glance which entities of a given Type are
of a lower or higher rank. It helps with planning ahead and figuring exactly
which entities you will need for a particular fusion, and what to aim for.
Among other things, it can help to figure what entity you should get if you
increase the Rank of an entity through fusion. There were something like these
lists in the Shin Megami Tensei FAQs and I found them indispensable.

Unfortunately, for many Types there are bunches of entities with the same
level. Sometimes there are as many as 4 entities of the same level for a given
type. It will take some research to figure out which ones are obtainable
through fusion and which are not.

! - indicates a unique hidden entity; can NOT result from fusion
* - indicates the different forms of your Guide, also unique
# - indicates that I've confirmed it CAN result from fusion

= 7. a) ALT TYPES =

Roog .... L (Lv. 56)
Zypher .. L (Lv. 56)
Odin .... T (Lv. 54)
Loki .... I (Lv. 53)
Helldog . F (Lv. 53)
Nesha ... E (Lv. 52)
Karon ... F (Lv. 47)
Scylla .. F (Lv. 44)
Lachesis  D (Lv. 44)
Atropos . F (Lv. 43)
Clotho .. L (Lv. 42)
Nemesis . I (Lv. 41)
Thor .... T (Lv. 39)
Warbolt . T (Lv. 38)
Boldar .. I (Lv. 38)
Kai ..... E (Lv. 37)
Brahmana  T (Lv. 36)
Teskarot  D (Lv. 35)
Erdin ... N (Lv. 33)
Morton .. T (Lv. 30)
Amphius . W (Lv. 26)
Nezhog .. E (Lv. 23) #
Valkyrie  T (Lv. 22)
Kobold .. I (Lv. 20) #
Fairy ... N (Lv. 16) #
Agathion  T (Lv. 13) #
Kesra ... N (Lv. 10)
Wyregg .. W (Lv. 10)
Mokele .. T (Lv. 9) #
Korbacle  I (Lv. 7) #
Mecci ... T (Lv. 5) #
Paramese  W (Lv. 2)
```

```
= 7. b) BEAST TYPES =

Brute ... E (Lv. 52)
Neuphinx  L (Lv. 50)
King Gef  N (Lv. 45)
King Nex  F (Lv. 45)
King Kem  T (Lv. 45)
Ocelot .. I (Lv. 44)
Tior .... E (Lv. 43)
Kyra .... L (Lv. 40)
Gembu ... W (Lv. 40)
Byako ... T (Lv. 40)
Barone .. L (Lv. 37)
Helphinx  L (Lv. 35)
Anubis .. D (Lv. 33)
Slepnir . I (Lv. 33)
Dephinx . L (Lv. 30)
Neo Gef . N (Lv. 30)
Neo Nex . F (Lv. 30)
Neo Kem . T (Lv. 30)
Fenrir .. I (Lv. 29)
Nemea ... F (Lv. 28)
Leogard . L (Lv. 28)
Humba ... E (Lv. 28)
Sphinx .. L (Lv. 26)
Airavata  L (Lv. 25)
Boltrift  T (Lv. 25)
Warseal . I (Lv. 23) #
Orthros . F (Lv. 21) #  (9, 10, ?)
Windmare  D (Lv. 17) #
Meta Gef  N (Lv. 17)
Meta Nex  F (Lv. 17)
Meta Kem  T (Lv. 17)
Firemare  L (Lv. 13) #  (5, 6)
Catclaw . L (Lv. 13)
Unicorn . L (Lv. 11) #  (5)
Ludra ... N (Lv. 10)
Shoklam . T (Lv. 9) #
!Chot! .. E (Lv. 8)
Centaur . E (Lv. 6) #
Mermount  W (Lv. 5)
Phoenix . F (Lv. 5)   [Bird ?]
Gef ..... N (Lv. 5)
Nex ..... F (Lv. 5)
Kem ..... T (Lv. 5)
Lava Rat  F (Lv. 3)

= 7. c) BIRD TYPES =

Pazu .... N (Lv. 54)
Boltbird  T (Lv. 46)
Neonix .. F (Lv. 45)
Morrigan  N (Lv. 45)
Siren ... W (Lv. 43)
Garuda .. L (Lv. 42)
War Crow  N (Lv. 40)
Suzak ... F (Lv. 38)
Argos ... N (Lv. 35)
Kresnik . L (Lv. 36)
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Bloodbat  D (Lv. 33)
Helnix .. F (Lv. 30)
Harpy ... N (Lv. 30)
Ra ...... L (Lv. 26)
Talon ... E (Lv. 22) #
Frezberg  N (Lv. 20) #
Horus ... E (Lv. 18) #  (8, ?)
Redwing . F (Lv. 17)     (8, ?)
Denix ... F (Lv. 17)
Apsaras . N (Lv. 15) #  (7)
Gargoyle  I (Lv. 13) #
War Lion  N (Lv. 11) #
Krane ... F (Lv. 7) #    (3, 4)
Hooty ... L (Lv. 4) #    (1, 2, ?)


= 7. d) DRAGON TYPES =

Jormung . I (Lv. 53)
Armasnak  W (Lv. 49)
Firetung  F (Lv. 48)
Lamia ... I (Lv. 46)
Urboros . E (Lv. 45)
Kaleidos  W (Lv. 44)
Batos ... N (Lv. 43)
Quetza .. N (Lv. 41)
Rahab ... W (Lv. 41)
Seryu ... I (Lv. 39)
Solarius  N (Lv. 38)
Lindwurm  T (Lv. 35)
Tiamat .. W (Lv. 32)
Octorex . E (Lv. 31)
Hydron .. W (Lv. 29)
Necrodon  D (Lv. 27)
Bushido . E (Lv. 26)
Trinos .. T (Lv. 26)
Roksaur . E (Lv. 25)
Orochi .. T (Lv. 24)
Neptina . W (Lv. 23) #
Kokatris  F (Lv. 20) #  (9, 10, ?)
Hydra ... I (Lv. 19)
Bearlord  E (Lv. 17) #  (8, ?)
Basilisk  E (Lv. 14) #  (6)
Sizzard . F (Lv. 11) #
Makara .. W (Lv. 8) #   (3, 4)
Tsunami . W (Lv. 4) #   (1, 2, ?)


= 7. e) EVIL TYPES =

Azel .... D (Lv. 58)
Krak .... W (Lv. 56)
Boltar .. T (Lv. 47)
Scatha .. D (Lv. 45)
Astar ... D (Lv. 43)
Rhanda .. D (Lv. 42)
Mammon .. D (Lv. 38)
Wartak .. N (Lv. 37)
Evil Eye  D (Lv. 36)
Nue ..... T (Lv. 35)
Doombors  D (Lv. 34)
Pyrosia . F (Lv. 32)
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Shadomas  D (Lv. 31)
Belial .. D (Lv. 28)
Isis .... D (Lv. 24) #
Paimon .. I (Lv. 21) #
Abaddon . W (Lv. 18) #
Vrtra ... F (Lv. 17) #
Kali .... I (Lv. 16) #  (8)
Temptina  D (Lv. 14)
Arachnia  E (Lv. 12) #  (5)
Tik Tok . D (Lv. 11)
Dark Imp  D (Lv. 8) #
Two-Tail  D (Lv. 5)
Chefros . D (Lv. 4) #   (1, 2, ?)


= 7. f) FIEND TYPES =

Dagon ... W (Lv. 56)
Goblin .. T (Lv. 47)
Tork .... T (Lv. 44)
Konton .. T (Lv. 43)
Mad Hat . E (Lv. 43)
Karfu ... T (Lv. 42)
Tamlin .. N (Lv. 39)
Berzerk . D (Lv. 38)
Jimna ... T (Lv. 36)
Bludkap . F (Lv. 34)
Mandrake  W (Lv. 34)
King Icy  I (Lv. 33)
Vorgia .. W (Lv. 30)
Icy Trio  I (Lv. 28)
Lusarka . W (Lv. 26)
Dwelgar . E (Lv. 26)
Mermaid . W (Lv. 26)
Icy Ace . I (Lv. 23) #
Ice Maid  I (Lv. 21) #  (?, ?, ?, ?, ?)
Icymelon  I (Lv. 19)    (6R)
Icylemon  I (Lv. 18) #
Skyfish . T (Lv. 18)
Icyberry  I (Lv. 17)    (6R)
Skare ... N (Lv. 16)
J. Frost  I (Lv. 15) #
Leprak .. E (Lv. 13)
Punkin .. F (Lv. 12) #  (6)
Midion .. T (Lv. 10) #
Razor ... N (Lv. 9) #
Ice Baby  I (Lv. 8) #   (3, 4)
Garum ... F (Lv. 5)
Windfrag  N (Lv. 3)     (0, 1)
Mini Icy  I (Lv. 1)


= 7. g) GOOD TYPES =

Vishnu .. L (Lv. 50)
Ares .... F (Lv. 48)
Marduk .. L (Lv. 48)
Amon .... D (Lv. 46)
Hades ... D (Lv. 46)
Ishtar .. T (Lv. 43)
Bounty .. F (Lv. 42)
Whiskers  L (Lv. 39)
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Lord Pey  W (Lv. 35)
Lord Sha  E (Lv. 31)
Poseidon  W (Lv. 29)
Lord Nan  F (Lv. 28)
Lord Ton  N (Lv. 24)
Scout ... L (Lv. 24)
Agni .... F (Lv. 24) #
Osiris .. E (Lv. 21)
Dredogs . L (Lv. 20)
Pegasus . L (Lv. 20) #  (9, 10, ?)
Indra ... T (Lv. 17)
Shogun .. E (Lv. 16) #  (8)
Speedy .. N (Lv. 13)
Laksmi .. W (Lv. 12) #  (5, 10, ?, ?)
Windlord  N (Lv. 10)     (5)
Windhook  N (Lv. 9)
Seth .... W (Lv. 8) #
Thundar . T (Lv. 5)      (3, 4)
Aminoz .. W (Lv. 4)


= 7. h) HOLY TYPES =

Michael . L (Lv. 58)
Scorpio . I (Lv. 52)
Guardian  L (Lv. 48)
Seraphim  L (Lv. 47)
Uriel ... F (Lv. 46)
Raphael . N (Lv. 46)
Vomana .. L (Lv. 45)
Aries ... T (Lv. 44)
Cherubim  L (Lv. 42)
Asmodeus  F (Lv. 42)
Puritus . L (Lv. 41)
Pathlite  L (Lv. 39)
Gemini .. N (Lv. 38)
Ironhoof  L (Lv. 33)
Cancer .. W (Lv. 33)
Haurvata  L (Lv. 30)
Amurtert  L (Lv. 28)
Dominion  L (Lv. 27)
Muslexx . L (Lv. 26)
Virtue .. L (Lv. 24)
Virgo ... F (Lv. 24) #  (?, ?, ?, ?)
Leo ..... T (Lv. 22)
Power ... L (Lv. 20)
Libra ... E (Lv. 20) #  (9, 10, ?, ?, ?)
Prince .. L (Lv. 19) #  (8, ?)
Irontaur  E (Lv. 16)     (8)
Sea Ram . N (Lv. 15) #  (6, 7, 8)
Aquarios  I (Lv. 13) #  (5, 6)
Angel ... L (Lv. 12)
Nikare .. L (Lv. 8) #    (3, 4)
Mariner . W (Lv. 5)      (3, 4)
Cupid ... L (Lv. 4)


= 7. i) GHOST TYPES =

Surt .... D (Lv. 58)
Ankuu ... D (Lv. 50)
Namtar .. T (Lv. 48)
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Kyuki ... F (Lv. 46)
Dullahan  F (Lv. 46)
Nitemare  I (Lv. 42)
Flarlok . F (Lv. 39)
Airlok .. N (Lv. 39)
Aqualok . W (Lv. 38)
Earthlok  E (Lv. 38)
Akerr ... F (Lv. 38)
Raykon .. I (Lv. 38)
Artemis . D (Lv. 34)
Seaboz .. W (Lv. 32)
Mokoy ... E (Lv. 32)
Succubus  T (Lv. 30)
Hanuman . L (Lv. 27)
Lich .... D (Lv. 27)
Baku .... W (Lv. 24) #  (?, ?, ?, ?)
Banshee . W (Lv. 22)
Inkubus . T (Lv. 22)
!Pandora! D (Lv. 22)
Phantom . I (Lv. 20)     (9, 10, ?, ?, ?, ?)
Demipyre  F (Lv. 18) #  (8, ?)
Coperia . I (Lv. 18)
Slumber . N (Lv. 17) #  (8, ?)
!Ikonda!  I (Lv. 16)
Pilox ... E (Lv. 13)
Vampire . T (Lv. 13) #  (6)
Caitsith  N (Lv. 10)
Elphine . E (Lv. 9) #
Undine .. W (Lv. 5) #
Shepp ... T (Lv. 2)

= 7. j) OGRE TYPES =

Mekra ... F (Lv. 54)
Cyclops . E (Lv. 52)
Hekaton . E (Lv. 44)
Shudozi . E (Lv. 42)
Ogre .... F (Lv. 41)
Mummy ... E (Lv. 40)
Witch ... N (Lv. 38)
Groid ... T (Lv. 37)
Goku .... W (Lv. 36)
Bulmax .. F (Lv. 36)
Dwarf ... E (Lv. 35)
Gogra ... T (Lv. 34)
Saggath . W (Lv. 33)
Harkai .. T (Lv. 31)
Silgra .. N (Lv. 30)
Dydra ... E (Lv. 29)
Minotaur  E (Lv. 27)
Bifrius . F (Lv. 23) #
Skeltos . E (Lv. 20)
Bibisana  N (Lv. 19) #
Sylph ... N (Lv. 16) #  (7, 8)
Golem ... E (Lv. 15)    (7, ?)
Iceraith  I (Lv. 13)
Talos ... T (Lv. 13)
Thumurai  W (Lv. 12) #
Arakneus  E (Lv. 10) #  (5)
Yeti .... I (Lv. 6) #   (3)
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Windling  N (Lv. 4)
Pixie ... N (Lv. 3)      (0)
Gnome ... E (Lv. 1)      (0)

= 7. k) ZOMBIE TYPES =

Surtzom . D (Lv. 50)
Azelzom . D (Lv. 50)
Krakzom . W (Lv. 48)
Dagonzom  W (Lv. 48)
Mekrazom  F (Lv. 45)
Pazuzom . N (Lv. 45)
Neshazom  E (Lv. 41)
Brutzom . D (Lv. 41)
Amonzom . D (Lv. 38)
Lamiazom  I (Lv. 38)
Batozom . N (Lv. 32)
Astarzom  D (Lv. 32)
Byakozom  T (Lv. 31)
Gembuzom  W (Lv. 31)
Suzakzom  F (Lv. 29)
Seryuzom  I (Lv. 29)
Nuezom .. T (Lv. 26)
Argozom . N (Lv. 26)
Nemeazom  L (Lv. 20)
Humbazom  E (Lv. 20)

= 7. l) BOSS TYPES =

Lucifer . D (Lv. 62)
!Lucifroz L (Lv. 60)
Norn .... L (Lv. 60)
Shiva ... D (Lv. 55)
Zebul ... D (Lv. 55)
Dredalus  D (Lv. 54)
Verdani . L (Lv. 53)
Phegor .. D (Lv. 53)
Skuld ... F (Lv. 52)
Gilgamis  T (Lv. 52)
Urd ..... W (Lv. 51)
Verrito . D (Lv. 51)
!Starhair L (Lv. 50)
Empra ... L (Lv. 46)
Empio ... D (Lv. 46)
Ozemos .. T (Lv. 45)
Grimlee . N (Lv. 45)
Kibra ... N (Lv. 38)
Bifronz . E (Lv. 38)
Nergul .. D (Lv. 36)
Oberon .. E (Lv. 34)
Forlo ... D (Lv. 32)
Crosel .. I (Lv. 26)
Kanos ... F (Lv. 25)
Andromus  F (Lv. 22)
Glasyabo  N (Lv. 16)
Harborim  F (Lv. 16)
Grevir .. D (Lv. 14)
Tupon ... N (Lv. 8)
Kyme .... W (Lv. 8)
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= 7. m) MYTH TYPES =


*War Rox  D (Lv. 45)
*Wing Rox D (Lv. 30)
*Arch Rox D (Lv. 17)
*Rox .... D (Lv. 5)



=== 8. MY FUSION NOTES ===


This section has lists and descriptions of some of the spells and skills that I
found noteworthy. And following those is a list of the fusion formulas that
I've discovered (along with where to find the parent entities to make them).



= 8.1 ENTITIES WITH CURE =


Cure can be very useful in long battles, like boss fights. And I've found that
it's very difficult to be a serious competitor on Battlenet without this spell.


Prince    Ho L Lv. 19
Slyph     Og N Lv. 16
Thumurai Og W Lv. 12
Unicorn   Bs L Lv. 11
Elphine   Gh E Lv. 9
Shoklam   Bs T Lv. 9
Razor     Fn N Lv. 9
Nikare    Ho L Lv. 8
Makara    Dr W Lv. 8
Ice Baby Fn I Lv. 8
Korbacle Al I Lv. 7
Thundar   Go T Lv. 5
Pixie     Og N Lv. 3
Gnome     Og E Lv. 1



= 8.2 SOME USEFUL SPELLS & SKILLS =


I found it useful to make notes on some of the more useful and common spells
and skills. Many spells and skills are either pathetic or nothing special.
Especially in the short battles which are typical, I find the regular attack
mode is far more effective and efficient than most spells and skills. And so I
usually only use healing or Cure and then only on rare occasions. (Boss and
Battlenet battles are a different story, however!)

Anyway, the spells and skills below I have attempted to sort by how useful they
seemed, from most to least. I tried not to mention attack spells unless they
inflict a useful status ailment. That's because the rest of the attack spells
are mostly similar and the damage depends on the alignment of the target.

It really helps in fusion to plan which entities to choose as the parents, so
as to inherit the desired spells (and Special Power). Sometimes it takes fusing
several different sets of parents in order to do this. For example, you might
want to fuse a Krane and Nikare to get a Razor which could inherit the Defboost
and/or Cure spells. Then fuse a Makara and Ice Baby to get a War Lion to inherit
the spells Mystic Bind, Cure, and/or Heal All. Finally, you could combine this
Razor with the Warlion to get a Basilisk that could inherit any three of those
spells (such as Defboost, Mystic Bind, and Cure) - as long as there is no
alignment conflict. That's probably not a good example, but you get the idea.
```

IMPORTANT: Those skills and spells which give a chance of inflicting a status
ailment are MUCH more likely to inflict this ailment if used against enemies
weak against the alignment of the attack. And, obviously, attack spells inflict
more damage on those of opposite alignment. So, for example, Hex Comadeus
(Dark) will do MAJOR damage to Light-based enemies and a very slight chance of
faint. But if used against anything else it does only moderate to minor damage
and has almost zero chance of faint.

Remember, spells can be inherited, but not skills. I only mention a few skills.
A clever player might aim for an entity that has a rather useful skill (such as
Magic Drain, for example) and then go through several fusions to get it.

* - Indicates a skill (not a spell) and so using it drains HP instead of MP.

Healmor All (LIGHT/Major HP Rcvry/Pty) [Very good.]

Heal All (LIGHT/Minor HP Rcvry/Pty) [It's workable. Invaluable until
    Healmor All is available.]

Cure (LIGHT/Cure/1 Ally) [Lots of status ailments are encountered. But ailments
    do go away after every battle. But very useful in Boss fights & BATTLENET!]

Defboost (LIGHT/Def Up/Pty) [VERY USEFUL FOR BOSS AND OTHER LONG BATTLES!]

Revive (LIGHT/Revive/1 Ally) [Not very often that I have an ally fall. But can
    be useful in some situations.]

Powerboost (LIGHT/Atk Up/Pty) [Might be useful for Boss or Battlenet battles.]

Silence (DARK/Mute/1 Foe) [Stops spell casting on 1 enemy. Has a good chance of
    success, but does NOT stop SKILLS!]

Magic Drain (DARK/IDmg+MP Drain/1 Foe) [MAJOR damage to 1 foe & gives the
    user some MP! Gives a significant owie to user, though.]

Mystic Bind (DARK/Prlyz/1 Foe) [Will paralyze 1 foe and is likely to succeed.
    Lasts for several (a few, at least) turns.]

Sacrifice (FIRE/MajorDmg+MajorHurt!/Foes) [Blows itself up in order to do
    MAJOR fire damage! Still has 1 HP left... Use with caution!]

Paralyze (DARK/mDmg+Prlyz/1 Foe) [Major dark damage & paralyzes 1 foe. Will
    usually do damage, but not likely to paralyze.]

Holy Mute (LIGHT/sDmg+Mute/2 Foes) [Useful in long battles against spell
    users. But using gives a rather big owie & it doesn't stop skills.]

Distract (DARK/Tempt/1 Foe) [Similar to Pandemonium. It temporarily turns an
    enemy into an ally... IF IT WORKS. Not a good chance of success, but not too
    bad, either.]

Double Hit (DARK/Hit x2/1 Foe) [Double whammy. It does 2 regular hits.]

Hex Bind (DARK/Hit+Prlyz/1 Foe) [Does 1 regular hit & some chance of paralysis.
    Enough said.]

Powerdrain (DARK/Atk Down/Foes) [Maybe useful in long battles. BUT, there's a
    good chance it will fail. May hit 1 enemy, though...]

Hex Comadeus (DARK/mDmg+Faint/2 Foes) [Major dark damage to two foes & a chance

of faint! But chance of fainting is TINY!]

Lucidity (LIGHT/Acc Up/Pty) [SMALL increase in accuracy. Useful in long fights?
   Makes it slightly less likely for party to miss foes.]

Spellboost (LIGHT/MGC Up/Pty) [Seems to only give about 15% increase in damage
   to spells, if that.]

Powercharge (LIGHT/Special Boost) [Not sure. Increases Special Power effects?]

Temptation (DARK/Recruit Up/1 Foe) [Might be useful for some players. Makes
   it easier to recruit one higher level enemy. But each use hurts...]

Repel (LIGHT/Encount Down/Pty) [Very useful! But only one ally needs this and
   then I just switch it out before a boss fight. Lasts a good amount of time.]

Hex Coma (DARK/sDmg+Faint/1 Foe) [Small damage & VERY small chance of faint.]

Speedboost (LIGHT/Spd Up/Pty) [Small increase in speed. Perhaps useful in long
   fights? Allies are a bit more likely to go before enemies turn.]

Pandemonium (DARK/Confuse/1 Foe) [Similar to Distract, it MIGHT confuse the
   enemy into attacking another enemy. However, the chance of failure is rather
   high, it only lasts a few turns, and the victim might still attack your team
   even while confused. Not really worth it.]

Intox (DARK/Happy/1 Foe) [Doesn't appear to do much of anything. It might make
   it less likely for foes to hit your team or maybe they do slightly less
   damage, but if it does either it's rather hard to tell. Duration is random,
   from 1 turn to 5 turns or more.]

Reflect (DARK/Rflct Power Damage) [Will reflect SKILLS, but NOT hits or
   spells. And it HURTS & lasts only 1 turn. Unless against a boss that does a
   LOT of damage, this does not seem worth it... at all.]

NOTE ABOUT POISON: In DemiKids the Poison ailment only does a tiny, tiny amount
of damage. So little, in fact, that casting Cure to remove it may or may not be
worth it, even in long fights. The poison will be gone after the fight is over,
anyway. So skills and spells that do poison are not really anything special.
It's not very advantageous for players to use, either.

= 8.3 SOME FUSION FORMULAS =

Location Key:

0 -> Rem School
1 -> Tower Area
2 -> Fanda Plains
3 -> Foggy Marsh
4 -> Lair Area
5 -> Duvegs Trail
6 -> Hydra Mine
7 -> Inferno Pit
8 -> Limbo Prison
9 -> Rem City: Playground
10 -> Rem Blvd.
11 -> Rem Park

Abbreviations:

```
F -> From fusion of lower level entities. (1F = fusion possible from Lvl. 1)
S -> Special, as in not possible to create from fusion.
R -> Rare and very hard to find!
U -> UNIQUE! One of a kind!


EXAMPLE:

Thundar + Windfrag = Centaur Bs E Lv. 6 (3~4U+1)

The "3~4" part of "(3~4U+1)" means that it's possible to recruit the first
parent (Thundar) from either the Foggy March (3) or the Lair Area (4). The "U"
indicates that this parent (Thundar) is unique and can NOT be created from
fusion. Te "+1" refers to the second parent (Windfrag), which can be recruited
from the Tower Area (1).


Icylemon  + Sea Ram = Orthros Bs F Lv. 21 (1F + 6) ==============
Slyph   +   Sea Ram = Pegasus Go L Lv. 20 (7 + 6) =============
Icylemon  +  Laksmi = Frezburg Bi N Lv. 20 (1F + 5) ==============
Pegasus  + Icylemon = Kokatris Dr F Lv. 20 (1F + 1F) ==============
Icylemon  + Vampire = Prince Ho L Lv. 18 (1F + 6) =============
Icylemon + Basilisk = Horus Bi E Lv. 18 (1F + 6) =============
Garygoyle + Sea Ram = Icylemon Fn I Lv. 18 (1F + 6) ==============
Apsaras  + Aquarios = Icylemon Fn I Lv. 18 (1F + 6) ==============
Apsaras   +  Sea Ram = Icylemon Fn I Lv. 18 (1F + 6) ==============
Basilisk  + Vampire = Windmare Bs D Lv. 17 (6 + 6) ==============
Sylph   +  Agathion = Windmare Bs D Lv. 17 (7 + 1F) ==============
Shogun   +  J. Frost = Windmare Bs D Lv. 17 (1F + 1F) ================
Icylemon + Aquarios = Windmare Bs D Lv. 17 (1F + 6) ==============
Slumber   +  Laksmi = Bear Lord Dr E Lv. 17 ================
Icylemon + Gargoyle = Bear Lord Dr E Lv. 17 ================
Aquarios  +  Laksmi = Slumber Gh N Lv. 17 ================
Slyph   +  Gargoyle = Slumber Gh N Lv. 17 (7+ 1F) ================
Slyph   +  Basilisk = Vrtra Ev F Lv. 17 (7 + 6) ==============
Firemare  +  Laksmi = Slyph Og N Lv. 16 (6 + 5) ==============
Firemare  + Vampire = Slyph Og N Lv. 16 (6 + 6) ==============
Basilisk + Aquarios = Shogun Go E Lv. 16 (6+6) ================
Aquarios + Firemare = Shogun Go E Lv. 16 (6+6) ================
Aquarios + Basilisk = Shogun Go E Lv. 16 (6+6) ================
Sea Ram  + Firemare = Shogun Go E Lv. 16 (6+6) ================
Sea Ram  + Basilisk = Shogun Go E Lv. 16 (6+6) ================
Aquarios + Shoklam  = Shogun Go E Lv. 16 (6+1F) ================
Gargoyle + Basilisk = Shogun Go E Lv. 16 (1F+6) ================
Sylph   +  Aquarios = Shogun Go E Lv. 16 (1f+6) ================
Agathion  +  Razor  = Shogun Go E Lv. 16 (1F+1F)
Arakneus  + Vampire = Kali Ev I Lv. 16 -----------------
Basilisk  +  Punkin = Apsaras Bi N Lv. 15 (6+6) ================
Firemare + Basilisk = Apsaras Bi N Lv. 15 (6+6) ================
Punkin   +  Thumerai = Apsaras Bi N Lv. 15 (6+1F) ================
Agathion  + Vampire = Sea Ram Ho N Lv. 15
War Lion  + Vampire = Sea Ram Ho N Lv. 15
Aquarios + Gargoyle = J. Frost Fn I Lv. 15 (6+1F) ==============
Aquarios + War Lion = J. Frost Fn I Lv. 15 (6+1F) ==============
Laksmi  +  Agathion = J. Frost Fn I Lv. 15
War Lion  +   Razor = Basilisk Dr E Lv. 14
Thumerai  +  Laksmi = Basilisk Dr E Lv. 14 ================
Nikare  +  Agathion = Basilisk Dr E Lv. 14 ----------------
Seth    +   Makara  = Aquarios Ho I Lv. 13 ================
Dark Imp  +  Krane  = Aquarios Ho I Lv. 13 ================
Elphine  + Ice Baby = Aquarios Ho I Lv. 13 (1F+3~4) ================
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War Lion + Dark Imp = Aquarios Ho I Lv. 13
Razor   + Vampire  = Aquarios Ho I Lv. 13
Windlord + Punkin  = Firemare Bs L Lv. 13 (5+6) ===============
Razor    + Aquarios = Firemare Bs L Lv. 13 ================
Arakneus + Agathion = Firemare Bs L Lv. 13 ----------------
Mokele   + Thumurai = Firemare Bs L Lv. 13 (1F+1F) =============
Thumurai + Ice Baby = Gargoyle Bi I Lv. 13 ================
Punkin   + Arakneus = Gargoyle Bi I Lv. 13 ================
Thumurai + Midion   = Gargoyle Bi I Lv. 13 ================
Chot     + Agathion = Gargoyle Bi I Lv. 13
Nikare   +    Seth  = Vampire Gh T Lv. 13
Laksmi   + Nikare   = Vampire Gh T Lv. 13
Chot     + Dark Imp = Vampire Gh T Lv. 13
Aquarios +    Seth  = Vampire Gh T Lv. 13
Makara   + Nikare   = Laksmi Go W Lv. 12 (3~4+3~4) ================
Nikare   + Centaur  = Laksmi Go W Lv. 12 (3~4+1F)
War Lion + Tsunami  = Laksmi Go W Lv. 12 (1F+1~2)
Arakneus + Nikare   = Laksmi Go W Lv. 12 (5+3~4) ================
Agathion + Tsunami  = Laksmi Go W Lv. 12 (1F+1~2) -----------------
Laksmi   + Shoklam  = Thumurai Og W Lv. 12 ================
Elphine  + Shoklam  = Thumurai Og W Lv. 12 ================
Laksmi   + Centaur  = Thumurai Og W Lv. 12 ================
Agathion + Dark Imp = Thumurai Og W Lv. 12
Chot     + Laksmi   = Thumurai Og W Lv. 12
Chot     + Vampire  = Thumurai Og W Lv. 12
War Lion + Nikare   = Punkin Fn F Lv. 12 ================
Vampire  + Dark Imp = Punkin Fn F Lv. 12
Agathion +   Seth   = Punkin Fn F Lv. 12
Laksmi   + Korbacle = Punkin Fn F Lv. 12
Chot     + War Lion = Punkin Fn F Lv. 12
Razor    + Centaur  = Arachnia Ev E Lv. 12 ================
Krane    + Korbacle = Arachnia Ev E Lv. 12
Thumurai + Elphine  = Arachnia Ev E Lv. 12 ================
Chot     +   Razor  = Arachnia Ev E Lv. 12
Dark Imp + Nikare   = Sizzard Dr F Lv. 11 ================
Thundar  + Elphine  = Sizzard Dr F Lv. 11 (2) ================
Razor    + Dark Imp = Sizzard Dr F Lv. 11
War Lion + Windfrag = Sizzard Dr F Lv. 11
Laksmi   +   Yeti   = Sizzard Dr F Lv. 11 (1-2) ================
Makara   + Ice Baby = War Lion Bi N Lv. 11 (3~4+3~4) ==============
Centaur  + Makara   = War Lion Bi N Lv. 11 ================
Razor    +   Pixie  = War Lion Bi N Lv. 11
Razor    + Tsunami  = War Lion Bi N Lv. 11 ================
Shoklam  + Makara   = War Lion Bi N Lv. 11 (1F+3~4) =================
Shoklam  + Korbacle = War Lion Bi N Lv. 11 ================
Arakneus + Ice Baby = War Lion Bi N Lv. 11 ================
Razor    + Arakneus = War Lion Bi N Lv. 11 ================
Agathion + Centaur  = War Lion Bi N Lv. 11
Chot     + Korbacle = War Lion Bi N Lv. 11
Nikare   + Ice Baby = Unicorn Bs L Lv. 11 (3~4+3~4) ==============
Elphine  + Makara   = Unicorn Bs L Lv. 11 (1F+3~4)
Laksmi   +  Krane   = Unicorn Bs L Lv. 11 (5+3~4) ===============
Arakneus + Dark Imp = Unicorn Bs L Lv. 11 ================
Thumurai + Korbacle = Unicorn Bs L Lv. 11 ================
Shoklam  +  Krane   = Midion Fn T Lv. 10 ================
Elphine  + Dark Imp = Midion Fn T Lv. 10 ================
Elphine  + Mariner  = Arakneus Og E Lv. 10 (1F+3~4) ================
Centaur  + Undine   = Arakneus Og E Lv. 10
Centaur  +   Seth   = Arakneus Og E Lv. 10
Nikare   + Elphine  = Arakneus Og E Lv. 10 (3~4+1F)
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Elphine  +  Centaur = Arakneus Og E Lv. 10
Nikare   +   Undine = Arakneus Og E Lv. 10
Shocklam    +   Set = Arakneus Og E Lv. 10 ===============
Aminoz   +  Centaur = Arakneus Og E Lv. 10
Chot     +     Seth = Arakneus Og E Lv. 10
Chot     +   Aminoz = Arakneus Og E Lv. 10
Nikare   +   Krane = Razor Fn N Lv. 9 (3~4+3~4)
Seth   +  Korbacle = Razor Fn N Lv. 9 ==============
Chot     +    Krane = Razor Fn N Lv. 9
Mariner  +  Thundar = Elphine Gh E Lv. 9 (3~4+3~4U) =============
Thundar  +  Nikare = Elphine Gh E Lv. 9 (3~4U+3~4) =============
Centaur   +   Pixie = Elphine Gh E Lv. 9
Centaur  +  Chefros = Elphine Gh E Lv. 9
Krane    +    Pixie = Elphine Gh E Lv. 9
Yeti     +   Krane = Elphine Gh E Lv. 9 (2) ==============
Windling   +  Chot = Elphine Gh E Lv. 9
War Lion  + Pixie = Elphine Gh E Lv. 9
Aminoz   +  Nikare = Elphine Gh E Lv. 9
Thundar  + Ice Baby = Shoklam Bs T Lv. 9 (3~4U+3~4) =============
Mariner  + Ice Baby = Shoklam Bs T Lv. 9 (3~4+3~4) =============
Seth     +   Hooty = Shoklam Bs T Lv. 9
Nikare   +  Windfrag = Shoklam Bs T Lv. 9 --------------
Aminoz    +   Krane = Shoklam Bs T Lv. 9
Nikare    +   Hooty = Ice Baby Fn I Lv. 8 ==============
Undine   +  Chefros = Ice Baby Fn I Lv. 8 ==============
Elphine  +  Chefros = Ice Baby Fn I Lv. 8
Krane    +  Centaur = Ice Baby Fn I Lv. 8 ==============
Hooty    +  Chefros = Nikare Ho L Lv. 8
Thundar   +  Makara = Nikare Ho L Lv. 8 (3~4U+3~4) ===========
Seth     +   Tsunami = Nikare Ho L Lv. 8 ==============
Elphine  + Windfrag = Nikare Ho L Lv. 8
Seth     +  Chefros = Nikare Ho L Lv. 8
Krane    +   Undine = Nikare Ho L Lv. 8
Aminoz   +  Tsunami = Nikare Ho L Lv. 8
Aminoz   +  Chefros = Nikare Ho L Lv. 8
Aminoz   +   Makara = Nikare Ho L Lv. 8
Windfrag   +  Hooty = Makara Dr W Lv. 8
Windfrag + Chefros = Makara Dr W Lv. 8
Nikare   +  Chefros = Makara Dr W Lv. 8
Seth     +    Pixie = Makara Dr W Lv. 8
Ice Baby   +  Hooty = Makara Dr W Lv. 8 ===============
Mecci    +   Nikare = Makara Dr W Lv. 8 ===============
Aminoz    +   Pixie = Makara Dr W Lv. 8
Aminoz    +  Undine = Makara Dr W Lv. 8
Aminoz   +  Elphine = Makara Dr W Lv. 8
Aminoz   + Windling = Makara Dr W Lv. 8
Tsunami   +   Hooty = Seth Go W Lv. 8
Nikare    +   Pixie = Seth Go W Lv. 8
Nikare    +  Tsunami = Seth Go W Lv. 8 ----------------
Mariner   +   Makara = Seth Go W Lv. 8 (3~4+3~4) ===============
Mecci    +   Tsunami = Seth Go W Lv. 8 ===============
Tsunami   +   Pixie = Dark Imp Ev D Lv. 8
Undine    +   Gnome = Dark Imp Ev D Lv. 8 ===============
Windfrag   +  Pixie = Krane Bi F Lv. 7
Tsunami  + Windfrag = Krane Bi F Lv. 7
Tsunami  +  Chefros = Krane Bi F Lv. 7
Lava Rat  + Tsunami = Krane Bi F Lv. 7 --------------
Mecci    +   Chefros = Yeti Og I Lv. 6 =============
Aminoz   +  Lava Rat = Yeti Og I Lv. 6
Chefros   +   Gnome = Centaur Bs E Lv. 6
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Chefros    +   Pixie  = Centaur Bs E Lv. 6
Thundar   + Windfrag  = Centaur Bs E Lv. 6 (3~4U+1) ============
Tsunami   +  Undine   = Centaur Bs E Lv. 6
Mecci     +   Gnome   = Centaur Bs E Lv. 6 ==============
Aminoz    + Windfrag  = Centaur Bs E Lv. 6
Aminoz    +   Hooty   = Centaur Bs E Lv. 6
Hooty     +   Gnome   = Undine Gh W Lv. 5
Hooty     +   Pixie   = Undine Gh W Lv. 5
Centaur   +   Gnome   = Undine Gh W Lv. 5 ==============
Lava Rat  +   Gnome   = Undine Gh W Lv. 5
Lava Rat  + Windling  = Undine Gh W Lv. 5
Tsunami   +   Gnome   = Chefros Ev D Lv. 4
Windfrag   + Gnome    = Hooty Bi L Lv. 4
Aminoz     +   Gnome  = Tsunami Dr W Lv. 4


FAILED RESULTS (ALT TYPE):

Shogun   +  J. Frost = Fairy Al N Lv. 16
Slumber   +  Laksmi  = Fairy Al N Lv. 16
Nikare    +    Seth  = Agathion Al T Lv. 13
Krane    +  Dark Imp = Agathion Al T Lv. 13
Laksmi   +  Chefros  = Agathion Al T Lv. 13
Laksmi   + Arakneus  = Agathion Al T Lv. 13
Laksmi   + Basilisk  = Agathion Al T Lv. 13
Laksmi   + Thumerai  = Agathion Al T Lv. 13
Centaur  +  Chefros  = Mokele Al T Lv. 9
Seth     +    Hooty  = Mokele Al T Lv. 9
Nikare   + Dark Imp  = Mokele Al T Lv. 9
Shoklam  +  Chefros  = Mokele Al T Lv. 9
Elphine  + Dark Imp  = Mokele Al T Lv. 9
Elphine    +   Seth  = Mokele Al T Lv. 9
Arakneus + Dark Imp  = Mokele Al T Lv. 9
Laksmi   +  Centaur  = Mokele Al T Lv. 9
Vampire  + Dark Imp  = Mokele Al T Lv. 9
Windfrag + Chefros   = Korbacle Al I Lv. 7
Hooty    +   Chefros = Korbacle Al I Lv. 7
Seth     +   Tsunami = Korbacle Al I Lv. 7
Undine   +  Chefros  = Korbacle Al I Lv. 7
Chefros   +   Gnome  = Mecci Al T Lv. 5



=== 9. LEGAL NOTE ===


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=== 10. CREDITS ===

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FAQ" for DemiKids: Light Version. It made completing my section 7, Entity Type
Lists a whole lot easier! I recommend players look at his FAQ for all sorts of
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   detailed info on each entity.

   And, of course, thanks to Atlus for creating excellent RPGs and to
   www.gamefaqs.com for hosting this guide.
```