

Monster Rancher Advance 2 Walkthrough

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MONSTER FARM ADVANCE 2

WALKTHROUGH - By neofan12s -Email- neofans1@yahoo.com

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DEDICATED TO THE MONSTERS THAT I PLAYED IN THIS GAME:

---JAPANESE VERSION---

HELLNO-ANTLAN-
CLASS- MASTER
ATTACK-619
DEFENSE-379
LIFE POINTS-382
111/111 Wins
Made 174,800 G. as a salary
Learned all traits and learned 3 special summons

---ENGLISH VERSION---

TALOS-GOLEM
Class- D <so far>
Att. 217
Def. 254
Lif. 115
7/7 wins

Made 3,600 G.

QUELLEPRE-DRAGON

Class- Master

Att. 999

Def. 653

Lif. 999

64/64 Wins

Made 158,000 G.

----UPDATES----

1.5 12/12/02- I added some more passwords to the list, I need some more so I'm almost done.

I also added 3 more section which are the Unlocking Monsters, Moves, and the Quest for the Orbs. I'm doing very well with this FAQ thanks to everyone who helped.

1.1 11/29/02- I made a major update in the passwords list, hopefully I can finish it really

fast. I put the Japanese list back knowing some people still need it. I also made a major update in the items section. And I fixed a little problem in the FAQ about intelligence, what is it good for, thats what im trying to find out :)

I also added the GameShark list of codes.

0.9 11/23/02- Another update, I updated a little bit of everything, I added a Traits list

and the items. Now that the game came put in English, I had to delete the whole password list knowing how it didn't work in the English version also. And I added the Names for the Tournaments in the calendar. It's too bad many people who played the game had to start all over again. But now that its in English everything will make more sense and I will have more and better updates.

0.6 11/16/02- I added Expedition, Tips, and Records section, I updated the passwords part,

the FAQ, and the walkthrough.

0.3 11/10/02- I sent it in to Gamefaqs, hopefully it will go in ;)

-FUTURE UPDATES-

- * I will have all passwords
- * Have a complete fusions and monster list
- * Have a complete items list and moves
- * Have all coaches status
- * List more perfect stragety's
- * Have more Soul mate moves

----CONTROLS----

A - To select an option, attack, or continue the conversation

B - To go back to menu before

L - Switch between pages in calendar

R - When to close (in battle) press R to push yourself away, Switch between pages in calendar

Select- When you don't know what one menu is for press select for an explanation

Start- In your farm, press it to find the status page of your monster or yourself
In battle, press it to pause the match or quit

----BASIC TRANSLATION----

-IN THE CITY-

1) Shrine- You go here to put words to get a monster. But sometimes you won't have high enough trainer level for super monsters.

2) AGIMA- In here you have a choice to turn your monster into a coach, you can ditch monster or give it away. And you can choose to fight super monsters to train your monster.

3) In this place you can choose to freeze your monster for later use, and you can also defrost them. And with them monsters you can also fuse them.

4) It's a Hospital to help your monster if its sick. You have to pay like 1000 G to do surgery to remove unwanted traits.

5) See the carpenter to expand your farm= 20,000 Gold

6) Save

7) Here you can go to your farm.

- AGIMA-

1) Coach- Turn a monster into a coach

2) Coach- Turn YOUR monster into a coach, must be at least level B.

3) Retire- Don't like your monster, ditch him here

4) Expedition- Here you would go in an adventure, but in order to get here your monster needs to go in at least one special expedition event. You need to pay 1000 G to go here, you can also get many items here.

-FARM-

1) Training- Here you have 6 choices to train your monster in speed, attack, defense, brains, and accuracy. Either your monster fails, <he doesn't get any points> succeeds <gets regular points> or does "Great" where he gets a lot of points.

2) Rest- Here you can let your monster rest which is best once you finish a tournament. My schedule for training is train for first 3 weeks, then I rest, then next month I worry about tournaments, its not good to let your monster go fight every week or its fatigue level will rise.

3) Sparring- Here you can go to AGIMA

4) Battles- Here you can choose to enter a tournament depending on the week and your

level. E level is the best for beginners since its SO easy.

5) Items- Here you can buy items and use them.

6) Save- Record your data.

7) Town- Here you can travel to the city.

-TRAINING-

Page I- Regular training

1) Shove- Attack- Push Boulder past line to succeed

2) Shoot- Accuracy- Hit target to succeed

3) Tackle- Defense- Hit Punching bag

4) Meditate- Brains- Don't let the monster get mixed up

5) Rock- Speed- Don't get hit by boulders

6) Sidestep- Health- Don't let your monster get tired

Page II- Coach Training

1) Smashup

GAIN A LOT- Power

GAIN- Defense

LOSE- Brains

2) Blow

GAIN A LOT- Accuracy

GAIN- Brains

LOSE- Speed

3) Flip

GAIN A LOT- Defense

GAIN- Power

LOSE- Speed

4) Riddle

GAIN A LOT- Brains

GAIN- Accuracy

LOSE- Defense

5) Evade

GAIN A LOT- Speed

GAIN- Brains

LOSE- Defense

6) Tow

GAIN A LOT- HP

GAIN- Power

LOSE- Brains

PAGE III - Coach Training

1) Sandbag

GAIN A LOT- Attack

GAIN- Accuracy

LOSE- Speed

2) Pinhead

GAIN A LOT- Accuracy

GAIN- Attack

LOSE- Defense

3) Body Blow
GAIN A LOT- Defense
GAIN- HP
LOSE- Brains

4) Hide
GAIN A LOT- Brains
GAIN- HP
LOSE- Power

5) Log
GAIN A LOT- Speed
GAIN- HP
LOSE- Attack

6) Roadwork
GAIN A LOT- HP
GAIN- Defense
LOSE- Speed

-TOURNAMENT-

- 1) Battle- Fight your next opponent.
- 2) To find out status about you and your opponent
- 3) Forfit- Quit from the tournament/battle
- 4) Determines the results for the end of the tournament- Most likely you will lose so I suggest you never do this.

----WALKTHROUGH----

-INTRODUCTION-

First someone asks for your name, I can't fully understand anything since its in Japanese but if you played Monster Rancher before its obvious what you have to do. Now after a bunch of talking you'll end up in the city. Now go to the top option to create a monster on the shrine. To create a monster you have to put a word. Right now you can only do 4 letters but you'll be able to get more later on. You have many choices on what to choose, but I suggest you start with a Hare or a Golem. Golems are good for attack and defense so you would like to train their speed.

-BATTLING-

Once you choose go to your farm to start training a lot. Go to the tournaments for the grade E since its SO easy. Your opponents won't have much training at all, but sometimes it can get pretty hard if you're a rookie. The tournaments can either be tournament style where you have 2 battles and if you lose you're out or the regular one where you have 3 battles, you have to battle them all and the one with the most wins wins.

Right after the battles you might get experience if you win, if your monster is not happy make sure you praise him, but if he's already happy and weak, don't praise him to make sure he'll toughen up. After the battle you MUST rest your monster or the fatigue lever will rise a lot. Now I will explain some stragety's for battling against all types of monsters.

-BATTLING STRAGETY'S-

Against High Attack= When your up against monsters with high attack you better not let him you. Go on full defense, once your losing don't reset, there are turning points, they

happen to everyone, it happens to me to. "5 seconds left, your losing by a lot, you do your last attack, it hits, and it critical you win". these scenerios happen all the time, don't get discouraged if your losing, you can make a comeback.

Against High Defense= When your up against defense monsters, make sure you attack with full force, don't use your best attacks, make sure you use your guts wisely. Guts play a big role, a good stragety is to let your opponent use all their guts in the begining, then just attack.

Against High Speed= The speedys, my favorite, I think these are the hardest type of monsters because you'll barely get a chance to attack, but these have very LITTLE defense so just use attacks with high accuracy to get a quick KO.

Against High Accuracy= These are the 2nd hardest, they almost always never miss because their hit percentage is always high. But they might have cheap moves that take little damage, but take massive Guts out. They have pretty low attack and defense so take that as anadvantage.

Against High Health= The easiest for me, they have high HP, but mainly low attack and defense, the battle will last a while so you probably won't KO them.

-TRAINING-

Now Training, you will spend most of the time here. In the begining you can only train in the first page until one of your old monsters becomes a coach. Once you get a coach you can choose for what the coach should train like speed, attack, or health. It depends on what the coach's status are like. If the coach has high defense you should make it into a defense coach.

When you first get your monster you should train it on its weaknesses. For example, if you have the lowest speed on all status' you should train speed until it catches up with the others. You should have a schedule for training like "OK this month I will attack and next month I will train HP". But training 3 times a month is good, on the 4th week the monster should rest.

Now after you select the type of training you want, your monster will perform a task depending in what you choose. Press A if you want to skip the training to see if your monster passed. 3 things will happen after you finish, your monster fails, succeeds, or does great. If your monster fails you will get nothing and you can choose to scold you monster. If he does regular he will get normal status. Or if he does Great! it will get extra points or double the normal points.

When you first get your monster after you finish training it will get very little points like around 5 or 4, and if he does Great! it will get around 9. But once your monster gets older like around 1-or-2 years old it will get 9 points for regular and around 18, 19 for Great!

You should prepare a schedule for training not just choose whatever you want to train for fun or you will get no where. Now if still think your monster is weak, but have a lot money, you should get to AGIMA to do some special training. That's next.

-Sparring-

I recommend you only use sparring when your monster is weak in something or you want to make him super strong. To get here you just have to go to your farm and the 3rd option. The training list goes like this...

Attack- Hit the opponent with all you got
Intelligence- Be smart on what attack you choose
Accuracy- Your attacks should hit most of the time
Speed- Dodge your opponents attack
Defense- Let your opponent hit you and take little damage

The cost of the training will always be 3000 unless theres a special which Ayase will inform you at the begining of the month. If theres a special it will only be 1000 Gold. Note that the training will take one month and your monster will be VERY tired so make you make it rest right after.

Every choice like attack or speed has its own special training monster. If you beat the opponent you will gain more points like around 40 in the begining if your monster is barely gotten. And on every training you always gain some Life Points, at first you will have only 3 trainers but once your status grows, new ones will come and their a lot harder.

I have also found out there is a slight chance you can learn a new move for your monster. The guy will say what are your chances before you fight a coach. And you can also learn new traits which will make your defenses better against special type of moves like water, fire, and physical. I got all the way to ClassMaster before I learned even one new move. I only learned special summoning but it isn't that great. Also, when you put your monster into a coach, that monster will also be a special training coach, it's too bad if you put your monster too powerful because then you'll never be able to win :)

Also, when you are in a different class, the status of the coaches will become much better, and sometimes a coach will leave, like around level B moochi might leave because theres a high chance your monster is much better.

Now I will list most the opponents you can face with their status.

-/-/-CLASS E-/-/

Name= Moochi
Attack=300
Brains=300
Accuracy=300
Speed=300
Defence=300
Life Points=300

Name= Dragon- This guy is only in the Jap. Version
Attack=500
Brains=550
Accuracy=300
Speed=250
Defense=350
Life Points= 450

Name= Golem
Attack=219
Brains=156
Accuracy=188
Speed=109
Defense=289
Life Points= 297

Name=Brown Golem - You get him from Gavin
Attack=480

Brains=120
Accuracy=150
Speed=150
Defense=450
Life Points=400

Name= Pixie
Attack=208
Brains=171
Accuracy=195
Speed=114
Defense=306
Life Points=295

Name=Tiger
Attack=229
Brains=158
Accuracy=198
Speed=131
Defense=313
Life Points=300

Name= Hare
Attack=2221
Brains=158
Accuracy=205
Speed=115
Defense=327
Life Points=290

Name= Arrowhead
Attack=232
Brains=177
Accuracy=197
Speed=119
Defense=331
Life Points=301

-/-/-CLASS D-/-/ NOTE- Sometimes the status stays the same

Name= Golem
Attack= 323
Brains= 243
Accuracy= 281
Speed= 171
Defense= 432
Life Points= 413

Name= Pixie
Attack= 301
Brains= 235
Accuracy= 287
Speed= 183
Defense= 458
Life Points= 405

Name= Tiger
Attack= 320
Brains= 246
Accuracy= 286

Speed= 175
Defense= 448
Life Points= 398

Name= Hare
Attack= 328
Brains= 246
Accuracy= 267
Speed= 181
Defense= 457
Life Points= 408

Name= Arrowhead
Attack= 326
Brains= 256
Accuracy= 290
Speed= 194
Defense= 449
Life Points= 403

/-/-CLASS C/-/-/

Name= Golem
Attack= 399
Brains= 357
Accuracy= 386
Speed= 285
Defense= 553
Life Points= 519

Name= Pixie
Attack= 417
Brains= 331
Accuracy= 384
Speed= 291
Defense= 553
Life Points= 527

Name= Tiger
Attack= 442
Brains= 335
Accuracy= 383
Speed= 273
Defense= 536
Life Points= 509

Name= Hare
Attack= 423
Brains= 339
Accuracy= 370
Speed= 274
Defense= 541
Life Points= 507

Name= Arrowhead
Attack= 411
Brains= 353
Accuracy= 367
Speed= 285
Defense= 556

Life Points=516

/-/-CLASS B/-/-/

Name= Golem
Attack= 511
Brains= 415
Accuracy= 453
Speed= 297
Defense= 688
Life Points= 658

Name= Pixie
Attack= 515
Brains= 389
Accuracy= 449
Speed= 316
Defense= 708
Life Points= 658

Name= Tiger
Attack= 489
Brains= 401
Accuracy= 152
Speed= 315
Defense= 688
Life Points= 656

Name= Hare
Attack= 508
Brains= 399
Accuracy= 463
Speed= 298
Defense= 710
Life Points= 666

Name= Arrowhead
Attack= 504
Brains= 395
Accuracy= 454
Speed= 290
Defense= 707
Life Points= 644

/-/-CLASS S/-/-/

Name= Golem
Attack= 614
Brains= 527
Accuracy= 577
Speed= 415
Defense= 834
Life Points= 760

Name= Pixie
Attack= 612
Brains= 531
Accuracy= 576
Speed= 428
Defense= 821

Life Points= 775

Name= Tiger

Attack= 606

Brains= 511

Accuracy= 579

Speed= 407

Defense= 811

Life Points= 782

Name= Hare

Attack= 615

Brains= 527

Accuracy= 577

Speed= 427

Defense= 829

Life Points= 765

Name= Arrowhead

Attack= 627

Brains= 530

Accuracy= 575

Speed= 432

Defense= 823

Life Points= 782

-/-/-MASTER-/-/

Name= Golem

Attack= 672

Brains= 570

Accuracy= 599

Speed= 450

Defense= 876

Life Points= 805

Name= Pixie

Attack= 651

Brains= 568

Accuracy= 598

Speed= 455

Defense= 870

Life Points= 821

Name= Tiger

Attack= 677

Brains= 564

Accuracy= 618

Speed= 468

Defense= 874

Life Points= 828

Name= Hare

Attack= 658

Brains= 553

Accuracy= 619

Speed= 476

Defense= 852

Life Points= 803

Name= Arrowhead
Attack= 678
Brains= 550
Accuracy= 619
Speed= 472
Defense= 863
Life Points= 802

-Tournaments-

There are many different kinds of tournaments. There are one-lose-your-out tournament or the one with most wins wins. There are many different kinds of levels, E, D, C, B, A, S, and the Greatest Four being the hardest E is the easiest with VERY easy monsters to beat compared to The Greatest Four.

To get to a harder level you must beat the AGIMA tournament full of 6 monsters (including you). There are 3 every year. Once you win 1st on those you can go on to the next level.

The tournaments there depend on the season, there are fall, winter, etc. If you get on 1st or 2nd place you get money and maybe items. I will list how much money you can win in each level.

-E- Regular Tournament- 1st 1600 Gold
2nd 800 Gold

AGIMA Tournament- 1st 2000 Gold
2nd 1000 Gold

-D- Regular Tournament- 1st 2400 Gold
2nd 1200 Gold

AGIMA Tournament- 1st 3200 Gold
2nd 1600 Gold

-C- Regular Tournament- 1st 4000 Gold
2nd 2000 Gold

AGIMA Tournament- 1st 4800 Gold
2nd 2400 Gold

-B- Regular Tournament- 1st 6000 Gold
2nd 3000 Gold

AGIMA Tournament- 1st 6400 Gold
2nd 3200 Gold

-A- Regular Tournament- 1st 8000 Gold
2nd 4000 Gold

AGIMA Tournament- 1st 8000 Gold
2nd 4000 Gold

-S- Regular Tournament- 1st 10,000 Gold
2nd 5000 Gold

AGIMA Tournament- 1st 10,000 Gold
2nd 5000 Gold

-Master- Regular - 1st 20,000 Gold
2nd 10,000 Gold

OK Now that know the basics of the game, I will tell you about your monster and whats best for it. How to make it happy, famous, etc.

-Taking Care of your Monster-

There are many ways to take care of your monster. You have to feed it, train it, and make it happy and obey you. Now I will list ways how to make it happy and other stuff.

-TO MAKE IT HAPPY-

If you want to be nice to your monster you have to....

- *Praise it after your monster does Great! in training
- *Feed it the best foods it likes depending on the orange bar. (I will list the likes and dislikes later)
- *Praise it after it wins a tournament
- *Make it rest once its tired like right after tournaments
- *And never scold your monster or spoil it

-TO MAKE IT HATE YOU-

If you want the monster to hate you just.....

- *Scold it everytime it does something wrong
- *Dont give him any food
- *Make him eat items it doesn't want to eat
- *Make him lose tournaments and scold it
- *And never let it rest when its tired.

-TO MAKE IT FAMOUS-

To make it famous just...

- *Win every tournament you can with no losses and less damage taken and make many KO's
- *And win against other trainers that randomly challenge you

Now your asking, whats fame good for. Well it's good and bad. The bad about it is that many trainers will come and challenge you all the time and they talk WAY TOO much! And the good is....you'll be famous!!! And of course the monster will get more happy and will obey your orders more because it will finally think you're smart and it should be able to trust you.

-FOODS-

Now we finally get to the last part of the walkthrough. The Foods. Every time at the begining at the month you have to feed your monster with food. I will now list the different foods you start with at the begining of the game.

Food- Potato
Cost- 100 G.

Food- Fish
Cost- 250 G.

Food- Meat
Cost- 300 G.

Food- Oranges
Cost- 150 G.

Food- Nuts
Cost- 80 G.

Food- Jello
Cost- 50 G.

Food- Bananas
Cost- 150 G.

Food- Milk
Cost- 100 G.

Food- Vitamins
Cost- 180 G.

Or you can feed nothing at all!

I suggest you always buy the cheapest thing that makes your monster the most happy. But many want to make their monster FAT. So if you want a FAT monster just keep feeding meat. Believe me one food serving might change the wait by a lot. So if you got a lot \$\$\$\$ just buy the most expensive thing that makes you monster happy.

----Main Walkthrough----

Now we get to the main part of the whole FAQ, the STORY. The whole plot like all good Monster Ranchergames it to raise a monster and take it to tournaments. But of course there always is a little storyinvolving you and your assistant who here is Holly. She was also from MRA1.

OK, when you begin you will have to put your name, and then you will be given your assistant who will be Holly, she says she wants to start all over from scratch. After some talking you will be taken to the city. You will next have to go to the shrine to get your monster. Keep putting them until you get the monster you want. After you get your mopnster you have to go to AGIMA to sign your monster up and Holly will say she brought a coach along which will be a Moochi. It will have all stats at 300.

You could go see the Carpenter if you want, but you will need 20,000 G. To expand your farm.

Also most monsters at the begining you will not be able to keep or get because the mosnter is too powerful for your tamer level or you need a bigger farm. Some monster like those are naga, golem, arrowhead, etc.

Now you have to train your monster. I always like to train the attack first so I get easy KO's but you train him anyway you want. I suggest you don't go to the Special Agima training for one month unless you have a lot of money, theres a sale, there is nothing good next month, or youre positive you will learn a new move. There is a higher chance to learn a move from a coach than from a teacher.

After your monster is pretty good and tough join many tournaments and win a lot of money. You also sometimes win items too. After you keep KOing all the level E's you should get to the AGIMA Official E, the monsters are a little harder but still to easy. After you win you get 2000 G. and some experience points. Then you will get a letter that you are able to go to level D and when you go to the shrine you will get another letter to put in the passwords.

Event #1- Sometime, some guy will come and tell you that there has been some "bullies" that have been vandilizing the farms. He tells you to be careful but Holly didn't care and said she is a little better.

Event #2- A lady will come one day and tell you about Special Coaches. Sometimes they will appear but only once a month on even numbered years so you will have to wait 'till next year to get one. Once you reach year 2 make sure you check every month in AGIMA for these coaches because like she says they are powerful and above class S so make sure you get them.

Event #3- Some powerful guy will come after the the first event will come and claim that Holly and you are juveniles and rookies. Holly will get extremely mad and tells him to take it back but he won't. Then he gives you a test and you will have to fight him but the monster will fight by himself. Of course you will definitely lose because he has a Duraham. He then claims he underestimated you a little and tells you to become good so they can get a rematch. He gives you a Flare Orb as a promise to a rematch. That item has no use for in the begining though.

Event #4- Some guy will want to rest in your farm. A couple of months later he will give you another coach which will be a Golem.

Event #5- Right before the AGIMA Official D Hunter will come and he will keep saying how famous you are and he wanted that fame. And he will then challenge you to a battle. He will have a tiger which is very easy to beat.

Event #6- Gavin will catch a guy behind the shed who was the former chairperson from FIMBA. After some talk you can go to AGIMA to sign up and you'll be able to go in Explorations.

Event #7- Gavin will say that theres a Death Blow tournament, but in order to get there you have to win 2 of these tournaments. On the 4th Week of March, Flower Cup, On the 1st week of July, Summer Classic, on the 2nd Week of September, Wild Cup, in the 4th week of December, Countdown Cup, then you will get a invitation to go there.

Event #8- The explorer guy will come once again but to see the chairperson of AGIMA. He will then get permission to go to a new place in explorations. You have to be level B though, you will go in anyway, but on the first step, a guy named Geras will come and fight you. He will have an Arrowhead named Pirate which is very EASY, to me that is :) You won't have control in the fight anyway. After that you'' be back in the farm.

Event #9- Gavin will say some stuff and he will leave your farm. Then Ayase will come say that Hunter lost against a good battler, you will then go to the Plaza and see Canute!! Then he'll say "Oh its you" and he will leave- Must be level B.

Event #10- Aroma will come and take Holly shopping. Then Holly will ask whats that statue in the middle of town. It is a Magna, one of the Legendary 4.

Event #11- Gavin will be back and say that he will be in the B AGIMA Official. He is very good once you meet him but you should have no trouble.

Event #12- Sometimes you might an invitation to enter some special training. You get these sometimes depending on your level. There is 2 in A and probably 2 in S. When you enter you will go in an Expedition. You either have to find a "Proof of the Warrior" to get a Duraham, "Proof of the Dragon" to get a Dragon, or a "Proof of the Ninja" to get a Zan. They are pretty hard to find, to find the Warrior one keep traveling to find some Warrior statue, check it to get the Proof of the Warrior. I forget the other two though. Once you find it you will have to wait for a while. A couple of weeks later you will get an invitation to beat that monster in a Tournament. They are very easy though. Once you beat them you will be able to use that kind of monster and get an item that when you fuse ANY monster you will either get a Zan, Duraham, or Dragon.

Event #13- Ayase will come and say that you will not be able to use Malkt because there is a Joker there attacking breeders when they get there. But it will only be cancelled in December and January because thats when it

hangs out there. Then when its January the president of AGIMA will come and say that the Joker is still there and it will stay like that forever until someone takes it out so he tells you if you can help. You say yes and then he will check your monster if its strong enough. If this is the first time he will most likely say no because its not strong enough. Make sure everything is around 500-700 in your status. If he says yes then you will go in the expedition and you have to search for it and beat him. After you beat him you will have to find a Joker mask. Whn you get it mix it with 2 monsters and you will be able to use Jokers.

Event #14- Once you become Tamer Level 10 the AGIMA president will come and say that now you have to become Ages #1! He also says there is a Red Dragon Dynast in a cup named Emperors cup. It will be in the 1st of July. Canute will also come and he will say he will also be there.

Event #16- The president of AGIMA will come and he will say that you will be AGIMA's representative in the Amity Cup which will be against other companys like FIMBA. They will be on the 1st of February and August 3rd.

Event #17- Once you either become Class A or B, Holly will say when the Death Match tournaments are. For B they are... 4th September Storm Cup, 1st November Brilliant 8, 4th March Spartacus Festival. And for A they are: 4th May Strike Cup, 2nd July Corona Classic, 4th January Mistral Cup.

Event #18- The Emperors Cup. It will be on the 1st of July. Once you enter you will be in the City. Mr. Mardoc will be there and he will say that he brought along MentorTeska. And he brought Pabs from IMA. And Hunter will be there to watch.

After a lot of talking you'll be in a place that looks like a Jungle. Then Fransesca will say that Dynast is there. Then Dynast will be fighting Catedral, the pheonix. The Pheonix will win by a lot. Everyone will be surprised, and canute will be there. Pabs and MentorTeska will say they saw that guy before. But then Mr. Mardoc will say to battle him.

Here are the Catedrals stats.

Pow. 762

Int. 748

Acc. 794

Spd. 772

Def. 793

Lif. 730

This guy ain't so hard. But becareful because it has around the 90% in hit percentage so you will most likely always be hit.

Then everybody will think he is Magna. And he is Magna. Everyone is confused because they thought he died but his soul somehow got to another body. and canute will tell you about the Flare Orb and to find other orbs. Then Magna will burn himself.

Then the credits will roll..... THE END??? Nope, not yet.

Event #19- The next week after you win, the chairperson of FIMBA will come and he will say that FIMBA is having problems with its breeders.

Event #20- 2 months after event 19 He will be back again to give you a present. Then you'll be talkng about Mardoc and Magna.

Event #21- Sometime after the Emperors Cup Gavin will be back and he will say he saw a shady guy behind the shed who of course will be Mr. Karnab the explorer dude.

It seems that they found Promiass, the one Magna was talking about. Then the doctor will come to do examinations, with the nurse. I'm not sure if its the same day but it happened to me. Then they will examine you. Then they will leave. I don't know whats the point of this event but hey, its an event.

Event #22- Fransesca will come and she won't look so good. And she will say about a shop and the owner named Crow. And Holly will now the shop-owner. Then you will end up in the shop. Then there will be some talking about doctors. It seems that Crow likes Fransesca. Weeks later she will come and say the work out actually worked and shes feeling much better. Then go to the Square. You will see Hunter there. He says he decided to leave AGE. And he says he wants to fight the strongest monsters and travel and stuff.

Event #23- Now Ayase will come and say that he is tired too. And he talks about Fransesca not doing some work now and mail. And now Fransesca is in training camp. And shes studying martial arts.

Event #24- MentorTeska will come to say Happy New Year and about Canute coming back. He also thinks Canute might be coming back but hes not sure...

Event #25- Now Aroma will come to say about Fransesca and her Martial Arts, and how she and to join to. Weeks later Fransesca will come, she will thank you and give you the password "ATatTack" so you can put it on the shrine.

Event #26- EMPERORS CUP:PART 2- You could enter the emperors cup again, and if you do, you can the battle the Dragon Dynast. Its stats are

Att. 828
Int. 765
Acc. 732
Spd. 685
Def. 755
Lif. 915

This guy isn't easy. All his moves have a 99% chance to hit. And he will take a lot of damage all the time.

Event #27- Aroma will come to say that she wants Zest and Ayase to be together. And a couple of months later you will automatically come to a new screen that looks like a forest. And it'll be like your having a picnic because there is talk about food and fish. Then Fransesca will come by. After talk Aroma will be mad she starts saying "stupid stupid stupid stupid stupid", etc. Then you will be back in your farm.

----Quest For the Orbs----

Ok to start things of orbs are the tems you get by doing a job. You need them if you want to unlock a pheonix which are very good.

To get a orb you have to raise one of these monsters to master level: Golem, Hare, Suezo, Tiger, and Moochi. So far the golem and suezo you can use sub-breeds. But for the rest just the main breed to make sure. Suezo will give you the orb in like 2 weeks when it reaches master. For golem you have to get to master then you will fight a stray, go see the builder then next week you will fight the stray again and if you beat it you will get a orb. For Tiger you have to get to master then go to

Promiass. Search a ruin in the southeast corner and then you will get the Tiger Orb. Get a moochi to master level and then go to Malkt. Find a ruin with a Pheonix picture and you will fight a stray moochi, beat it to get a moochi orb. And for the Hare get it to Master level and then see the builder. Weeks later go to the square and fight the stray and the merchant will give you the Hare Orb.

Then once you get all those orbs in the First week of January the orbs will somehow get the power from the Flame Orb and then you will go to promiass. Then search for a Pheonix Sanctuary and then you will fight a Pheonix. Once you beat it you will get a Pheonix feather which can be used to mix with two monsters and then you will be able to regenerate Pheonixes which are one of the strongest type of species of all.

----SOME PASSWORDS----

NEW- I finally fixed all the monsters and fixed them in different sections so its much easier.

I will list the passwords you can use to get a monster you want.

NOTE: In the begining you can only use 4 letters as a password. So to get more you have to get to another class, so once you get to D you can use 5, C you can use 6, B you can use 7, etc. Also there are 512 monsters in total.

---Pixies---

#001 Pixie- MOON
#002 Granity- fire
#003 Lip Pink- tan
#005 Dixie- Soloman
#006 Mint- Legolas
#007 Allure- Lake
#009 Xylohorn- upstay
#010 Rinke- HORNY
#011 Fetish- 1988
#012 Hell- Mad
#014 Silhouette- IHSICK
#016 Truenos- Mimjedd (Secret)
#017 Stream- 99%POWER

---Golems---

#023 Golem- Emperor
#024 Dagon- GOJIRA
#025 Titan- sboob
#027 Marble Guy- Ronin
#029 Rhinogigas- Dynast
#032 Ogre- Psiroll
#033 Amenhotep- DOPPLEGA
#034 ThorHummer- badass
#035 Volcano- Lava (Secret)
#036 Talos- 4=6kJJff (Secret)

---Mews---

#042 Mum Mew- lagenie
#043 RockyMew- Fire
#044 Mew- Secret
#045 Mochmew- Rancher

#046 Zuumew- Tilt
#047 Bowmew- Infinite
#048 Octy Mew- Rest
#049 Mint Mew- ABCDEFGH
#051 Mewitch- ALLME
#053 Night Mew- Suejoe
#054 Mecmew- Silk
#056 Ailuron- yahoo!
#057 Leeumew- KISS
#058 Drumew- BGLK_9 (Secret)
#059 White Mew- DurgaaJ (Secret)

---Moochis---

#064 Ancoron- Tail
#065 Moochi- LUKE
#066 Draco Mooch- MMgood
#067 Warabi- fab
#068 Breakie- veer
#069 Marimoochi- wild
#070 Peng Moch- golin
#073 MarineMoch- Rare
#074 Gizumoochi- 0022
#075 Cotton- Lady
#076 Robocchi- Tina
#077 Birdlimer- noah
#079 Coqcchi- roknroll (Secret)
#084 Deviderd- 806

---Dragons---

#086 RockDragon- FASTFOOD
#087 Dragcatze- note
#088 Dragon- Cherry
#090 Niezheg- DOGOODER
#092 Quellepre- kissmyas
#095 Dragster- feelher
#096 HagiDragon- WHIM
#099 Gatekeeper- Biteme
#103 XtalDragon- Crystal (Secret)
#106 Diva- LST_DRG (Blue Secret)

---Arrow Heads---

#107 Caro- Amabile
#109 Rose River- Hogan
#111 Arrow Head- mew2do
#112 VenomArrow- Quent
#113 Canaloa- funeral
#116 Nut Arrow- Xtreme
#117 Aqua Spike- Wara
#119 Land Shark- Kirk

---Suezos---

#129 Pink Eye- Bald
#130 Cat Eye- Shrine
#132 Crab Suezo- gigo
#133 Suezo- Leene
#134 Bloodshot- 9876
#135 MelonSuezo- omni
#136 Hornie- LISA
#137 Purpir Sue- !?!?!?!?
#138 Earth Eye- Tree

#139 Metal Sue- YU-GI-OH
#140 Bad Eye- lilangel
#141 Fukaso- Mountain
#142 Cherry- Tale
#143 Nycta- mas
#145 Mooner- Sonjia (Secret)

---Duckens---

#147 Piekan- naut
#148 Blocken- GIGAS
#149 Kinkung- Sprint
#151 Arokkung- TOOOOOTT
#152 Ducken- B96
#153 Yuzukkun- wine
#154 Psikung- Dude
#156 Zankung- Farmer
#157 Cuekang- Warrior
#158 Othellot- hyde
#159 Capsular- Xtak
#162 Leokung- gag
#164 Torridon- Sun_Bath (Secret)
#165 Brinjalon- Einstein

---Zuums---

#167 CrabZuum- JAWO
#168 Zuum- pkkkkkkk
#169 Earth Zuum- zup'
#170 Psirow- Idiot
#173 Speedster- w00t
#174 Heptameron- kirk
#175 Milky Way- GODY
#176 Mech Zuum- pikapip
#177 WiryKicker- 56701234
#178 Cocadrille- Water
#181 Golizards- Lusmgmss (Secret)
#182 Athlete- Oldio (Secret)

---Tigers---

#183 RockHound- XXX
#184 Volgue- Geap
#185 Venders- garv
#186 Datonare- Tattle
#187 Tiger- uupu
#188 Cabalos- MOMOSEAT
#189 Emrode- KISS1035
#191 HazelFur- spy
#193 HareHound- giro
#194 Scarlet- 002
#195 Ribo- ghitan
#199 Snowcap- FIGHTER (Secret)
#200 Kirin- Clawer (Secret)

---Nagas---

#204 Hunter- TOYSR
#205 Wild Pink- snow
#206 Stinger- pothead
#207 Naga- ABCD
#209 Sandler- 0023
#211 Nut Eater- Guard
#212 Hydra- dienketo

#213 Alcatraz- mmlgfgl
#214 Edgehog- Monol
#215 Blue Nail- guru
#216 Python- RED
#218 Crimson Eye- TInn
#219 Banaga- litesout
#220 Grendel- DARKEYE (Secret)
#221 Miasman- CuvuEII (Secret)

---Octopees---

#222 Picpee- Atlantic
#223 Inkpotter- Gitan
#224 Lemopee- Cotton
#225 Trippee- beer
#226 Spicie- Holy
#227 Blue Octy- Tomcat
#228 Octopee- 2-24
#229 Chestnupee- Fallk
#230 Villainie- Excalabe
#231 Fur Octy- More
#232 Lesipee- hare
#233 Poulpenger- Litt
#234 Abysspee- AAAABBBB
#235 Cantripee- Victory
#237 Kraken- Gold
#238 Prepee- Pharaeof (Secret)
#239 DeepOne- Arlqpqw (Secret)

---Mogis---

#241 Sopra- UFO
#242 Nyaggy- 005
#243 Pease- Moochi
#245 Fleece- nicO
#246 Mogi- Boi
#247 Grandie- 94666
#244 Shanx- 94333
#249 Offshore- rage
#251 Tap- Citrus
#252 Amabile- Seed
#253 Classic- sisi
#254 Hard Luck- Rageiky
#256 Percussion- Mel
#258 Hooligan- M16A2 (Secret)
#259 Eurobeat- cancer (Secret)

---Psirollers---

#260 Eroller- Horns
#261 Mochroller- luda
#262 Aroller- yoymidie
#263 Sueroller- Blonde
#266 Mogtroller- Fox
#267 Psiroller- Jokerism
#269 Searoller- mmgood
#270 Crosroller- idioje
#271 Footroller- Gojira
#272 Carroller- Spell
#273 Rabiroller- OONOOOO
#274 Lioroller- Gain
#275 Turbroller- NNJff (Secret)
#276 Suproller- clown

---Durahams---

#281 Andrew- Project0
#286 Perseus- 2010
#287 Duraham-]
#292 Heimdall- Otrie
#295 Bewolf- SOMEDAY
#296 Reflector- StarWars (Secret)
#297 Bushi-Do- FallkfJI (Secret)

---Jokers---

#298 Joker- Mechanic
#300 Hell Lord- 94837261 (Secret)

---Momos---

#305 Zaza- baby
#306 Titi- ghiet
#308 Kuku- Scar
#309 Coco- lajinnin
#310 Toto- QRSTUVWX
#311 Popo- time
#312 Didi- Daffy
#314 Momo- chettos
#316 Pepe- Durr
#317 Muhha- upin
#219 momomono- Football
#320 Sisi- USA
#322 Kuloro- LIKETEIA (Secret)

---Lesiones---

#323 Rubia- STOP
#324 Brakios- Gears
#326 LavaLessie- Humana
#327 Silkies- garu
#329 Plesio- fabide
#331 Diamante- yahoo
#332 Lesione- yoda
#334 Paleo- h00t
#335 Melesine- puny
#338 Legaia- kildren
#340 Bloomer- ZYXWVUT (Secret)

---Zans---

#341 Shuri- STARTREF
#342 Ryoku- 00ed
#345 Karu- tonny
#350 Zan- HIGENE
#358 Oboro- KILL'em (Secret)

---Antlans---

#360 Tomcat- OCTOPII
#361 Vermillion- YZ
#362 Caraban- Trojans
#363 Octoban- pinn
#364 Chaser- Lion
#365 Justin- Fleas
#368 Antlan- Mega
#369 Harken- Mikeal
#370 Trickster- DIZZY
#371 Gekko- tsampoy

#372 Phantom- ITEMS
#373 Guardian- Rain
#374 Galeant- Bogfp? (Secret)
#375 Skeletant- PSYCHIC (Secret)

---Hares---

#376 FairyHare- 0A00 NOTE-The 0 are zeros
#377 Rockyfur- Tomorrow
#379 FourEyed- 66666666
#380 Suntham- Finn
#381 Moonlight- Battleta
#382 Pain- hillfig
#383 Speamint- Sea
#385 Hare- mega
#386 CupidHare- Ape
#390 Evilhare- karoeki
#391 Homunculus- PhaalkJ (Secret)
#392 Celeris- Queen (Secret)

---Suzurins---

#393 RingRock- Sail
#394 SparkRing- monstah
#395 PrunusBell- titi
#396 Sharorin- ruby
#399 Wizring- AshtoAsh
#400 Kuririn- sowhat?
#401 TinkleBell- Louie
#402 Suzurin- guro
#405 Chapel- DEGENERA
#407 Tumbrin- Valentin
#408 Shaorin- REFRESH (Secret)

---Hengers---

#413 Purineger- milky
#414 Gaia- pixal
#416 Yabbic- Tortra
#418 Whimfly- 949_32
#420 EndBringer- 007Bond
#422 Abyssinian- Strike
#424 Skullwave- 021
#425 Henger- Mint

---Raidens---

#431 Midas- idiije
#436 Juggernaut- neofan12
#437 Griffon- ONONONOO
#439 Zephyrus- Sally
#440 Allblue- 001
#441 Raiden- mooo
#443 Horus- Poison
#444 Suparna- GOLEMDIE
#449 Wildfire- CABLECAR
#454 Rhigitan- BASIC

---Gitans---

#451 Sandmann- Arrakis
#455 Venomous- Dynamite
#458 Wabbit- 017
#459 Benemale- Drag
#461 Gitan- Ghost

#463 Merry Merry- ~ _____ NOTE- There are 7 _

---Galis---

#468 Gali- ton

---Doodles---

#471 Doodle- ghi

---Monols---

#476 MocchiWall- Beta

#479 TricoWall- Hiho

#481 TranceWall- 0111

#482 BlueWind- RED_DRG

#483 AmenoIwato- Specter

#484 AquaWall- LOBSTER

#489 Monol- Link

---Pheonixes---

#492 Pheonix- broadway, dragonX

---Garus---

#496 Delphi- elk

#497 Pict-][

#498 Becks- Ocean

#499 CousCous- Tigoo

#500 Wolfkin- joe

#501 Kijimanu- Chaser

#502 Rugaro- 026

#503 CyanGaru- LADI

#504 Gokuu- MilkyWay

#507 BlackLion- ketchup

#508 Garu- mont

#510 Liorosa- GNIKNOIL (Secret)

#511 Sun- MP5KPDW (Secret)

#512 Pantheon- bacon (Secret)

BTW Secret means the special monster of that kind.

----Japanese Passwords----

#001 Pixie- ppppp, roast, yoda

#003 Green Pixie- Luis, poop, WWF

#006 Blue Pixie- ROME

#007 Purple Pixie- force

#009 Red Pixie- 948372

#023 Golem -JEDE, toon, zup', didi, NOO, MOON

#034 Red Golem- homo

#042 Pink Mew- lisa, wu

#044 Mew- !!!!!, pipi, RINO, Y2K, SPOON

#046 Green Mew- gamefaqs

#052 Orange Mew- zupHOMEY

#065 Moochi- cbcab, moonij, Sean

#067 Yellow Moochi- ladidum

#069 Green Moochi- SOJED, summon

#074 Blue Moochi- 6655

#111 Arrowhead- yugio, puzup, helince

#117 Light Green Arrowhead- Graveler

#114 White Arrowhead- toonwar

#124 Special Arrowhead- stero

#129 Pink Suezo- moo, toono, magician

#133 Suez0- klabe, YAMI, hinotama
#136 Blue Suez0- word
#137 Purple Suez0- laf, sowa
#145 Special Suez0- Ultra
#168 Zuum- soneo, AAAAA, woo, oohaah, hail
#170 Light Blue Zuum- SHIN
#174 Brown Zuum- hallow
#187 Tiger- TOJEN, uraby, EMINEM, aba
#189 Gray Tiger- barto
#207 Naga- KLABE, legarm, heyDJ, soto, SUZIE, jed
#215 Pink Naga- Dragon
#211 Orange Naga- MIKE
#221 Special Naga- milady
#222 Red Octopee- 66677788
#223 Gray Octopee- exodia
#224 Yellow Octopee- wyowy?
#227 Blue Octopee- DJ
#228 Octopee- MEGA, wyz
#229 Gray Octopee- idiot
#243 Pink Mogi- nerd
#246 Mogi- Missy, Ellio, yami, face
#251 Brown Mogi- omegod
#252 Yellow Mogi- jijojo
#261 Pink Rhino- xx
#262 Orange Rhino- romeo
#263 Yellow Rhino- WY!!!!, HOMES
#267 Rhino- OJINM, puz, lameo, hide
#360 Yellow Antlan- 27"66
#368 Antlan- light
#369 Brown Antlan- uvv
#378 Yellow Hare- Neuville
#380 Red Hare- lgbmhc, GIJOE
#385 Hare- lobby%, Jedi, Luke, jarul, pichu, JOKE
#386 Pink Hare- mard
#396 Orange Suzurin- HIJO
#402 Suzurin- report, antlan, anarexia
#407 Red Suzurin- Senju
#495 Pink Werewolf- godRA
#496 Green Werewolf- kay
#498 Yellow Werewolf- money
#500 Blue Werewolf- omigod
#503 Light Green Werewolf-zupom, NOOM
#504 Brown Werewolf- mini
#508 Red Werewolf- zugu, fedup, fall, STOP, 'yo

----Expeditions----

There are many expeditions you can go to, to get to one you must first have seen the first event where there's a lot of talking and you go to an expedition. The first one isn't really great because you can only take one step before you stop. After you take the step some guy will come and battle you. After that you will be in your farm with more talking. Expeditions are really neat because you get very rare items and get special summoning moves by battling stray monsters.

In expeditions you take steps. There is also a number of steps before your monster will get tired. It all depends on your status of how many steps you can take. Once you reach zero it will still count down until it reaches -5 or -10. After your monster gets tired you will be back in your farm. So far I can only go to 2 expeditions, they are...

FOREST- Tapota
COST- 1000 G.

MOUNTAIN- Malkt
COST- 2000 G.

RUINS- Promiass
COST- 3000 G.

In the forest you can find some items but there not as valuable as the ones you can get in the mountain.

In the mountain the land is VERY big so you will probably get lost. You rarely find something to check but you also get good stuff.

Every time you want to check something you have to waste 10 of the steps you have left. You also have to do the same for breaking rocks and boulders.

!!!MUST READ!!!

BEWARE- Sometimes when you check something there is a chance your monster could get lost in there and you will automatically go back to your farm. You might also spend weeks in the farm without your monster until it is found. Your monster's happiness will go down depending on how long its lost.

In Promiass the main point is to find the Orbs which you need. Once you get them all in there you have to get to a Pheonix statue then you will have to fight it. Once you win you will get a feather to mix and you get a Pheonix and you will have the right to use them.

PLACES- A COMMUNITY BATH HOUSE - You will find this place and then your monster will jump in.
here you will find NOTHING.

THERE IS A PLACE WHERE YOU CAN FIND DOODLE. ITS IN THE MOST EAST PLACE, SOMETHING WILL HIT HOLLYS
HEAD AND ITS CHALK, YOU CAN MIX IT TO GET DOODLE.

---Soul Mate Monsters---

Sometimes when you check something, there is a chance you will battle a monster. The monster you battle can maybe become your partner in battle. All you have to do is KO it to make your chances higher to make the monster an attack or a Soul Mate Monster. If you do KO it, you will appear with the monster next to you and some signals will appear above the heads. That means it will join you.

You can also get these battles not just on expeditions but on farms, I got one from a battle when the main character from the last game was talking to me and I battled a Hare. I KO'ed it and then when I checked my moves some signal appeared. Then I got it as an attack. But that Hare is the only one you get from your farm as far I as I know.

There are many different kind of summoning moves. One can be an Attack move, a Powerup move, or a Magical move. You have to pick the right time to use the move because you can only use it once during a tournament. I suggest you do it against the hardest monsters or at the end of a tournament.

Here is a list of some Soul mate monsters I got.

1. Oliver (Hare) from Aroma
Power: Oliver Smash

2. Mudsuck (Golem) from Malkt
Power: Mudsuck Smash
3. Graham (Mooch) from Malkt
Power: Graham Cure
4. Wendy (Pixie) from Malkt
Power: Wendy Cure
5. Tomy (Naga) from Malkt
Power: Tomy Cure
6. Raoshing (Lesione) from Malkt
Power: Raoshing Block
7. Kauffman (Antlan) from Malkt
Power: Kauffman Cure
8. Vision (Arrowhead) from Malkt
Power: Vision Cure
9. Delis (Guru) from Malkt
Power: Delis Block
10. Plam (Suzurin) from Malkt
Power: Plam Smash
11. Balte (Golem) from Malkt
Power: Balte Smash
12. Murphy (Ducken) from Malkt
Power: Murphy Cure
13. Hoffman (Arrowhead) from Malkt
Power: Hoffman Block
14. Luna (Hare) from Malkt or Tapota
Power: Luna Cure
15. Noel (Pixie) From Tapota
Power: Noel Cure
16. Paind (Garu) From tapota
Power: Paind Cure

-----TIPS AND TRICKS-----

Well for now there is no tricks that I have found yet but I do have some Tips

- * Never over train your monster
- * Let It rest at LEAST once per month
- * Right after a tournament let the monster rest
- * Don't always praise your mosnter unless you want a lovegiving machine
- * Also don't scold your monster too much unless you want it to hate you.

-Stragetys-

Fighting

* Everytime when in battle your monster will sometimes miss the target unless his accuracy is 99%. Don't feel bad it missed, the opponent will miss occasionally so don't lose your hopes if your losing.

* If your low on guts and need more to make the finall finish and have plenty of HP left, wait until your opponent attacks with the cheapest move so you get 10 guts but only lose a couple of HP. Also note that everytime you or your opponent attacks, you or your opponent will gain 10 Guts but will lose some depending on the attack.

* Don't always try to KO your opponent, spare the creatures sometimes or you will face harder monsters in Tournaments. But if you do KO your opponenet you will get more fame.

* Don't always do your best moves in the begining with high guts. Because if you miss your pretty much screwed. Your opponent will always try to attack

first with 40-50 taking out guts. And if they miss you just beat them with all you have because they just waisted all of their guts. But if it does hit you well.....

Good Luck

* In the begining you will like to beat class E really fast because you get very little money and D gives you around 2,000 G. So its pretty good.

* Send me more hints, tips, codes, or stragety's to me and I will post them here with credit to you.

* Its very good to train the most attack you can, before your monster dies try to get 999 attack and a lot of defense. With high attack like that you can beat almost every monster with one hit or two, I killed the Pheonix in 3 hits though.

* Every time you want to train don't train regurlaly. Make sure you have a coach for everything. If your training your 1st monster go to AGIMA in the city and get a coach like the Dragon, Moochi, or Golem. You may lose some stats but only like 2 or 3. And You gain stats like you do in Great! in regular training. Imagine how much you will gain if you got Great! in Coach training. Sometimes you get about 25-30 stats. But the most I ever gotten was 31.

----Items----

---These are Items you find/win in expeditions or tournaments---

StarPrun- Sweet Star Prune.
Careful not to eat too much!

Gold Bar- A precious Purpose- To sell for 5000
natural resource. Very valuable.

SilvrBar- A precious Purpose- To sell for 3000
natural resource. Used in jewelry.

Emerald- Precious costly gem Purpose- To sell for 7500
with a bewithching glitter.

DefCharm- An amulet that holds
the spirit of a tough warrior.

VicCharm- Victory Charm. Comes
Thru in the clutch.

---Combining Items--- (When combined you get a monster)

DblEdged- A master's sword.
Add when combining monsters.

DragFang- Fang of a Dragon.
Add when combining monsters.

BlkSpear- Black Monster
sealed inside. Vibrates.

WhtSpear- White Magical.
Only certain types can use.

Nunchaku- Eastern Weapon.
Almost seems alive.

OddChalk- From the Tapota quarry. Has hidden power...?

Monolith- From the Tapota shrine. Has hidden secret.

Feather- Bright red feather from the legendary Pheonix.

Mech Bot- Robot made from var. parts. Ancient know-how.

JokerMsk- Eerie mask left behind by a Joker.

Galimask- Found on the Gali altar. Glows mysteriously.

---Orbs--- (These are items VERY important in the game, you have to find them in expeditions)

Flare Orb- Fiery red orb glows with peerless beauty.

MochiOrb- Orb with a soft glow that soothes hearts.

TigerOrb- A sky-blue orb that glowa all on its own.

Golem Orb- Hard Orb with a soft glow. Protects its owner.

HareOrb- A cute orb of great clarity. Extremely light.

SuezoOrb- Mysterious orb with a golden, changing glow.

---Treasures---

Wood Box- Treasure chest that contains an item.

Iron Box- Sturdy treasure chest that contains an item.

SilvrBox- Pretty treasure chest that contains an item.

Gold Box- Glorious treasure chest that contains an item.

BlackBox- Suspicious treasure that contains an item.

---Stones--- (When mixed your monster will powerup stats)

PowStone- Stone of Strength. Increases a monster ability.

IntStone- Stone of knowledge.
Increases a monster ability.

WndStone- Power of wind.
Increases a monster ability.

SpdStone- Makes one fleet.
Increases a monster ability.

DefStone- Stone of toughness.
Increases a monster ability.

LefStone- Life-force stone.
Increases a monster ability.

Fureria- Statue of Lif./Int.
God. Ups monsters abilities.

Gadamon- God statue of Destr./
Creat. Ups monsters abilities.

Buragma- Statue of Technique God.
Ups monsters abilities.

--Owning items--- (When you keep these items your monster can lose stress/fatigue)

ShinyGem- Owning it relieves
monsters stress a little.

GlimrGem- Owning it measurably
relieves monsters stress.

Brightgem- Owning it greatly
relieves monsters stress.

SilvrCup- Owning it relieves
monsters fatigue a little.

Gold Cup- Owning it measurably
relieves monsters fatigue.

Holy Cup- Owning it greatly
relieves monsters fatigue.

Incense- Owning it relaxes
spirit for peaceful sleep.

AromaPot- Owning it relaxes
body/mind for deep sleep.

WndFlute- Owning it charms
a monster like a baby.

WindDrum- Owning it strikes
fear in monsters' hearts.

---Invitation Items--- (These are items you need to get to the Invitation tournament.)

Invite W- Warrior Invitation

Match. For very brave breeders.

Invite D- Dragon Invitation
Match. For those that pass test.

Invite N- Ninja Invitation
For skilled Breeders.

---Food/Toys--- (These are items your monster can eat or play with)

HonCandy- Honey candy.
Great for monster snacks

Oily Oil- Seed Oil.
Removes fatigue from monsters

NitroBer- Refreshing Nitroberry.
Helps relieve stress

MintLeaf- Stress reliever and
ingred. of medicine

MntCandy- Refreshing Mint candy.
Helps relieve stress.

Newt- Bitter Roasted Newt.
Ingred. of medicine.

Gelatin- Fills you up
but hardly any calories

DietWeed- Breaks down fat.
Perfect for dieting.

Dodorin- A cake made from
ripened dodorin fruit.

Meatslab- A huge portion of
meat sure to satisfy anyone.

Grapes- The finest grapes.
Imported from Tapota.

Cheese- Soft cheese.
Imported from Carota.

Wine- Mellow wine.
Imported from Aspia.

Flowers- Beautiful, fragrant flowers.
Calms the spirit.

MonsToy- Monsters love it
when you shake this at them.

---Charms/Others--- (These are items when combined you get a certain trait)

LuckFrag- Mysterious lucky
fragment. Keep it bottled.

SeeScroll- Scroll of secret
anticipating attacks.

DefCharm- An amulet that holds
spirit of a tough warrior.

VicCharm- Victory Charm. Comes
thru in the clutch.

EaglMask- Ceremonial Eagle Mask
with very sharp eyes.

I will list more when I get them.

-----Traits-----

Here is a list of some traits in alphabetical order.

Big Voice--- Loud voice attks more likely to succeed.
Charm--- Gets items cheaply with its charm.
Dignity--- Increases stats during battle.
EagleEye--- See high-speed opponents and up accuracy.
Expert--- Gets good at a cert. training but moody if it fails.
Failure--- Gives poor execution in battle.
Foresee--- Anticipate and dodge better but damage easily.
FullArmr--- Ups resis. to phys. attks but harder to move.
Glutton--- Always hungry no matter how much it eats.
Hi Aim--- Easier to increase acc. stat.
Hi IQ--- Easier to increase int. stat.
Hi Power--- Easier to increase pow. stat.
Hi Speed--- Easier to increase spd. stat.
Hi Stamina--- Easier to increase def/life stat.
IronHart--- Training hard won't tire the monster out
Macho--- Increases strength attacks but tire easily
NearSght--- Can see near very well but not far.
Observer--- Makes it easier to find items on adventures.
Popular--- Easier to become popular. More Friends.
ReekFoot--- Feet moves hit less but can give psyc. damage.
Rock Skin--- Reduces damage but harder to dodge attacks.
Satori--- Increases int but only in battle.
SoftBody--- Softens damage from punch or stab attacks.
SureHeal--- healing moves are morelikely to succeed.
Success--- Gives great execution in battle
Sweet Smell--- Charm attks are more likely to succeed.
Tuf Skin--- Reduces damage but harder to dodge attacks.
Up Breath--- Increases power of moves that expel breath.
Up Charm--- Increases power of moves that use charm.
Up Claws--- Increases power of moves that use the claws.
Up Dance--- Increases dance-move power abd dodging ability.
Up Earth-- Ups Power, accuracy and toler. of Earth moves.
Up Fangs--- Increases power of moves that use fangs.
Up Fire--- Ups Power, accuracy and toler. of Fire moves.
Up Fists--- Increases power of moves that use the fists.
Up Head--- Increases power of moves using head.
Up Ice---Ups power, accuracy and toler. of Ice moves.
Up IQ--- Increases power of int. moves.
Up Ltning--- Ups power, accuracy and toler. of Lightng moves.
Up Magic--- Ups power,accuracy and toler. of Magic moves.
Up Mind--- Ups power, accuracy and toler. of Mind moves.
Up Shot--- Increases acc. when throwing or shooting.

Up Tail--- Increases power of moves that use tail.

Up Water--- Ups power, accuracy and toler. of Water moves.

----FAQ (Frequently Asked Questions)----

-Shrine Questions-

Q- I can only write down 4 letters in the Shrine, how can I get more?

A- You can get more by getting a higher monster level i.e. D, C, B, A, S

Q- How come when put down something in the shrine no monster comes up, how come?

A- 2 things, either because there the producers didn't put a monster for that word or because the monster is too rare and you need to win an invitation tournament to get the monster like Duraham.

Q- Are there more than one password for a monster

A- Yes there are MANY passwords for a monster so its not that hard to try to get a monster you want..... well sort of, it took me 2 hours to find the one I wanted.

Q- I got a monster but they won't allow me to use it, how come???

A- It's because you don't have enough farm space. To expand your farm you need to go see the carpenter to expand your farm. But it will cost 20,000 G. to expand it so make sure you have a lot of money. With the expanded farm you can have guys like Golem, Naga, and Arrowhead.

-Tournament Questions-

Q- How do I get to another higher level like D?

A- You have to win an official level AGIMA tournament which happen 3 times a year and happen at the end of the month.

Q- How come she won't let me see the calendar to go to the tournament?

A- It's because your monster is too old, even if you let it rest, train it (Which you gain nothing) there is no way it will battle again, unless there is a stray monster but its pretty much pointless so you either have to make it into a coach, freeze it, or abandon it.

Q- In which tournament do I join in order to unlock special monsters like Joker or Dragon?

A- Some monsters like Duraham, Dragon, and Zan you need to get invited to special training with AGIMA in the city. Then you will be told to find a special item in an expedition like Proof of the Dragon, Proof of the Ninja, or Proof of the warrior. Once you find it you will be given an invitation to enter a tournament. If you win against that monster then you will be given a fusion item for that monster and you will have the right to use that monster. But some monsters like Joker you will have to find the fusion item for that monster.

-Battle Questions-

Q- How come sometimes I do critical hits to my opponent but it sometimes brings the move back at me?

A- its called a counter you can do one by holding down B then pressing a direction on the D-pad.

Once done the next attack done by your enemy will have a 75% chance of working and you will have a

25% chance of countering depending on the direction you pressed. Also some side notes: If you use a

move in counter mode you will no longer be in counter mode. You cannot enter counter mode at any given

time, the way you can tell if you can or not is shown by a box at the top middle of the

battle screen.

If the box is red you cant enter counter mode, If yellow you may enter counter mode, If green you are

holding down B and have yet to press a direction thus you are in pre-counter mode, If blue you are in counter mode.

Q- Guts, whats it really for, excluding its sort of "MP"?

A- If you have lots of Guts you could take way more damage than if you barely have enough guts to make the attack.

Q- How do you determine who wins excluding KO's?

A- It depends on the % of life you have left, even if you took more life than your opponent

it depends on how much % of life the have left.

Q- Why is intelligence even in the game, whats it for anyways???

A- Intelligence is for when your in a tournament, it will say if you want to control it, if you choose no then the monster will fight by itself. It will do good depending on its intelligence. Personally I think its a waste of time to train it, I always fight the battles and so do many people. All my monsters always have low intelligence before they die

like around 100 or less. And Intelligence/Brains is also good for some int. type moves and it will take more damage. So int. might also be like an "attack" for some type of moves. And the more brains you have the less guts you might take if you get hit.

-Monster Questions-

Q- Do monsters die in this game?

A- Luckily no, monsters will never die in this game. But Holly will say your monster is too old and you won't be able to use it. Instead of the monsters dying they just age, but compared to mosnter racnher 2 for ps, monsters will live much longer and dont just retire your mosnters you can make them into coaches to train you new monsters.

----Well For now I haven't been sent much emails so send some questions to me so I can post them here to help other newbies. Email--- neofans1@yahoo.com-----

----CALENDAR----

////////January////////

WEEK

1 - You get Invitation for FIMBA Amity Cup

WEEK

2 - Class E- Crocus Cup

WEEK

3 - Class D- January Cup C- Crystal Cup B- Capricorn Cup

WEEK

4 - Class C- New Years Fest. A- Mistral Cup S- General Cup

////////February////////

WEEK

1 - Class D- Aquarius Cup FIMBA Aminity Cup

WEEK

2 - Class E- Princess Cup B- Diamond Cup

WEEK

3 - NOTHING

WEEK

4 - Class E, D, C, B, A, S AGIMA Official

/////March/////

WEEK

1 - Class E- Surprise Cup A- Dynamite Cup S- Spirit Cup

WEEK

2 - Class S- Element Cup

WEEK

3 - Class C- Rizer Four Great Four- Greatest 3

WEEK

4 - Class D- Blossom Cup

/////April/////

WEEK

1 - Class B- Green Leaf Open A- Mission Cup S- Master Cup

WEEK

2 - Class S- King X

WEEK

3 - Class E- Youth Cup

WEEK

4 - Class C- Lake Ira Cup

/////May/////

WEEK

1 - Class E Spring Cup D- Goldor Cup A- Kingdom Cup

WEEK

2 - Great Four- Age Monsters Cup

WEEK

3 - Class D Guardian Cup C- Falcon Cup

WEEK

4 - Class B- Emerald Cup A- Strike Cup S- Primary 8

/////June/////

WEEK

1 - Class S- Altair Cup

WEEK

2 - Class E Rain Cup C- Aspia Cup

WEEK

3 - Class B- Pearl Carnival

WEEK

4 - Class E, D, C, B, A, S AGIMA Official

/////July/////

WEEK

1 - Class E- Rising Sun Cup C- Summer Classic B- Sirius Cup

WEEK

2 - Class A- Corona Classic

WEEK

3 - Class D- Wave crest Open B- Beach Wind Open A- Sea Breeze Open

WEEK

4 - Class C- Vizlee Cup

/////August/////

WEEK

1 - Class E- Rookie Cup B- Sunflower Cup S- Dignity Cup

WEEK

2 - Class D- Carota Cup

WEEK

3 - Class B- Tapota Cup ---Aminity Cup

WEEK

4 - Class A- Twister Cup S- Sun Cup

/////September/////

WEEK

1 - NOTHING

WEEK

2 - Class E Rising Dragon- D- Island Festival C- Wild Cup

WEEK

3 - Class D-Autumn Cup A- Crux Cup S- Strongman Cup

WEEK

4 - Class B- Storm Cup

/////October/////

WEEK

1 - Class E- New Age Cup A- Malkt Cup

WEEK

2 - Class C- Skill Cup Great Four- E-I Grand Prix

WEEK

3 - Class C- Tachyon Cup

WEEK

4 - Class E, D, C, B, A, S AGIMA Official

/////November/////

WEEK

1 - Class D- Treasure Cup B- Brilliant 8 S- Ultimate Cup

WEEK

2 - Class E- Sprout Cup A- Burnung Cup S- The Fist

WEEK

3 - Class C- Harvest Testival A- Trident Open

WEEK

4 - Class B- Tribe Cup

////////December////////

WEEK

1 - Class D- New Energy Cup S- Frost Cup

WEEK

2 - NOTHING

WEEK

3 - Class D- Winter Cup B- Sagittarius Cup A- Icicle Festival Great Four- Winners Cup

WEEK

4 - Class E- Junior Open C- Countdown Cup

There are also MANY other events that happen but I haven't exactly gotten the date yet. Also, there are Tournaments where you need an invitation to enter. These are very hard battles, you also get very good restricted monsters if you beat them.

----RECORDS----

Here I will list the highest stats for everything, send yours and see if anyone can beat those records. I have none so send them to me. Also I won't post my own records or that'll make me kind of ignorant in a way. So sned me like what was the highest money, stats, or life span of a monster. Send them to me at neofans1@yahoo.com---- Just make sure you don't start lying just get attention. And I can tell if you really did such a job.

Highest Attack=

Highest Defense=

Highest Speed=

Highest HP=

Highest Brains=

Highest Acc.=

Most Items found in an Expededition= 6= TheMonstr

Highest money ever gotten= 490,000 = TheMonstr

NOTE= The use of Gameshark is not prohibited.

---Brandon Leong---

Highest Attack= 650

Highest Defense= 677

Highest Speed= 690

Highest HP= 710

Highest Brains= 722

Highest Acc.= 671

Most Items found in an Expededition= 8

Highest money ever gotten= 520,000

4 Years 5 Months

----Gameshark Codes----

Thanks to smegaman for these codes-

---This code must be on---

[M]ust Be On
348599E1DD193A15
96320DAD4C2FE2E9

---Codes for Traits---

Trait Modifier Slot #1

RockSkin
35078470AF7368DC

TufArmor
20AC26BF20F3028B

TufSkin
49634738461A5FE8

TufShell
08342777411A71C6

TufScale
1A1417095C0368C2

SoftBody
E611276EB2E220DF

MagicGrd
3BDBD39079358C59

UpTail
FAD2841C945738E5

UpClaws
EB30FA1D8E7C47EC

UpFangs
44FA590E7EE5D593

UpHorns
7895DDD32D958DF5

UpSword
0227288344A3D391

UpScythe
6E6D50A8017853FD

UpSpear
FFDC6DE10F80321D

UpWings
FB477D6C28488948

UpTongue
425803FD0C91D618

SwtVoice
FAD4E096BE55330F

SwtSmell
736CD0E992DC8792

UpCharm
2277A7D88AE7C4E5

BigVoice
3E13790222073459

SwtHips
63726500F99E42C1

Sunshine
03863EF298D9F67A

Rain
43AF2A7288D56662

LuckStar

5C3A933E9381324F
Popular
D454F5FC02FE06F1
GlssHart
BA54B23016B42940
Charm
FE3904E05138CC3E
HiPower
1CC11EA1F51B96AE
HiStamna
0081F4F6883067B3
HiAim
FA5B7CF591760F61
HiSpeed
40BE994A8FAC7589
HiIQ
A12D3453B2F7B3DA
UpFists
D02A48EB315D0FD9
UpFeet
4C34D1722E52C349
UpBeams
1C0FD7C8B99B3AE4
UpBreath
4A174FB2607904B0
UpHead
B1C78676FE7BF571
UpDance
A5D644F15B9EF70D
UpShot
9775A49873AC4F4B
SureHeal
C55EB7BE9F10E90B
Foresee
7299928AE4F865CD
EagleEye
A95D3C52123DC1FF
FullArmor
7802D15CAF6EAE84
Macho
A2497FDC86307B71
IronHart
94F545765229A7C9
Observer
5894F727F4382D01
Charisma
F78441DBB0022E49
Satori
CAE24AD4DA71AE8C
Glutton
7AC3DF84B5996D1A
NearSight
BA0B8448E60A1A69
FarSight
5F8F0B3E23647D77
Listless
4F1A156806194595
Merchant
8CA7879C9036A0F2
Undaunted

EAA3CBD803E422E8
UpIQ
931E5C310D64737A
UpHands
A4CBA816F1BB6145
UpHands+
CB7BD74B564C68D2
Dignity
A3C50D7BDB2CA461
UpCountr
B956CB271CAD820C
SlamBack
E5B24DA4A443794C
SlamBack
0BA404B05FA7EA1D
Lazy
A0C8260B08396A0C
WornOut
E658616D4A972CAC
ReekFeet
9AB1CC3D7061DD38
Expert
25A1C3D2B6B607C1
Success
82F15F4D8CDD19AC
Failure
8A7DAD586DC88E76
UpFire
605C70FCDB70623D
UpFire+
01B27C1806CDE310
Inferno
C5E233A2AC0736ED
UpIce
2ECAEF686CDD8D76
UpIce+
C514111DB8F4B7E4
UpLtning
FEE5B677C3D61917
UpLtnng+
717540C6CF6B3811
UpWater
CA132616C3A7E772
UpWater+
B790181D27FBB160
UpWind
5AB40A563503A190
UpWind+
8260734D0C46B459
UpEarth
6F675C42E0A3FD11
UpEarth+
DBFCBA00BFF442FB
UpMind
E113EF3F71EC5CB4
UpMind+
901DA65C2B8D8F5E
UpMagic
2FF695F383E3AD9D
UpMagic+

9FE75CEC50362C50
Elite
38A510340EAE22C7
Slump
C49DA2DAA99EDAF8
StatKing
4D4C25FAA8F09E1D
Trait Modifier Slot #2
RockSkin
A924E2D05785BFF2
TufArmor
E2F3958B9247563B
TufSkin
397A3F494BB5516B
TufShell
00816BC188478DFC
TufScale
7808529CCE8A4C18
SoftBody
12C83DD67C1A071E
MagicGrd
8FC29B051551E0C4
UpTail
93EC5425154FCD9E
UpClaws
40ED8D5884FCB8D1
UpFangs
8B376F6359F360C4
UpHorns
47C78C5208423F40
UpSword
A17FA864B528D5E5
UpScythe
20A1B38C19B227A2
UpSpear
E206E3F4391982FA
UpWings
B71CDF7D1120539F
UpTongue
6ED9FB3D043FA3C5
SwtVoice
226074A56A92B5F0
SwtSmell
EFECF967FE95FC55
UpCharm
5187C1DC82B5615A
BigVoice
3647391D1855DCCA
SwtHips
0158247346833EE1
Sunshine
AA93E1FD6ADB0104
Rain
E63F1F24D874C0E3
LuckStar
A7FAD377A8134A46
Popular
E7C74039BA1F0152
GlssHart
79470E5B2CA7B799

Charm
D2610B92EF2ACCEE
HiPower
28AE30F89A885446
HiStamna
16BB28141BA41E5A
HiAim
F45193C38B9245F5
HiSpeed
5B5F7D1E8CD4F2D8
HiIQ
F9ACEBEEB67FA909
UpFists
E6FACB59E0564064
UpFeet
1CC7C18B9EFD8E93
UpBeams
75DC5166C10C35E1
UpBreath
9B3933D06F8E1600
UpHead
CC845A9A8A875DA2
UpDance
EF09B6C470A94380
UpShot
42C564EB544B8B49
SureHeal
415778D17A9F3583
Foresee
9F4A9D7DD9CD43D2
EagleEye
3F9D87553F2E25AA
FullArmor
4204DBB8B5B85513
Macho
8E9012E60114E2D0
IronHart
8BD147EE3C0ECDF8
Observer
E9989A6EDCDB9A59
Charisma
5D2BEC583BD745F7
Satori
65D65272436DD904
Glutton
D835B8C6FB5289F7
NearSight
DC22FDBF5764B13D
FarSight
3DABD4C4EB16E569
Listless
98AA69B5C09BD3BD
Merchant
AF7FD67A0CD78851
Undaunted
04832A8052F3FDE9
UpIQ
36388D1E26B1BF4A
UpHands
7978AECC7F9B2B87

UpHands+
6E7566BC8A572384
Dignity
807F4856E4C61F58
UpCountr
878F6BF99D76BB6A
SlamBack
CA4FC0C776B7557D
SlamBack
36FD11A0AF9DBF40
Lazy
696C9BCBADA64732
WornOut
EA6C89A0FAC0865C
ReekFeet
F17A4113839B4964
Expert
5D7ED2A75E2A4ACC
Success
FCEA24790B456CBE
Failure
8ADB342126CEC263
UpFire
3F0C93A75B4BEE2F
UpFire+
DCFA9FD059DD7457
Inferno
3148E03B76F04059
UpIce
5D955D7985BF0F8D
UpIce+
19232BBD940F587E
UpLtning
95D8E14750E6FF46
UpLtnng+
D86092DD9839AC3B
UpWater
1884675E3DA9429B
UpWater+
86B35A3E3FEEA92E
UpWind
0A71EC57F69C9E2C
UpWind+
D71369133EE0AA63
UpEarth
609F6325D0D994D6
UpEarth+
4E4E1E5583C5953C
UpMind
4D9F89CA5B8F0256
UpMind+
31EA318B27F31142
UpMagic
9A91E6AF2C2BDFB5
UpMagic+
8F0DD61749D8780C
Elite
87FBE205CC28038E
Slump
522EF9215C4B770F

StatKing
6A5365AF0891756E
Trait Modifier Slot #3
RockSkin
0CB007CD088B55BD
TufArmor
C9C4B4720EC37EAE
TufSkin
05A562210ABCA568
TufShell
25CD36FA47E8021F
TufScale
6DB8A0A05A0AAC21
SoftBody
A84C956F37EADDEEB
MagicGrd
508C5D9D6018582A
UpTail
373BB4CA01E0F53B
UpClaws
A9D56219D65EE8E2
UpFangs
37E793DB1B1A2965
UpHorns
8D9A18A6F569439F
UpSword
8012B21BEE0B7D18
UpScythe
462C68B98B210E71
UpSpear
E7C68E81C47D2D4D
UpWings
1B8001A4DD446DA7
UpTongue
4E765306FA0E160D
SwtVoice
BCAD9C4BDB84998B
SwtSmell
5801993B2A6FD5F2
UpCharm
705CA281EBDD380C
BigVoice
D9BDB391FF6C3CE2
SwtHips
0FF24C2DE53D8469
Sunshine
39558D1F5787CC92
Rain
4A12F3741F6AC20E
LuckStar
07E42E49966CE147
Popular
C0D81440B7E158D0
GlssHart
8E720E4BAB519B70
Charm
9DACB1E724D695BA
HiPower
210A210ECE1C8B57
HiStamna

0D279FFF6602FC74
HiAim
3B9D29F737EABAD7
HiSpeed
A9D728E6AAED9FA1
HiIQ
835C47DA55DAA2AA
UpFists
C0CCA3B18048C45A
UpFeet
28B822A4699E3FE7
UpBeams
F2DAE17BDA997BA8
UpBreath
8911DD105D6567B3
UpHead
E382E1C303395C54
UpDance
FEC76A8F014777ED
UpShot
021F4C907525A224
SureHeal
C5BA9DA2B86E992B
Foresee
C9B19D73A7F2A98E
EagleEye
392C03311606BD55
FullArmor
825595AB6BB8AE8F
Macho
BDA6E3002A1FC206
IronHart
88A31DCB9976AB35
Observer
CD97565E00B2ABF4
Charisma
F435F4BF4ABC8ACC
Satori
C18291A6245AF997
Glutton
1EAD6B4BE2DDCA2E
NearSight
E576D6F06689CFC5
FarSight
00B3380AF56505BB
Listless
13C62BB5C5BE7A0D
Merchant
C906A7342CB96608
Undaunted
FFD9D061A2892D8E
UpIQ
FF45319C2135C70B
UpHands
269FC4A33D1E2AE5
UpHands+
E0B01AD404CB0423
Dignity
C59AAA6996E7FB86
UpCountr

5F30A3740C8866CD
SlamBack
50A27B767DF36246
SlamBack
ABBA0785F72FA7A1
Lazy
BC1AE0706A586600
WornOut
9D589DE854B7CEFB
ReekFeet
A7D5E7E20E2224B6
Expert
E27A7F09421819C9
Success
E1EBEC844CF74F2E
Failure
8D970990D1FF5C10
UpFire
951BBB00E415FD31
UpFire+
3AF3EEF6E3120052
Inferno
303A9A3A1D57F692
UpIce
028D9DD863DBE8A4
UpIce+
36CBA5C14F153268
UpLtning
D159A5B9C0CC8F2F
UpLtngg+
2D43E015ED92BA88
UpWater
AB34DAD49053899F
UpWater+
ED8D0506D8F469FF
UpWind
930BA6451AF92333
UpWind+
BB21B9C86BD1D241
UpEarth
0CF66976763877BC
UpEarth+
7FF37CD3AB1BB490
UpMind
6CA0AC07F4B6F52B
UpMind+
87A4315E29515B29
UpMagic
CF45BE13A8F79A86
UpMagic+
25AFCC50DCE11A21
Elite
40105490D1A119B2
Slump
4FBE3A5D26086224
StatKing
BDB4F9D444A8F2AB
Trait Modifier Slot #4
RockSkin
437A512519B0156E

TufArmor
DE0D14C47D811FCE
TufSkin
43C81DBC805FB210
TufShell
674BAA5C61FB254D
TufScale
A80B085318A4B3F3
SoftBody
48E6E1DB5C07ABE2
MagicGrd
8F97D149D67AD5A6
UpTail
C4F34A3F48582EAC
UpClaws
61F077F9E2E68736
UpFangs
F9A84015C257C5D4
UpHorns
D61BE3C4C0AA40F9
UpSword
DC66ECF52227DDF5
UpScythe
4ECE5332673CC556
UpSpear
1FEC9A70BF269EA6
UpWings
5EE9291C72E573CD
UpTongue
0D70BA71E03B3E56
SwtVoice
A389D590D3154DB5
SwtSmell
175624CDBC23732B
UpCharm
6783401AD468E0D2
BigVoice
911D17CB50D52D50
SwtHips
DD504E33D4B28439
Sunshine
82EED5C080FAB19B
Rain
31FC2D8D3379DD6E
LuckStar
AECDCAE6D783B9F1
Popular
A27C0BC855879763
GlsHart
B18689189BB3E703
Charm
4BC5B03C73B6DD84
HiPower
4108B1840CDDAB37
HiStamna
B430EC1D64E945B8
HiAim
292E6980109534AF
HiSpeed
BC3F21B516A47641

HiIQ
7DBDE6873AFF5FB7
UpFists
FDD0C5DF2D31BFF3
UpFeet
E4338804AA7995B9
UpBeams
CA7EA9680CEE3D51
UpBreath
4DC895346D257F8B
UpHead
896625C260C8A532
UpDance
9B74CADEAEB42A8D
UpShot
7067F8619B00B432
SureHeal
19A909F08A5C8229
Foresee
804C8B8CC6F0DC3E
EagleEye
4C06551BCA5903ED
FullArmor
4F6B35035854BD46
Macho
22D93D9D11EC34CA
IronHart
167574D3323CEDAF
Observer
761CAA49764C52A8
Charisma
6363A2D0E4D1A6EE
Satori
2CDAEFE2FF2D748E
Glutton
A259332A1A8BD2F6
NearSight
895AC95A79E3F5CB
FarSight
6A47D9F87BD57D81
Listless
4D2E1FFD02B8585E
Merchant
4F4193B872888DA3
Undauntd
476CE5FED2488083
UpIQ
3C80B0CA8BF73B41
UpHands
05E1304154F5ED7C
UpHands+
5B63D8FF648DDB01
Dignity
77B4E0C31EFEE022
UpCountr
BB2B6711D080BD81
SlamBack
0F00A9507D0EB27E
SlamBack
4FD847891E5BC696

Lazy
EE6C131E5741CE7A
WornOut
474874CC1BD60C11
ReekFeet
348B3A1FD103BC9A
Expert
DB2A2231D6783202
Success
D9A8D4B236290B6F
Failure
AC7F11B8E35C0D0E
UpFire
082ABE17D3A9D18D
UpFire+
2AB5CEBEFB9EB5B6
Inferno
3F19859BBB6E7A9B
UpIce
0151E59C3687BDFB
UpIce+
F01CB0CD9D97800E
UpLtning
0AE817882288EC6C
UpLtnng+
A4AD0FF7522EEC18
UpWater
7C1D4F1D8B6C6EE4
UpWater+
FEE04B3DE05A595C
UpWind
A9B6AA67E6F2CEE3
UpWind+
CE70AAD435D304AC
UpEarth
5D4674F693490798
UpEarth+
44F31C1AACDD243
UpMind
4A62C4BA3F0E5451
UpMind+
647196606237771E
UpMagic
11CABFC8DA34339B
UpMagic+
57B3D738AB070CE3
Elite
05C73D6F4FBD9278
Slump
C4B14C27F11F58C4
StatKing
159899E313F01F61
Trait Modifier Slot #5
RockSkin
1622B9A774EF671F
TufArmor
B92E42FAB14DFB7A
TufSkin
644779749C0FA687
TufShell

39AB0944453500D4
TufScale
3F9B07B4F419202E
SoftBody
FEE2BB814078D931
MagicGrd
B6AB01BDBD3F9CD9
UpTail
9F85D42470BEAAC0
UpClaws
B7EE35FFD01FEF62
UpFangs
6B7B8AD2407F6980
UpHorns
425574C561FED03A
UpSword
C50D3D367C202DC5
UpScythe
447507CA24AF31BE
UpSpear
DB1F4CA48E883B35
UpWings
39A0DE8F6BD57B6E
UpTongue
2C23BA6A8C9128EE
SwtVoice
3549552E8E69FA27
SwtSmell
4CFA9A180F19BF54
UpCharm
0D74A5F4DEBFE5C2
BigVoice
BBBF2094580F74A3
SwtHips
E963727DBEB9C495
Sunshine
86892DD850C0DE78
Rain
2A1AA63160EC694B
LuckStar
21152EF77E0518C5
Popular
A423C1D75A6C19DD
GlssHart
8706747FAE293152
Charm
9711CF7CAD814405
HiPower
FDCEB9D3F8929ECD
HiStamna
C17628EABAD2983E
HiAim
FD97E78A473CB8B6
HiSpeed
8427BA28DD2EAFF9
HiIQ
5DAF678492A5C93E
UpFists
801F4D80301FAD4E
UpFeet

EAA1BD4E74009FC8
UpBeams
E55D0207990FDF27
UpBreath
121D34BCD6814707
UpHead
D90C8FB1CE6D190A
UpDance
8F597E433A509B44
UpShot
D06676C97785CF20
SureHeal
43657A7283A7F142
Foresee
937B364BBE1CFE20
EagleEye
7BDDADAA6C7B74F7
FullArmor
54B16513D63968C7
Macho
2B8BE013E4202648
IronHart
C46181AFF642BC59
Observer
C145B94D449F100F
Charisma
ABB7295E1DA45670
Satori
D1B79EFF18C723E5
Glutton
30F35A370DA85997
NearSight
5F9FECFA4AF0B31D
FarSight
AAC05B050FDCE200
Listless
62318047E40C9BE7
Merchant
23D593CFEC9469DF
Undaunted
E119258915EF83B6
UpIQ
CE92379521452BBE
UpHands
56802E98D6845C9A
UpHands+
8763B185C20955FE
Dignity
786DCF53399FC89D
UpCountr
327455C2EC9586F9
SlamBack
740588DB22F634C5
SlamBack
391210A6E10AB145
Lazy
DF6D7049245277A4
WornOut
584261E1C32756FC
ReekFeet

C51790FD9C1BB1C9
Expert
91F5BFF5BD511C01
Success
D7420EDD4737DD65
Failure
6A06B41EBE5CE3AA
UpFire
83812FA568CD1663
UpFire+
23902DCF74FDC0F6
Inferno
3D1106CCDA66A07F
UpIce
F44E518F8176BC85
UpIce+
90CD1E78EDD4F601
UpLtning
3B0B1AB471C11D7F
UpLtnng+
3165C1E9C06D6D71
UpWater
DD24DD239A42C4B9
UpWater+
BBFC2176E0BC8841
UpWind
86E8855533C5A48F
UpWind+
5EE54FEFCA6556A3
UpEarth
8E175D4E93A7C2D9
UpEarth+
57F99DBF8B0439C6
UpMind
40D00E1E87FB3BD8
UpMind+
3F79740E3E345110
UpMagic
B33482DEEE130159
UpMagic+
6A07B77E948300CE
Elite
4D4E065D52D2EE7A
Slump
FD3F001E5561846B
StatKing
70DE7B65C17C08BC
Trait Modifier Slot #6
RockSkin
FC6FCE2927CB7EBA
TufArmor
668BD0313D5903C0
TufSkin
CD9AEA591B07D62B
TufShell
664555540B1FB9E6
TufScale
C82F9E0203FECCA1
SoftBody
D56FE264027ACA9A

MagicGrd
8C777A4E177F29CE
UpTail
537C7234B890D2C6
UpClaws
A1196AD1EEFFE221
UpFangs
2C4AC72A7FC63AF9
UpHorns
4AB59B5243E5AF1D
UpSword
28C2F9272C576007
UpScythe
BEBF6E674F975E57
UpSpear
790D2428EF39E589
UpWings
170DCC5B0DEF95ED
UpTongue
F3DEF990D63E7698
SwtVoice
3A6680C9036EF48C
SwtSmell
4A7D63C54F3DBED4
UpCharm
A70349B7807831EE
BigVoice
6D75A435136F68B4
SwtHips
714AC2C9C422F798
Sunshine
E24F4D0E3A357919
Rain
A9C7E0223A109947
LuckStar
16D3ABB224A6BD4F
Popular
61DD619FD41211B0
GlssHart
705A89DAF159F79D
Charm
09184C9789CA7CBC
HiPower
60AB31EDA379B163
HiStamna
8B938FCE4A86B5ED
HiAim
556ACB6637ED213C
HiSpeed
CE3AE721E6ABB865
HiIQ
41965DE8F58859D4
UpFists
0E26CAC88236C1AA
UpFeet
207045C21BBF289D
UpBeams
D67F65A078E7B8FD
UpBreath
C0AAC38257750EC0

UpHead
6F69BFE9B589E681
UpDance
8FC47601007A8ACC
UpShot
951DE897D25D7703
SureHeal
7BC9ACBC8943FCCB
Foresee
08E9745B9825F934
EagleEye
23665478B590486C
FullArmor
2080EAF8567F3DCB
Macho
0F61C9DA9D516062
IronHart
A935E99E3DD38E17
Observer
FF7563436598E08A
Charisma
2989E23BDBB0C743
Satori
D283E3D3C229F97E
Glutton
8E0175E4393D3BFB
NearSight
930D95BFB36F55AB
FarSight
F0B46212E40E7319
Listless
F3E93517999FBAD4
Merchant
846E5C693B4735D5
Undaunted
DB386CA3C52DA84E
UpIQ
3BBDB8AAD78068C4
UpHands
7FFD077EE3BE9EA7
UpHands+
D6675CE67E75D40D
Dignity
9268DCE7B7CB5430
UpCountr
1F6ED7E12D1C25E9
SlamBack
1E2B0BB51EA6134E
SlamBack
E39AF8C3F43B37ED
Lazy
1D59B1273823CB76
WornOut
C121654C5287E67D
ReekFeet
06355ABF54330E5A
Expert
8ABDB4B32D57F703
Success
C349EF73FFED905E

Failure

6829AB6EB5451BE2

UpFire

844986B5CCFC0490

UpFire+

CD9074C11C6E4A83

Inferno

5FCAC7988292D5E7

UpIce

20C045B799CF9C79

UpIce+

78F931842498987D

UpLtning

27A8867EFA0B97D0

UpLtnng+

E7640DCF5E58A735

UpWater

40374543E329A729

UpWater+

1CE51C57F6032995

UpWind

5684874FB3A5060F

UpWind+

F21D8CBC8FCC5FE2

UpEarth

3BA3045AE04C78F7

UpEarth+

4C55D59835445826

UpMind

C7ACD4340A0673B3

UpMind+

A0E11128B590B50F

UpMagic

AB08B6CBF4061BA1

UpMagic+

AE63FA9805D3E4E8

Elite

28A6BEBBF823F289

Slump

47DE3770B8D51732

StatKing

FF44020EE0AF27AF

Notes

1 Only assign 1 trait per slot.

---Regular Codes---

Infinite Health

F018D3ED7313A2F3

7BAA11E94C7EA4F7

Infinite Funds

D5C2F397EB96590F

Infinite Energy

8BCF9A7F3A45242C

9D40DD0578F69687

Infinite Guts

B15268300A779914

Opp. has no Guts
A0D1607FFE640471

Restart Timer [Press Select+Up]
D3EB7115348D254D
98ADA4F68773771A

Quick Rest
E7B646754975FAF0
A29BB61B468DC4D7

Max Fame
F5FB8657405B22D5

No Stress
8B624BA972A0D108

Always Energetic
B383312F1A452227

Always 1 Y/O
2118A15685F1FF3A

Always Succeed
8693C022C91FC49B
C6AAE8F2419FB316

Always Great in Training
8693C022 C91FC49B
A05EFECF 0773DC34

All Skills
A955733A4CE55592

All Monsters Available (regen.) ---This code is for you to be able to regenerate any
monster like Joker, Duraham, etc.
14A51B79541C735F
6B9B5317F9DA4771

All training assigned to:
1st Coach
95EB5639D78343CD
AC29D2D064DE473B
2nd Coach
C11B390069DF6C9B
B82ACA426383714A

Max Stats:
POW.
BDA6E3002A1FC206 INT.
25E6AF712FACE2EF
ACC.
BD07C98B9A8375D5
SPD.
891F890B13E36CD7
DEF.
3CACAD4E2331A7D1
LIF.
8A8F6AFE99E1DC08

Rookie
2118D1E6D5104ED0
Level 1
DDD1BE77125D606E
Level 2
344D76BB6AAC4BE9
Level 3
139C81F3BFC4E82B
Level 4
AD0F7E3B299CE459
Level 5
6CF2A741A2CCB646
Level 6
D40DBA71E108CC9B
Level 7
DD9B7048144E6D88
Level 8
63C21A6483C41A62
Level 9
7BA51FA50A83891F
Level 10
1A7E6BEDFC1B495D
Master
B68CABB26A6D8925
Record:
999 Wins/0 Loses
A48426BD82AD04FC 7E3855E7A8C48ACE
Winnings = 9Mill
D2F3F5D87F77E2C3

---Item Codes---

HonCandy
D89EDFF25A5CB1CC
Oily Oil
7D000EBA4E6701EE
NitroBer
8FB07FC8338C3276
MintLeaf
36947268CBB9DDEA
MntCandy
ABC556BC02D9E587
Newt
94266FD7842258FF
StarPrun
B58564AAE138D15F
Gold Bar
324B12103B8CAAF0
SilvrBar
F1D2B2411055F752
Emerald
6AE987657D4F9C4C
Diamond
706B7B69A3DC0C2D
Gelatin
485CBF931A498CA2
DietWeed
58F2165EE63E965A
Dodorin

3AC6D83E857DA5D3
MeatSlab
EA30B06326404A48
Grapes
3B47C5F2AE904305
Cheese
2603FF83BC03C791
Wine
4C08D7A35089AEFC
Flowers
30580E3B90BA1EE2
MonstToy
3D7342A93BCDB25A
PowStone
0DCDBC9178DF293A
IntStone
3E96CCCC2D366772
WndStone
41F11299FC9E7038
SpdStone
39879F5B447F5675
DefStone
6B54AD19F58E212F
LifStone
0CEF7B5A9B57BC9F
LuckFrag
1060CF18D579511A
SeeScrol
3A3CBEB0472DEDB5
DefCharm
77D49B4DCE777184
VicCharm
01501A1535B70D48
EaglMask
7B43109EF6201410
Fureria
45508861E63D3C25
Gadamon
04761450D1CF6589
Buragma
918F6CD07C5FF6E6
ShinyGem
96EE6F55C7662E19
GlimrGem
25AA498198845371
BrghtGem
65916CFDEFBCCCD7
SilvrCup
6DA51D7DDB7BB597
Gold Cup
0FE349C3CE1D9915
Holy Cup
298F6859A89D26A8
Incense
24FABA839775E031
AromaPot
FFC64F233B5E38EF
WndFlute
368060E403410E94
WindDrum

E63C675FAB002986
DblEdged
8317D41B9DBFFA9A
DragFang
DC5F4D1372B17D52
Ninja Bk
8B7CA6046D821B9D
Invite W
6C1FAECCDE14FD95
Invite D
9F4540CFE9BB535C
Invite N
8D6FFAFA6126904A
Odd Part
E7D5DA0B0A4FD679
Machine
9E5BD2E1CD22D8F7
MechBody
851425910B9647D8
MechHead
F779308A2AC3392F
Mech Bot
D08F0807F2459C6B
JokerMsk
61674BFDDF5E6814
GaliMask
44114CC030864A98
Flare Orb
21B11BCE6BE6B2E7
MochiOrb
AB1D188DEEB11681
TigerOrb
8589652DA1F470B6
GolemOrb
C137C98C869B5DA0
Hare Orb
20B05144FDDD571E
SuezoOrb
645E3B5B3F144E59
Feather
F630EACB757EE620
Monolith
A5A9C506419E04F1
Chalk
25F8B15006166C5A
OddChalk
84AE289B938CE086
BlkSpear
BF2710AF1F646D29
WhtSpear
6610D0524896EB81
Nunchaku
ACEB68EF830DAE3C
Note
FD5DB32EA3946C00
Wood Box
D6FC660093BCD0E2
Iron Box
6B3F8108DA7F2741
SilvrBox

59C251DC6198932E
Gold Box
553AA6FB20142E8F
BlackBox
C4D9FBFBCE6269E1

---Regeneration Codes---

No. 001 Pixie
14A51B79541C735F FFA79AB6A828011B
No. 002 Granity
14A51B79541C735F FCF30B85183029CB
No. 003 Lip Pink
14A51B79541C735F 404BCB2117282400
No. 004 Daina
14A51B79541C735F 408CC5F39F2E9B44
No. 005 Dixie
14A51B79541C735F BC5AD2FF5307A93B
No. 006 Mint
14A51B79541C735F 3B4BDE9FEDA00672
No. 007 Allure
14A51B79541C735F 95645CF036D8AFCF
No. 008 Lilim
14A51B79541C735F 750AF8B151AEF117
No. 009 Xylohorn
14A51B79541C735F 94F5209B48C6C096
No. 010 Rinka
14A51B79541C735F 1F2D608957418A67
No. 011 Fetish
14A51B79541C735F B5AB17116270FE86
No. 012 Hell
14A51B79541C735F 07290F075002BC68
No. 013 Angel
14A51B79541C735F 1EF34FDD21724DD4
No. 014 Silhouette
14A51B79541C735F 106DEDA7366E9EF9
No. 015 Carmilla
14A51B79541C735F 3088D910C79F35CC
No. 016 Truenos
14A51B79541C735F 34D1B031EBB02355
No. 017 Stream
14A51B79541C735F 681771B8F8A83285
No. 018 Valkyrie
14A51B79541C735F 779D721DA825B68B
No. 019 Ayane
14A51B79541C735F F771917B5663DDC0
No. 020 Seraphim
14A51B79541C735F E8D3719F94641738
No. 021 Apsaras
14A51B79541C735F A138F37BFF2CC2F0
No. 022 Kali
14A51B79541C735F D4B3CF1B39F6399B
No. 023 Golem
14A51B79541C735F 9504980D42977BEC
No. 024 Dagon
14A51B79541C735F 0A791FFA9C539B8F
No. 025 Titan
14A51B79541C735F 2FC8FAA9805E64DD
No. 026 Scalie
14A51B79541C735F 92F1CAE616685CF8

No. 027 MarbleGuy
14A51B79541C735F C4C54E7C2A1D23EE

No. 028 Geo
14A51B79541C735F 1971F0800AADC73F

No. 029 Rhinogigas
14A51B79541C735F C701699A6A6C7E61

No. 030 Angolmor
14A51B79541C735F 72043750C07494B9

No. 031 Jailkeeper
14A51B79541C735F 582DB317B0FC769B

No. 032 Ogre
14A51B79541C735F A7239A35EC3D49A5

No. 033 Amenhotep
14A51B79541C735F D40441EEA54244A6

No. 034 Thorhammer
14A51B79541C735F D222C3689CB4D828

No. 035 Volcano
14A51B79541C735F A32B1DE3F0BC2E66

No. 036 Talos
14A51B79541C735F EF19F3BEB4FD4BF9

No. 037 Thrump
14A51B79541C735F FC529A190AD99419

No. 038 Gobi
14A51B79541C735F 29D518F849F18654

No. 039 Priest
14A51B79541C735F 7D4D15AB4522C939

No. 040 Gogmagog
14A51B79541C735F F5E7D32640229DD3

No. 041 GobiMarine
14A51B79541C735F F29697C050D144E6

No. 042 Mum Mew
14A51B79541C735F EF4004A79DA5C6C9

No. 043 Rocky Mew
14A51B79541C735F AE2647B4AE4D0A01

No. 044 Mew
14A51B79541C735F D9C841C59B1EB292

No. 045 Mochmew
14A51B79541C735F B7D415AF501D85CB

No. 046 Zuumew
14A51B79541C735F EDF6D26F5B0C671B

No. 047 Bowmew
14A51B79541C735F 91AAC384D12DBD9B

No. 048 Octy Mew
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No. 049 Mint Mew
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No. 050 Metamew
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No. 051 Mewitch
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No. 052 Momomew
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No. 053 Night Mew
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No. 054 Mecmew
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No. 055 Bastetnya
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No. 056 Ailuron
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No. 057 Leeumew
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No. 058 Drumew
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No. 059 White Mew
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No. 060 Eared Mew
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No. 061 Sylvanian
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No. 062 Cait Sith
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No. 063 Blossom
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No. 064 Ancoron
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No. 065 Mocchi
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No. 066 Draco Moch
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No. 067 Warabi
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No. 068 Breakie
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No. 069 Marimocchi
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No. 070 Peng Moch
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No. 071 Armocchi
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No. 072 Pierrocchi
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No. 073 MarineMoch
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No. 074 Gizumocchi
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No. 075 Cotton
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No. 076 Robocchi
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No. 077 Birdlimer
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No. 078 Fair Moch
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No. 079 Coqcchi
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No. 080 Mallowan
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No. 082 Deviroso
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No. 084 Deviverd
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No. 085 DeviBianc
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No. 086 RockDragon
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No. 087 Dragcatze
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No. 088 Dragon
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No. 089 Crevazze
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No. 090 Niezheg
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No. 091 Octgon
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No. 092 Quellepre
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No. 093 Diaboros
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No. 094 Vievle
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No. 095 Dragster
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No. 096 HagiDragon
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No. 097 Chaos Head
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No. 098 Gariel
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No. 099 GateKeeper
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No. 100 Vrtra
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No. 101 Lindwurm
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No. 102 XtalDragon
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No. 103 Ragnaroks
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No. 104 FeaterGold
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No. 105 Wyvern
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No. 106 Diva
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No. 107 Caro
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No. 108 Mew Head
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No. 109 Rose River
14A51B79541C735F 2A319E62F7A5FBD4

No. 110 Fire Gear
14A51B79541C735F 614FDAC8C67E4144

No. 111 Arrow Head
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No. 112 Venom Arrow
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No. 113 Canaloa
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No. 114 Land Diver
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No. 115 ArmedArrow
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No. 116 Nut Arrow
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No. 117 Aqua Spike
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No. 118 Ciseaux
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No. 119 Land Shark
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No. 120 Venomhead
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No. 121 SaintArrow
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No. 122 Isis Guard
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No. 123 Graspeter
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No. 124 Ironclaw
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No. 125 Serket
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No. 126 Scorpion
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No. 127 Girtab
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No. 128 Pa Bil Sag
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No. 129 Pink Eye
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No. 130 Cat Eye
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No. 131 Red Suez
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No. 132 Crab Suez
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No. 133 Suez
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No. 134 Bloodshot
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No. 135 MelonSuez
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No. 136 Hornie
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No. 137 Purplr Sue
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No. 138 Earth Eye
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No. 139 Metal Sue
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No. 140 Bad Sue
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No. 141 Fukazo
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No. 142 Cherry
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No. 143 Nycta
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No. 144 Orion
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No. 145 Mooner
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No. 146 Noctovis
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No. 149 KinKung
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No. 150 Hicken
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No. 151 Arokkung
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No. 152 Ducken
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No. 153 Yuzukkun
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No. 155 Boukung
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No. 158 Othellot
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No. 161 Quailkung
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No. 162 Leokung
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No. 163 Francois
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No. 164 Torridon
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No. 165 Brinjalon
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No. 166 Salamander
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No. 167 Crab Zuum
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No. 169 Earth Zuum
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No. 170 Psirow
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No. 171 Gaunt
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No. 172 Basilisk
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No. 173 Speedster
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No. 174 Heptameron
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No. 175 Milky Way
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No. 176 Meck Zuum
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No. 177 WiryKicker
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No. 178 Cocadrille
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No. 179 Roadivine
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No. 180 Thamoana
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No. 181 Golizards
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No. 182 Athlete
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No. 183 Rock Hound
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No. 184 Volgue
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No. 185 Venders
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No. 186 Datonare
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No. 187 Tiger
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No. 188 Cabalos
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No. 189 Emrode
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No. 190 Bargest
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No. 191 Hazel Fur
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No. 192 Voltie
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No. 193 Hare Hound
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No. 194 Scarlet
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No. 195 Ribo
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No. 196 Sleipnir
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No. 197 Terror Dog
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No. 198 Hell Hound
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No. 199 Snowcap
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No. 200 Kirin
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No. 201 WhiteHound
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No. 202 Ifrit
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No. 203 Cu Sith
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No. 204 Hunter
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No. 205 Wild Pink
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No. 206 Stinger
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No. 223 Inkpotter
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No. 232 Lesipee
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No. 233 Poulpenger
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No. 262 Aroller
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No. 268 Venoroller
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No. 269 Searoller
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No. 270 Crosroller
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No. 274 Lioroller
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No. 288 Genocider
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No. 290 DarkRaider
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No. 292 Heimdall
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No. 299 Anathema
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No. 301 Enma
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No. 302 Archreaper
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No. 303 Pitbocor
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No. 319 Monomono
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No. 321 Persim
14A51B79541C735F EF90B9DD41C0B9BD

No. 322 Kuloro
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No. 323 Rubia
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No. 324 Brakios
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No. 325 Sandlessie
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No. 326 LavaLessie
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No. 327 Silkies
14A51B79541C735F 3263784D9834834D

No. 328 Hibis
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No. 330 Shadie
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No. 331 Diamante
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No. 332 Lesione
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No. 333 MetalHead
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No. 334 Paleo
14A51B79541C735F 5F67954E69B4D1E0

No. 335 Melesine
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No. 336 Legias
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No. 337 ToxLesi
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No. 338 Legaia
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No. 339 FairLessi
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No. 340 Bloomer
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No. 341 Shuri
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No. 342 Ryoku
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No. 343 Homura
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No. 344 Bui
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No. 345 Karu
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No. 346 Saga
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No. 347 Ban
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No. 348 Zaki
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No. 349 Naraku
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No. 350 Zan
14A51B79541C735F C3476B4D6E3F8DE5

No. 351 Rinn
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No. 352 Tao
14A51B79541C735F 01B0E7F1A40A8C46

No. 353 Siva
14A51B79541C735F 07B0DABE47CC78D5

No. 354 Asura
14A51B79541C735F 79EF980E8ECDF7C0

No. 355 Jetmartin
14A51B79541C735F 2387E42378B77E88

No. 356 Hagakure
14A51B79541C735F 902643A875AF77EE

No. 357 Lavendula
14A51B79541C735F 968F35FD9B31881D
No. 358 Oboro
14A51B79541C735F 07D24B4300F4F5E7
No. 359 Quintie
14A51B79541C735F C78CC1E13D63F97F
No. 360 Tomcat
14A51B79541C735F 89BCB94C983BE586
No. 361 Vermillion
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No. 362 Caraban
14A51B79541C735F 4829C51CAF65D87B
No. 363 Octoban
14A51B79541C735F 68211F252C763A4C
No. 364 Chaser
14A51B79541C735F 6E4B004965605D62
No. 365 Justin
14A51B79541C735F CC3407FF763022F2
No. 366 Blakkus
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No. 367 Eval
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No. 368 Antlan
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No. 369 Harken
14A51B79541C735F 850438E5B6DC1DEE
No. 370 Trickster
14A51B79541C735F 18266CF7A8CD5713
No. 371 Gekko
14A51B79541C735F 3340846121A3E765
No. 372 Phantom
14A51B79541C735F 452AE538A5014E9B
No. 373 Guardian
14A51B79541C735F 8593D05F2098779E
No. 374 Galeant
14A51B79541C735F DBE76BE1C297C4CB
No. 375 Skeletant
14A51B79541C735F DBA8A5E384DBCFFAD
No. 376 FairyHare
14A51B79541C735F 64DADC5AD9C48A8E
No. 377 RockyFur
14A51B79541C735F 177188723A545309
No. 378 Hariluro
14A51B79541C735F C64ECCBC77C29E53
No. 379 FourEyed
14A51B79541C735F E857D1477286C815
No. 380 Suntham
14A51B79541C735F 51420533EDD99ED4
No. 381 Moonlight
14A51B79541C735F 5ECB2B8D52F4092D
No. 382 Pain
14A51B79541C735F D50DCE539B9B2767
No. 383 Spearmint
14A51B79541C735F 58A64FF449DD35DA
No. 384 Ellyllon
14A51B79541C735F 086C53283D74A3FD
No. 385 Hare
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No. 386 CupidHare
14A51B79541C735F A85DE34D2FFE22FE

No. 387 MechHare
14A51B79541C735F 298D54D47F108E4B

No. 388 InabaHare
14A51B79541C735F 7BF2021BF3A90AFE

No. 389 PrinceHare
14A51B79541C735F 514BC527063B579F

No. 390 EvilHare
14A51B79541C735F 8896597774BA85E1

No. 391 Homunculus
14A51B79541C735F 6675EDD82CC3A408

No. 392 Celeris
14A51B79541C735F 56A446BAD1DAC667

No. 393 RingRock
14A51B79541C735F 52B84E56A336FD0C

No. 394 SparkRing
14A51B79541C735F DF75407755F0C732

No. 395 PrunusBell
14A51B79541C735F EEF87AE477F0A2A7

No. 396 Sharorin
14A51B79541C735F 6840FFA85876421C

No. 397 Rolling
14A51B79541C735F 8755801CD650831E

No. 398 BellKnight
14A51B79541C735F 16C5E8CAD6AC53EF

No. 399 Wizring
14A51B79541C735F 9D9ABB37D2859D40

No. 400 Kuririn
14A51B79541C735F F5C18962E35E87F0

No. 401 TinkleBell
14A51B79541C735F DA00F164862F6E16

No. 402 Suzurin
14A51B79541C735F D94423E15BA4A3ED

No. 403 Browrin
14A51B79541C735F 5AEF64962DADB498

No. 404 Manirin
14A51B79541C735F 03EDEAAC06F4FF5F

No. 405 Chapel
14A51B79541C735F A495BD13B5CF7EE2

No. 406 GrayBell
14A51B79541C735F 62965CC9BC0AEE4E

No. 407 Tumbrin
14A51B79541C735F 10A85BE8FDD12C02

No. 408 Shaorin
14A51B79541C735F 2D49A1866AFB11F2

No. 409 Frosker
14A51B79541C735F 9060DB5CF5C633BB

No. 410 Drarin
14A51B79541C735F 595CF1B91BC56C57

No. 411 JingleBell
14A51B79541C735F D705554FBDFC87F0

No. 412 Sister
14A51B79541C735F A78DF4F7DD75104C

No. 413 Purineger
14A51B79541C735F 41E020CDCCFF4BD5

No. 414 Gaia
14A51B79541C735F 2621D471D74021E6

No. 415 Garlant
14A51B79541C735F E662B0DC1A0882EB

No. 416 Yabbic
14A51B79541C735F 979473897F217B0C

No. 417 JammHat
14A51B79541C735F 3C5BB37FAB12F336

No. 418 WhimFly
14A51B79541C735F F152C7EF4ACB006E

No. 419 Maverick
14A51B79541C735F 3EC1A17E668C73FA

No. 420 EndBringer
14A51B79541C735F 407376631B53EC25

No. 421 Tender
14A51B79541C735F 852E11659EF8B0CA

No. 422 Abyssinian
14A51B79541C735F 983D4EA8DC77F255

No. 423 HidePod
14A51B79541C735F 135E7488F228CDAF

No. 424 Skullwave
14A51B79541C735F 71D1F5D8126084EB

No. 425 Henger
14A51B79541C735F 71085A5B2020F068

No. 426 Prius
14A51B79541C735F 0114D2C95F5A0C00

No. 427 Proto
14A51B79541C735F 6935D63AE1E2288C

No. 428 Warrior
14A51B79541C735F 35240CE8065910D7

No. 429 Searcher
14A51B79541C735F 3FB4563E03F460A8

No. 430 Franken
14A51B79541C735F F904E0281C3EFD9C

No. 431 Midas
14A51B79541C735F A6807DCD60977089

No. 432 Benu
14A51B79541C735F 7A907B9272F7AE9D

No. 433 RubberArm
14A51B79541C735F C520E37F5BFDDA68

No. 434 Raiducken
14A51B79541C735F 724F1E46374E5034

No. 435 Shrike
14A51B79541C735F 52B0003016EB138B

No. 436 Juggernaut
14A51B79541C735F 64A99F23C3AD18D3

No. 437 Griffon
14A51B79541C735F A0740F4A95E60208

No. 438 Nix
14A51B79541C735F 788E771CFB74657E

No. 439 Zephyrus
14A51B79541C735F 2E9042A46D1E6134

No. 440 Allblue
14A51B79541C735F 839F7A8A6EEA17EF

No. 441 Raiden
14A51B79541C735F ED33CB4AE7464642

No. 442 Boreas
14A51B79541C735F 7A7704DD9813D1F5

No. 443 Horus
14A51B79541C735F B2C5D20B2F4D3E7F

No. 444 Suparna
14A51B79541C735F BA191C67E57B6E2F

No. 445 Grasseed
14A51B79541C735F 57B6945211DC12EB

No. 446 JeetKuneDo
14A51B79541C735F B8A7EB53A34EFE27

No. 447 Raiden78
14A51B79541C735F A084D561FE4E8B62

No. 448 Brownie
14A51B79541C735F AE4A7C026B2B8C20

No. 449 Wildfire
14A51B79541C735F 4228A660FF638059

No. 450 Redcap
14A51B79541C735F 596C4DB58625102E

No. 451 Sandmann
14A51B79541C735F BE53F6930F1FE7FC

No. 452 Nis
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No. 453 Gremlin
14A51B79541C735F AD4A832E1BB974B5

No. 454 Rhigitan
14A51B79541C735F 70BA6A116484FD3F

No. 455 Venemous
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No. 456 Smartie
14A51B79541C735F A39F7B865128EFD1

No. 457 Jet
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No. 458 Wabbit
14A51B79541C735F 7A7C07295575F7CC

No. 459 Benemale
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No. 460 MechGitan
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No. 461 Gitan
14A51B79541C735F D0822E248C3C6B1B

No. 462 Pooka
14A51B79541C735F 4AF40D54AAD78CCE

No. 463 MerryMerry
14A51B79541C735F 3ED7AA6CDCB7112E

No. 464 Campanella
14A51B79541C735F 477C9E163A75253C

No. 465 Pickle
14A51B79541C735F 2F9D18BE23886CDE

No. 466 Dickens
14A51B79541C735F 555F4EA9EF3C0429

No. 467 Burrole
14A51B79541C735F 373EB84D28447502

No. 468 Gali
14A51B79541C735F EFAFFB4EAD6AEFFF

No. 469 SunsetGali
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No. 470 Ombren
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No. 471 Doodle
14A51B79541C735F C15431FE87904878

No. 472 Alhambra
14A51B79541C735F B3295E8CD65F07C1

No. 473 Rainbow
14A51B79541C735F E6AE6CA6A475BE24

No. 474 Stitch
14A51B79541C735F 316DF3708809C421

No. 475 Obelix
14A51B79541C735F 1B749B1952AE29A9

No. 476 MocchiWall
14A51B79541C735F 66624916A86F550A

No. 477 GreatWall
14A51B79541C735F 5DA75D7C66FA1FFA
No. 478 Sandy
14A51B79541C735F 6FFAAF1A84BBBF06
No. 479 TricoWall
14A51B79541C735F 9D82A540DF886F59
No. 480 JuraWall
14A51B79541C735F 7ED8C699E2FC62B8
No. 481 TranceWall
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No. 482 BlueWind
14A51B79541C735F 81FF03C68170F1A5
No. 483 Amenolwato
14A51B79541C735F 85C77258CFF4A981
No. 484 AquaWall
14A51B79541C735F BBB42FDB6A336361
No. 485 ChocoWall
14A51B79541C735F A36BB55A979DE536
No. 486 Tiramisu
14A51B79541C735F 12305A8014FFD2CF
No. 487 MadWall
14A51B79541C735F 89DD9B06E6FE7555
No. 488 IvoryWall
14A51B79541C735F BAC4F56FBB5A9900
No. 489 Monol
14A51B79541C735F F5C2E4D4D1FA2233
No. 490 CakeWall
14A51B79541C735F 1222C9CCFD57A21E
No. 491 Castella
14A51B79541C735F 49558779297F359E
No. 492 Phoenix
14A51B79541C735F F960413066964C47
No. 493 Blaze
14A51B79541C735F A3330D9DB8363B00
No. 494 CinderBird
14A51B79541C735F A7482D6B363A0A27
No. 495 Gillon
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No. 496 Delphi
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No. 501 Kijimuna
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No. 502 Rugaru
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No. 503 CyanGaru
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No. 504 Gokuu
14A51B79541C735F 2DDD5484BCFE182E
No. 505 Samson
14A51B79541C735F F281E84A2C1AEA48
No. 506 Puck
14A51B79541C735F B6AF92B266DEC8CC

No. 507 BlackLion
14A51B79541C735F D5E1FACB82E5B0A4
No. 508 Garu
14A51B79541C735F F27276301219CEB5
No. 509 Lionel
14A51B79541C735F 33884338BBA62A31
No. 510 Liorosa
14A51B79541C735F 07AFA8911D3B0B8C
No. 511 Sun
14A51B79541C735F 5C69BDF3BA69E945
No. 512 Pantheon
14A51B79541C735F 24700F19BB2A5F94

Notes:

Only use one monsters code at a time.

----Unlocking Monsters----

DOODLE- !!!This isn't confirmed yet but it worked for me!!! To unlock Doodle, you have to get to the Promiass runis, you hvae to find the chalk in there, something will hit Hollys head in one of the ruins you check. Well here are the steps you have to take to get there starting from the begining.

UP- from the camp site RIGHT RIGHT- then you will walk automatically a little north RIGHT RIGHT- then you will walk automatically a little north, then you have to break the barrier. Then you will walk automatically by yourself. RIGHT and then youll walk a little bit and then you will see the little event. But you will only get the chalk, you will need to get the Odd chalk and everyone is still trying to find out how to get it.

DRAGON- To get Dragon you will have to be Class A. Then you have to win the FIMBA Amity Cup, the invitation will be Jan. 1st and the tournament will be Feb. 1st. Once you win you will recieve an invitation for breeder training on the 2nd of March. You will then go to Tapota ruins to find the Proof of the Dragon, it will be on northeast corner. Then you will recieve an invitation to go to the Dragon Tournament on May 3rd. Once you beat the Dragon you will be able to regenerate Dragons and you will get a Dragon Tusk, but in order to keep them you will need a 80,000 Barn.

DURAHAN- Win the IMA Amity Cup <Class A> in Aug. 3rd. Then the training will be on Sep. 4. You will have to find a Proof of the Dragon in the Tapota Ruins. You can find it in a statue that looks like a warrior. You will recieve a invitation for the Durahan Tournament which will take place on Dec. 2.

GITAN- You have to win a class A tournament called the Trident Cup and you will get a BLKSPEAR, mix it with two monsters and you will gat a Gitan. You will then be able to use Gitans.

ZAN- Have a S class monster that won a tournament already. You will recieve a invitation for the training on Apr. 3, then go to the training on May 3rd. You then have to find the Proof of the Ninja in the northwest corner, its nearby the crack in the ice, of the malkt ruins. You will recieve an invitation for the tournament that will take place Aug. 3rd, once you beat the Zan you will

be able to use Zans and you will get a NinjaBook, whihc can be used to create a Zan.

JOKER- Have your monster S class and once it reaches the 1st of Jan. Mr. Mardoc will come and check on your monster to see if its powerful enough to go find the Joker. But most of the time he will say its not good enough, so try to have everything super strong. If he says yes you will go to Tapota, you have to find some sites and Holly will say if the Joker is there. Once you find it defeat it. Its tough though because it has around 600 of everything. Once you defeat it you will get a Joker Mask from Mr.Mardoc, combine it to get a Joker, then you will be able to regenerate Jokers.

GALI- Go to the Malkt ruins and find a site that says I am God..., its North, East, South, and East from the Beginning. Then talk to Mardoc from AGIMA, go back to the same site. Then it will say something different. And you will get a map. Go to the north of the map where the ice crack is and use the map to find an ice bridge to get across. Then find your way to a temple in the north and search it to get a GaliMask.

RAIDEN- Go to the square one day and RANDOMLY the merchant will be there. If he's there you can challenge him for some Nunchuks. If you beat him get it and use that item to mix with two monsters to get a Raiden. From then on you will be able to regenerate Raidens. NOTE- Sometimes the merchant will be there and sometimes he will battle for the nunchucks because sometimes it can be a different item so you have to be a little lucky.

MONOL- Go to the Tapota ruins, now go to the Northeast corner and visit some ruins and you will talk about some Monoliths you found there. Thne go to the North center of the map and search for a temple. Search those ruins and you should find a Large Monolith. Use it to combine with two monsters and you will get a Monol. From the on you will be able to use Monols.

PHEONIX- To get the Pheonix check "Qnest for the Orbs"

HENGER- To get Henger you will need 3 parts which you will find in Malkt. Here is how you findthe 3 parts. Also make sure you go to the Studio after you find each part because the lady there will talk about the parts.

Gears- You can find this one close to the center. In the west there is a long road. Once you reach the end head west. Then head south. Once you head near the center, youll find a fork in the road. Head west to find a temple which has the gears.

Arm- You can find this one around the Souteastern corner of the map. Break the boulder blocking the way, and it will lead to a temple. But the road will turn once you get the southeastern corner.

Head- This one is in the Northeastern corner of the map. Just keep heading east and north which is also in a big temple.

Once you find all the will combine and you will get a item which is used to mix with two monsters to get a Henger. Once you get the Henger you will be able to regenerate Hengers.

DIVA- This one isn't really a species but its a Dragon type. You can only regenerate Diva once you beat the Emperors Cup twice and you will get a password for this monster LST_DRG.

----Moves----

I DONT HAVE ALL OF THEM BUT I'LL TRY TO GET ALL OF THEM

/////Dragon/////

D. Tail- 17 Guts
D. Bite- 23 Guts
Trample- 34 Guts
Flutter- 29 Guts
Wing Blade- 38 Guts
Grave Throw 30 Guts
Inferno- 33 Guts
Salamander- 34 Guts
D. Claw- 43 Guts
SUMMONING MOVES

/////Durahan/////

Kick- 17 Guts
Swing- 14 Guts
Cut-In-Two- 20 Guts
Charge- 22 Guts
Turn Slash- 30 Guts
Gust- 32 Guts
Aura Slash- 40 Guts

/////Henger/////

DrillPunch- 9 Guts
Mega Blade- 15 Guts
Beam- 12 Guts
Core Attack- 18 Guts
Giga Blade- 30 Guts
Ion Cannon- 50 Guts
Giga Shoot- 35 Guts
MixingEcho- 20 Guts

/////Naga/////

Punch- 18 Guts
Stab- 21 Guts
Tail Slash- 16 Guts
Posion Gas- 23 Guts
Scissors- 28 Guts
Evil Bomb- 40 Guts
Pierce- 36 Guts

/////Pixie/////

Slap- 12 Guts
Somersault- 21 Guts
Ray- 20 Guts
Kiss- 28 Guts
Life Steal- 34 Guts
MegaRay- 29 Guts
Big Bang- 34 Guts
Claw Slash- 32 Guts
Hot Breath- 48 Guts

/////Zan/////

Stab- 12 Guts
Somersault- 21 Guts
Leg Arc- 17 Guts
Nail Slash- 19 Guts
RisingRave- 42 Guts
Tempest- 24 Guts
DiveAttack- 35 Guts

TriAssault- 50 Guts

/////Antlan/////

Fire Punch- 17 Guts
Punch Rush- 25 Guts
X Blade- 22 Guts
Smoke Bomb- 13 Guts
Scissors- 27 Guts
WhirlWind- 32 Guts
Tail Sting- 36 Guts
Lightning- 35 Guts
Meteor- 49 Guts

/////Gitan/////

Thuk Thuk- 12 Guts
Ear Slap- 10 Guts
Lightning- 20 Guts
GangDance- 12 Guts
Javelin- 46 Guts
Turn Stab- 42 Guts
Skewer- 29 Guts
Gang Bomb- 47 Guts
Hell Breath- 37 Guts

/////Golem/////

Uppercut- 28 Guts
Punch- 18 Guts
W Chop- 26 Guts
Kick- 12 Guts
Dive Press- 36 Guts
Boulder- 40 Guts
Fist Shot- 49 Guts
Magnifist- 26 Guts
Cyclone- 52 Guts

/////Moochi/////

Slap S- 12 Guts
Headbutt- 25 Guts
Petal Whirl- 21 Guts
Licking- 23 Guts
Press D- 30 Guts
Petal Storm-39 Guts
Roll Attack- 30 Guts
Mocchi Ray- 29 Guts
Mocchi Beam- 46 Guts

/////Tiger/////

Bite E- 18 Guts
Scratch- 14 Guts
One-Two- 23 Guts
Bolt B- 23 Guts
Lightning- 39 Guts
Charge- 22 Guts
Ice Bomb- 19 Guts
Spin Attack- 28 Guts
Howl A- 34 Guts
Blizzard- 30 Guts

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contact me or write to me at neofans1@yahoo.com If you want to use in your web-site contact me and I'll think about it. So far the only site that can use this Gamefaqs, and i'll write more down in future updates.

----CREDITS----

I will like to thank these people for making this FAQ/WALKTHROUGH Possible:

God- For making me live,

Gamefaqs/CJayC- For putting this on his site,

You- For reading this and,

Tecmo- For making Monster Rancher Advance 2 and other great games

ME- For making all this, DUH!

MRA2 Gamefaqs messageboard for help because I got some pass. from them, most the special monsters.

koolk8er- I got most of the special passwords from him

Lisa Shock- I got some of the passwords from her site.

smegaman- For the Gameshark codes

Matthew Turner AKA Nsilius- For some of the passwords

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