

Monster Rancher Advance 2 FAQ/Walkthrough

by Mad Monarch Gyl

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M O N S T E R R A N C H E R : A D V A N C E 2

Monster Rancher Advance 2 FAQ/Walkthrough
for GBA (Gameboy Advance)
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"Walang nakawan pare..." (Please don't steal =P)

The guide could only be seen at:

www.gamefaqs.com

www.gbaworld.net

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*-*-*-*-*-*-*-*-  
* Introduction -  
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Heya! Gyl here! Monster Rancher or Monster Farm has always been there in most gaming consoles and now since it's brought to the GBA system I couldn't wait till I get my hands for a copy of one. Monster Rancher is a pretty sweet way about playing with monsters. This is because that unlike other monster training games you simply would be using them for battle mainly because of it focusing to the story perhaps well anyway Monster Rancher gives you the chance to train the monster that'll rule all others. You're in charge of getting your monster on a top shape for battling. Though Monster Rancher Advance 2 may lack on the story part the number of monsters to be unlocked and to be trained as well as the simple reason of having a powerful monster may perhaps compensate for it. Anyway MRA2 isn't anywhere close to RPG or an Action/Adventure one so I'm guessing that it'll be fall under fighting or Monster Simulation or Adventure (since there's this Exploring part). Above anything else this is a very refreshing and fun way to be burning time. I once brought my GBA along with the MRA2 cartridge on a trip to my province and is sure was enough to have me occupied for the whole trip. Anyway, let's just get on with the show...

"Let's roll..."

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* Revisions *  
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June 04, 2003 (06.4.03) Version 1

- It's basically what the FAQ is composed of. Started most of what a basic FAQs and Guides should hold.

June 07, 2003 (06.07.03) Version 1.9

- Added a couple more on the list of monsters.
- FAQs Section updated
- Changed some terms like Nut Oil and stuffs. Don't blame me! I'm more use to the PSX version >.<
- Walkthrough Updated
- Completely changed the Raising Guide.
- Story Events Updated

June 08, 2003 (06.08.03) Version 2.4

- Walkthrough Completed! With almost all possible events to be triggered.
- FAQs section added with a couple more basic questions and some tips.
- The Game Basics Monsters Sub topic is changed and supports only basic monsters not the list of them.
- Story Events section complete! All possibilities of triggering events are still accepted and/or those that I missed.

July 22, 2003 (06.22.03) Version 2.6

- Added some minor spoilers
- Corrected a few wrong terms
- Added some submissions.

August 05, 2003 (08.05.03) Version 3

- Added some submissions
- FAQs list added

August 06, 2003 (08.06.03) Version 3.2

- Added some more submissions
- FAQs list added
- Check the FAQs list for the orb infos

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*-*-*-*-*-*-*-*  
* Game Basics *  
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*-          -*  
*- Game Menu -*  
*-          -*
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Title Menu

New Game - Start a new game.

Continue - Continue or Load saved game.

Link - Battle against fellow monster trainer via a Link cable.

Town Menu

Shrine - This is where you regenerate monsters. You can select either Tablet Regeneration or Book Regeneration.

AGIMA - AGIMA's where you can register coaches or retire a monster

from active duty.

Studio - At the studio, monster can be combined or put in deep freeze.
It's a very important place for breeders!

Hospital - Take your monster here to cure it from illness or get surgery to remove unwanted traits.

Square - Use this command to go to the town square.

System - Use this command to save and load games.

Ranch - Use this command to go to the ranch.

Shrine Menu

Tablet - Regenerate Monster through Tablet Regeneration

Book - Choose from the list you've already regenerated.

Data Menu

Monster - View current status of your Monster.

Breeder - View your status as a breeder.

Book - View the list of regenerated monsters.

AGIMA Menu

Assign - Assign a monster to be a coach.

Coach - Turn your monster to be a coach.

Retire - Put a monster into retirement.

Explore - Go into an expedition trip.

- -
- Game Controls -
- -

D-pad - Scroll around menu/selections/skills

A - Select an option/continue conversation/choose

B - Cancel

L - Switch between the calendar

R - Switch between the calendar. Push the opponent back(in-battle)

Start - View the status window. Pause/Quit(in-battle)

Select - View help

- -
- Monsters -
- -

Monsters are categorized in their types or kinds. Each has their own characteristics that is very crucial to be known when training them. For example, a Pixie boasts it's intelligence, speed and accuracy but is worst when it comes to Power increasing drills. Golems may not be the wisest but their Brute strenght is just about everything. I'll just list down the very basic monsters and how to unlock them. You won't be seeing anymore codes here as you could just open up the Monster Regneration Guide by Matthew Turner (Nsilius@msn.com) also available in GameFaqs.com.

+ Pixie

001 Pixie - Available at the Beggining

+ Golem

023 Golem - After the First House Upgrade

+ Mew

044 Mew - Available at the Beggining

+ Moochi

065 Moochi - Available at the Beggining

+ Dragon

088 Dragon - Complete the Proof of the Dragon Event.
2nd House Upgrade
Combine with DrgnFang
Must participate in the Dragon Invitational Match

+ Arrow Head

111 Arrow Head - After the First House Upgrade

+ Suevo

133 Suevo - Available at the Beggining

+ Ducken

152 Ducken - Available at the Beggining

+ Zuum

168 Zuum - Available at the Beggining

+ Tiger

187 Tiger - Available at the Beggining

+ Naga

207 Naga - First House Upgrade

+ Octopee

228 Octopee - Available at the Beggining

+ Mogi

246 Mogi - Available at the Beggining

+ Psiroller

267 Psiroller - First House Ugrade

+ Durahan

- 287 Durahan - Combine with DblEdged
- + Joker
 - 298 Joker - Combine with JokerMsk
- + Momo
 - 314 Momo - Available at the Beggining
- + Lesione
 - 332 Lesione - First House Upgrade
- + Zan
 - 350 Zan - Must find the Proof of the Ninja
Be Invited to the Zan Invitational Match
- + Antlan
 - 368 Antlan - Available at the Beggining
- + Hare
 - 385 Hare - Available at the Beggining
- + Suzurin
 - 402 Suzurin - Available at the Beggining
- + Henger
 - 425 Henger - Combine with Mech bot
- + Raiden
 - 441 Raiden - Combine with Nanchuks
- + Gitan
 - 461 Gitan - Combine with BlckSpear
- + Gali
 - 468 Gali - Combine with GaliMask
- + Doodle
 - 471 Doodle - Combine with OddChalk
- + Monol
 - 489 Monol - Combine with Monolith
- + Pheonix
 - 492 Pheonix - Combine with Feather
- + Garu
 - 508 Garu - Available at the Beggining

- -
 - Traits -
 - -

Traits are another very nice addition to MRA2. Compared to the MR2 of the Playstation console. Traits are like what the guy who freezes monster analyzes this time you could view it on the status window. They could completely affect almost any aspects of your monster from eating to fighting. They could be both a good and a bad thing depending on the trait they hold. I'll list them down on the next version.

- -
- Battle Systems -
- -

The battle system of MRA2 is no different from it's predecessors. The series follows it's classic battling system wherein you'll be controlling your monster on it's basic forward and backing off movement as well as scrolling through the menu of skills to be used for attacks. A successful hit deals damage or make the opposing end loose a certain amount of guts.

Guts is the main thing about the battle system. To issue an attack you'll be needing to use up corresponding amount of guts. Gut's is used up in that way and is recovered every second of the battle which last for almost a minute. It could also be recovered after recieving certain attacks. Recieving plainly damage will convert it into 10 Guts points instantly. Also, the more guts your monster has the higher the percentage of an attack to connect.

As the battle progresses the creature that remains standing will be held the victor. Or it's decided by decision if and only if the bout ends without K.O.ing the opposing end. Remaining HP will be the comparison. If your HP is more than that of your opponent then you'll be judged as the winner.

KOing an opponent isn't just away to win a battle. Expiring the time is also a good idea if your monster's facing a very tough opponent then it would be best to keep on trying to hit him more and dodge or evade most of his blows. Some Trainers had taken that strategy building up a monster that could completely dodge every single blows even the hit parameter's aroud 70% or 80%. The only thing good about KOing an opponent is that it'll raise your monster's fame a lot more than just the normal.

--*-*-*-*-*-*-*
* Walkthrough *
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As the game start. Just press your way through the conversation till you're on the town menu. You're supposedly to get a monster so proceed to the Shrine. Bolzoi will greet you and explain the basic stuffs about it. Just choose the Tablet option and guess anything. I suggest saving before attempting the Tablet Regeneration since it's a long conversation and time pressing the [A] button till that part. Okay now that you've saved your game go back to the Shrine and regenerate through the Tablet choice. Okay, Now just enter any word, letter, character whatever as long as it'll produce a monster in the end. It's up to you to choose any monster you like I say check their stats afterwards to get a grasp of them. If they're cool enough now Holly will be asking you to drop by AGIMA about a short intro about coaches and stuffs. Do that.

After the conversation choose Holly's monster to coach any type of training you got in mind. Max it out so place her monster to coach as many as it could. A coaching monster would boost the stat acquisition of the trainee a bit so it's a good thing. Now, you're free to visit any place in the town. Once ready proceed to your ranch. You'll start at the first week of month 1 you won't be spending anything for food so you should start training. It's up to

you to choose what kind of training.

* - check out the Raising Guide for more strategy about training your monster.

Anyway give your monster a rest during the 3rd or 4th week since it'll be tired by then, if you started training it with drills that is. The next month you should feed your monster with the food it liked. Check the orange bars for it. Just pick anything and read through the short info about it since it's actually affecting your monster. As the month opens there should be a trainer to visit you and this time they'll teach you about counter-attacking. Afterwards you'll be battling their monster to try it out. Nothing will happen if you win or lose even if you've knocked him down but I doubt it since they'll cut off a lot from your stats and that fact that you'll barely attack him without doing a foolery. Anyway just keep on trying the counter attack they taught you Anyway you're not required to win the bout though so after that just keep on training your monster and once you think he's ready enter him into official tourneys.

Here are the list I've gotten so far. They are the events you might have met as you progress through the ranking and as your fame go up. I'll run more tests later on to see how certain events were triggered.

=====
Event # 1

You'll get this the next month you start playing.
+ Tutorial for Counter attacking

Event # 2

I got this during Sept. week 3 after winning 2 tourneys already still in class E. Popularity: 22
+ Mardoc will visit the ranch and will warn you about a lot of good ranches were being attacked by roving thugs recently. Holly then will just act cool about it.

Event # 3

Oct. Week 1
+ Francesca will visit the ranch, she's the lady behind the counter of AGIMA. She'll just explain to you the basics about super coaches.

Event # 4

After winning the Official E CUP Tourney
Current Fame:54
+ An unknown trainer will visit you and he'll criticize Holly for quickly being so happy after just winning one official cup. He'll then challenge you for a monster battle.

You'll battle his monster Aphram(Durahan-Type)

Pow 257
Int 210
Acc 213
Spd 200
Def 294
Lif 355

You'll barely scratch him. And whether you win(which is rather tough if you're not expecting him) or loose the result will be the same. He'll then commend you for such battling and leaves you with his most precious Flare

Orb waiting for a rematch someday then left finally leaving his name to be the infamous Canute.

Event # 5

A week after meeting Canute.

+ A freelance trainer will visit the farm. He'll be asking you a favor to rest in your farm for a bit. He'll be allowed then just train your monster with a hard drill or the one that has a monster coach training. The next morning he'll be talking about your training yesterday and offer you his help as his sign of gratitude for letting them settle down a bit. You can now use his monster coach 'Strong' (Golem-type) that has it's Pow, Def and life to be reckoned with.

Event # 6

2 weeks after Gavin offers his help or a few months after Canute visited you. I think my current fame has effect. (Current fame still: 54)

+ You'll meet another character and greet you as the amazing rookies. He'll introduce himself as Hunter, a young trainer like you aiming to be AGE no.1 breeder. He'll then challenge you to a fight.

You'll battle Huego (Wolf-Type)

Pow 197

Int 194

Acc 193

Spd 195

Def 197

Lif 231

Win or loose he'll say it's an good match then he'll then be expecting you for the official D rank tourney.

Event # 7.1

After a few months/weeks after Gavin joined you.

+ Gavin will bring an old man to you, Holly then reveals it as Mr. Karnab who used to be FIMBA's official chairman. He'll then ask you to go in an adventure in 'Tapota'. Just check out 'Explore' command in AGIMA.

Event # 7.2

A few months later after Mardoc reported the attacks(I got this right after the week after the expedition.)

+ Holly will alert you of nearby ranches being attacked by stray monsters. Then you'll battle out a monster. Your stats will decrease significantly.

Headroom (Zuum-Type)

Pow 174

Int 128

Acc 148

Spd 172

Def 231

Lif 195

Win and you'll get a 'SilvrBar'

Event # 8

Upon entering the AGIMA official D rank tourney

+ Hunter will greet you as it start. You'll be fighting him and his Huego for the last round. Win the tourney and a short conversation will follow from Hunter afterwards saying something like "Now I understand you..."

Event # 9

After recieving the certification of being a level 2 Rank C breeder.

+ Gavin will tell you something about the special league tournament for

Class C breeders called the 'Death Blow'

Death Blow qualifying tourney:

1st week of Jul: The Summer Classic

2nd week of Sept: The Wild Cup

4th week of December: The Cuntdown Cup

4th week of March: The Flower cup

Event # 10

After the Death Blow tourney explanation

+ Aroma will visit the ranch and teach you about soulmates then initiate a little battle.

Oliver (Hare)

Pow 231

Int 233

Acc 245

Spd 290

Def 114

Lif 212

Win or lose it doesn't matter. Then you'll get another scene between them.
(Man... what are they saying?)

Event # 11

Should have finished the explortion with Mr. Karnab.

+ Gavin will bring him up again. Mr. Karnab will then ask you to ask Mr. Mardoc for a permission to explore Malkt. Mardoc will do allow you but after you reach Breeder Level 3 or reach the B Ranking. Then again Mr. Karnab's plan is actually just unfolding you then instantly go with him to Malkt.

On the trip you'll meet Geras and warn you about the road you'll be parting. Then he'll instantly battle you with:

Pirate(Arrowhead)

Pow 297

Int 201

Acc 197

Spd 213

Def 315

Lif 215

After the battle you'll be back in your ranch again.

Event # 12

Weeks later(I think this is initiated after meeting Geras)

+ Holly will say something about ranches being attacked again.

You'll be attacked by:

Mckagan(NAGA)

Pow 240

Int 148

Acc 232

Spd 168

Def 179

Lif 188

This time he'll drop a 'Gold Bar'

Event # 13

Hunter will revisit your farm after the trip to Malkt. He'll then challenge you to a battle:

Surmal (Garu)

Pow 243

Int 241

Acc 244

Spd 256

Def 231

Lif 212

Event # 14

After reaching B Rank you'll receive a mail and Holly
+ will brief you with the B Rank death blow qualifying tournaments.

*****I missed the others so if you guys know about it mind
sharing em here?*****

4th week of March: Spartacus Festival

Gavin will then leave the ranch afterwards. Then a long scene with Ayase
will happen it's about Hunter losing to someone. And to your surprise
it's Canute.

Event # 15

A month after Gavin left

+ Aroma will visit and take Holly along with her around town. You'll simply
learn about the legendary breeder.

Event # 16

Months later after Gavin left

+ Gavin will pop back again just to say Hi. Then will be waiting for you
for the official tourney for B Rank

Event # 17

Drop by the Square anytime. I think this is triggered when you've got
around 40,000 G.

+ You'll get a scene with a peddler selling some gem and you can take on
his challenge:

Makker (Psiroller-Type)

Pow 329

Int 194

Acc 256

Spd 319

Def 231

Lif 315

After winning he'll sell the bright gem for just 32500G.

Event # 18

Holly will brief you with the Rank A Deathblow Tourney

4th week of May - The Strike Cup

2nd week of July - The Corona Classic

4th week of January - The Mistral Cup

You'll also be invited to the Amity Cup by Mardoc

Event # 19

Ayase will visit and warn you about a stray monster again. Wait for
a month after it and battle the stray monster:

Raditz (Arrowhead)

Pow 313

Int 201

Acc 273

Spd 210

Def 317

Lif 317

After the battle you'll be in a conversation with Mr. Mardoc.

Event # 20

After successfully getting the invitation of FIMBA head to AGIMA for your mission. Your mission would be to find the ''Proof of the Dragon'' in Tapota Ruins. Who ever finds it will have an invitation to the dragon invitation match in the 3rd week of may. The item is located on a temple like ruins to the far right.

When you return Raditz will fight you again. This time you'll fight him with your monster with a lower stats

Event # 21

Bolzoi will visit with the invitation to the dragon match

Event # 22

After winning the A Cup and beating Geras
+ Mardoc and Francesca would visit the ranch.

Event # 23

+ Upon reaching Rank S

Gavin will appear again this time he's with Hunter. He'll surprise you with that he'll be starting all over again but this he'll be helped by Gavin. He'll battle you out with his new monster. Darn... I got this scene the time I'm breeding a new one and he completely over powers me with this:

Vintole (Garu)

Pow 484

Int 510

Acc 491

Spd 495

Def 488

Lif 538

If you win or loose Holly will simply be surprise and Gavin will tell you that it's the new technic they call ''SlamBack''

Event # 24

+ Upon reaching Rank S

Zest and Aroma will visit then Canute will follow afterwards. Luckily you won't be fighting him.

Event # 25

+ visit the Square

The same guy will appear again this time he's selling an AromaPot for 1200G.
if you beat his monster Makker .

Event # 25

+ After winning the official S Rank

Ayase then Francesca will visit

3rd week of March - The Greatest 3

2nd week of May - The AGE monsters cup

2nd week of October - The E-1 Grand PRix

3rd week of December - The winner's cup

Event # 26

Monster Attacks

Note : You're stats could decrease by 100 randomly

Popon (Ducken)
Pow 192
Int 192
Acc 192
Spd 192
Def 192
Lif 192
Drops: Diet Weeds

Clausen (Lesione)
Pow 212
Int 184
Acc 184
Spd 182
Def 178
Lif 350
Drops: SilvrBar

Balte (Golem)
Pow 648
Int 649
Acc 379
Spd 400
Def 539
Lif 551
Drops: Diamond

Noel (Pixie)
Pow 218
Int 635
Acc 593
Spd 573
Def 290
Lif 380
Drops: Diamond

Event # 27

After winning a few tourneys in class S
+ You'll be invited to AGIMA's special breeder training and your task is to look for the ''Prof of the Ninja'' which takes place in Malkt Ruins. Whoever finds it will have an invitation Match in the 3rd week of August and the permission to regenerate Zan, along with the Ninja Book.

The road is Up, Left, Left, Left, Up, Left

Event # 28

After being a top calss breeder
+ Canute will then appear and have a short conversation followed by Mr. Mardoc and he'll introduce a monster that has been around for ages, Red Dragon Dynast.

Event # 29

Enter the emperor's cup on the 1st week of June.
+ Get ready for a long long scene! After that you'll watch a battle between Dyanst and Catedral. And believe it or not the Legend has lost and in a very ugly fashion. Well, he couldn't even scratch that Phoenix. Anyway you'll then be fighting Canute and his super monster.

Catedral (Phoenix)

Pow 762

Int 748

Acc 793

Spd 772

Def 793

Lif 730

Beat him and in the end Canute will reveal that he's *MAJOR SPOILER* the legendary Magna! The END! Enjoy! But wait! Wait till the credits roll and you'll be back in your ranch again. You can continue raising monsters till your eyes went white.

=====
Take advantage of the sales on the item shop. It's really worth it. Earning a lot of fame or building up your ranking could get you a series of events. Also, check the Town Square regularly as they sell a lot of cool items a lot cheaper than that on the regular price.

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* Raising Guide *
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This raising guide will be focused to get as much stats as you can for the entirety of your monster's career. Anywa the raising guide is divided into the state of monsters so here we go:

NOTE: I suggest you try out your own method first as for this parts it's solely for beginners and newbies. I'll write a very separate. The whole plan may change if you're owning a Gem/Cup since they may relieve/take away stress and fatigue automatically.

NOTE # 2: Battling or entering Tourneys as well as paying for a Sparring Match is up to you. Just do this for sequence if you'll be doing any of the two then just try to adjust to the training method:

Battling: Rest-Enter Tourney-Rest

+ Resting Before a tourney is necessary to avoid getting a ????? or a Foolery when battling. Battling gives you a fairly decent amount of stats, money and fame as well and it's your call on when would it be. Also, a tourney is much like a hard drill and one light drill so it means a lot of fatigue and stress in there so rest up the following week.

Sparring: Spar-Rest

+ Sparring should always be taken during the first week. This is to not avoid the feeding time. Feeding your monster greatly adds points on its reliance and to it's build. This also has a little addition to it's fatigue or stress recovery. Resting the following week is a must. Take a Stress or Fatigue reliever if necessary.

NOTE 3: Having a certain Cup/Pot/Gem makes the items optional so I suggest aiming for them first and once you've got them all you can train your monster a lot easier without using

any more items.

LD/Light Drills - Those who don't need monster coaches

HD/Hard Drills - Those who requires monster coaches.

Rest - Rest for the whole week you can use anything if there isn't anything specified like a starprun or something.

to # - They are the supposedly result of your monster training and the Great stat acquisition not included.

* - Using any Gems/Cups that relieves stress and fatigue is not included in the plan. They may be specified if it's necessary.

Baby Monster (Just regenerated)

Scoring: 4 to 5 on Light Drills

A baby monster would mostly fail on most drills so during this time you should be saving often as you should be regularly. During this stage you should follow this uh... diet plan >.<

Food to be taken - Anything your monster likes. This should be a great way to start scoring on the loyalty/reliance of your monster this also allows your monster to go through drills on a higher success rate. All of this should simply be light drills.

1st week - Light Drill (Oily Oil if necessary)

2nd week - Light Drill

3rd week - Rest

4th week - Light Drill

Explanation: This is merely a patern of Drill-Drill-Rest-Drill and could be taken not necessarily like the week suggestion. I purposely put the 'Rest' Week on the third to not wast a week of Rest if you'll be competing on the Official Cup though it's your call. Light Drill should be the only option when they're still young. Just keep in mind that during this Light Drills you should be scoring 4 or 5 points (Great! score not included) The 'Oily Oil' usage at the middle of 3 drills in succession is optional. Just refer to what Holly would say. An Oily Oil is much like a 1/6 Rest so it's a great way to not put your monster into stress early on.

Youth

Scoring: 12 to 17 on HD

A youth or a slightly grown up monster should start preparing for a hard drills. So a week or two should be reserved for it. To differentiate a youth monster from a baby is to save and make you monster go on a hard drill. The drill to be taken should be based on their strong points. Example, A Golem=Power, Tiger=Speed something like that so the drill differs. Again the use of Oily Oils is now a must to avoid wearing yor monster down.

Food to be taken - Anything your monster likes. It's still young and should be taking food that is needs for training like fish or

something.

Little to No Budget Training: (A 2 month-long plan)

Month 1

1st week - Light Drills.

2nd week - Hard Drills.

3rd week - Rest.

4th week - Hard Drills.

Month 2

1st week - Rest.

2nd week - Light Drills.

3rd week - Hard Drills.

4th week - Rest

Explanation: This 2 month-long plan is perhaps the best way for those who're starting out. Since Rest is one of the best way to greatly reduce Fatigue and Stress in this plan the 3 perfectly planned Resting week is just perfect to keep you running without getting any message that you're monster is stressed out. This method could get you just as much as one Big Budget Training and a little more than the Med budget Training though the time expired is twice as much. You'll be earning 30+/20+ on stats focused on respectively.

Medium Budget Training:

1st week - Hard Drills. Oily Oil *optional-should alternate*

2nd week - Light Drills.

3rd week - Rest. Use Oily Oil here to allow your monster to recover a lot more energy. Holly should be commenting like he's energetic or looking lively the next week.

4th week - Light Drills.

Explanation: Again just a patern. The rest is placed there so you could instantly prepare them for Official Cups or just follow the pattern if you're aiming on something else. The Oily Oil placed after the 1st week should be given alternately (e.i. Month 1 Week 1 - No Oily Oil, Month 2 Week 1 - Oily Oil) Something like that since the Fatigue and stress would build up though to lessen this take a stress relieving Item on the Rest Week this way you no longer need to use Oily Oil on the Hard Drill.

Big Budget Training:

1st week - Hard Drills. Oily Oil

2nd week - Hard Drills. Oily Oil

3rd week - Rest. Use Oily Oil here to allow your monster to recover a lot more energy. Holly should be commenting like he's energetic or looking lively the next week.

Or take any stress relieving item.

4th week - Light Drills. Stress Relieving Item *Optional*

Explanation: Oily Oil only differs now. Since you'll be earning 11 to 17 points on Hard Drills you'll be doubling the speed but at the same time accumulating a lot of stress. The Stress relieving Item should be taken twice or once a month now so to keep up with supressing the stress and fatigue. In a month you'll be earning 20 to 30 points on the primary stats and 7 to 15 points on the sub stats you're focusing. The Light Drills should be enough to maintain the original stats that decreases as you do Hard Drills.

Adult Monsters

Scoring: 20 to 25 points on HD

Here is when your monster should be earning a lot by now. Though you may want to have the best monster coaches for better result. Save before doing this to avoid wasting a week. Try a hard drill for example a Garu tries either a Sandbag drill or the other power pumping one. If he started getting 20 - 25 or so then he's ready. This is also the time your monster would start getting tired so the Oily oil is a must now.

Food to be taken - He should be eating any of this: Fishes, Tablets or Meat. They may be expensive but once you've started battling it shouldn't be a problem. Also, they may differ depending on what your monster like.

Little to Medium Budget Training:

Month 1

1st week - Light Drills. Oily Oil *optional*

2nd week - Hard Drills. Oily Oil *optional*

3rd week - Rest. Stress Relieving Item *Optional*

4th week - Light Drill/Hard Drills. Oily Oil *optional*

Month 2

1st week - Rest. Stress Relieving Item *Optional*

2nd week - Light Drill/Hard Drills. Oily Oil *optional*

3rd week - Hard Drills. Oily Oil *optional*

4th week - Rest. Stress Relieving Item *Optional*

Explanation: This little to medium budget 2 month-long plan is a very good way to keep from spending money and at the same time be building your monster up. The Optional Items should be taken when necessary and the sudden change from Hard Drills to Light Drills should be followed when your monster is stressed according to Holly. Also, if you recieved a stressed message you should use the Light Drill alternate for the whole two months as to recover a bit from it at the same tiem the item usage should be looked at.

Big Big Budget Training:

Suggested Item: BrightGem, Holy Cup, AromaPot etc...

1st week - Hard Drills with Oily Oil.

2nd week - Hard Drills with Oily Oil.

3rd week - Rest. A strong stress reliever should do the trick
or any of the items that

4th week - Hard Drills with Oily Oil.

Explanation: In this Training plan you'll be earning 60 to 80 points per month and in this plan you'll be spending much much more than your monster need. Since this is a Big Big Budget Training Plan you'll certainly spending a lot more than you could buy. Though this assures you that you'll be making your monster live like as if you've used GameShark(tm) or something on it. The result may be unbelievable though If you follow this you'll Max out 2 stats in just a year and max out almost all before having your monster wither. Owning a Gem/Cup/Pot like the suggested Item is a must specially the three that I mentioned. They may cost a lot but I'm not expecting you to be trying this method out without knowing that it's a Big Big Budget Training.

Veteran

Scoring: Like a Baby Monster

They are dying or monsters that has reached their peak. The only method of them gaining stats and getting better is to freeze them and revive them a week before a battle. They'll be gaining stats from battles! So you should follow this sequence:

Rest-Battle-Rest

The use of anything isn't necessary. Then just freeze them again and revive them the week before a tourney. This way their lives will be longer for winning more battles.

Here's the pride of my collection so far:

The Game (Gare-Garu) *Straight from Tablet Regeneration

Lived 6 yrs. 5 mo.

Has a record of this:

Record 125W 0L

Average 100%

Winnings 185200 G.

Fame 100

Type Normal

Likes Meat

Dislikes Nothing

Figure Slim

Class S
Pow 999
Int 339
Acc 621
Spd 566
Def 574
Lif 560

Rocky (Golem-Tiger) *Combined from 2 4yr old monsters with good stats

Lived 6 yrs. 2 mo.

Has a record of this:

Record 196W 0L
Average 100%
Winnings 245200 G.
Fame 100
Type Brave
Likes Playing
Dislikes Sleeping
Figure Slim
Class S

Pow 999
Int 209
Acc 421
Spd 197
Def 999
Lif 860

* - You can send in your monsters in the same format!

from: TensaiMan - <tensaiman3@hotmail.com>

I have a great training technique I want to share. But there are some requirements before you do so...

- 1) Money. A lot of money. About at least 100k should do.
- 2) Good coaches. To get good coaches, keep training strong monsters and having them coach stronger monsters and so on until you have 999-type coaches. (One of my coaches had 999 in ALL stats. It has retired...)
- 3) Aroma Pot, BrightGem, GoldenCup?, just all the best anti-stress/fatigue stuff.
- 4) Iron will.
- 5) Some knowledge of monster techs.
- 6) Beaten Cathedral (Canute's Phoenix).

Okay, first of all, start training your monster at June 1st Wk. This is to keep it in schedule. Now, here is the training schedule:

1st-3rd Wk. = Heavy Drills. Yup, heavy. Use Oily Oil at the third week if it gets too tired. I recommend SandBag/(the Int & Acc drill), depending on your monster's techs. (If he has powerful Pow techs, use SandBag, otherwise...) Even out by upping defensive stats (Spd,Lif,Def) occasionally. Always make sure you succeed. Always use Heavy Drills. ALWAYS.

4th Wk = Rest. Finally. Always feed it vitamins until it no longer tires easily.

Forego the first official (June) and join the October official tournament. By this time, you should have at least 300 Pow/Int and

around 200 Acc. Make sure you win. After that:

1st Wk = Heavy Drill.

2nd Wk = Rest

3rd Wk = Sparring. Always do this. If all is 'highly unlikely', try to train, rest at the third week so...

(Next month) 3rd Wk = Rest

4th Wk-2ndWk = Train.

And so on. As you can see, the schedule allows you to be fully rested at the 4th Wk every time. Join the December official, now you're rank C. Up the 'at least Pow/Int' factor by 100+ each time, and the Acc by 50-75+. Join every official that comes along and by June. you would have won Rank S, and the Pow/Int must be around 900 by the time you've won Rank S. Remember to up your defensive stats once in a while.

Now that you will take on the 4 tournaments, concentrate on your defensive stats. Do not spar for this period of time, you may miss an invitation. Adjust your schedule so you would be fully rested at the week of each tournament. By June 1st wk, you should receive the Emperor Cup invitation. Join. Win. Whala. After this, feel free to max out your stats.

Okay, so the above was kinda cruel. Monster only last 4 Years 6 Months or less with this. But as proof...

Hanger (Purebred)

Lived 4yr 5mo

Record 51W 0L

Average 100%

Winnings 140000 G

Fame 100

Type Brave

Likes Playing

Dislikes Nothing

Figure Normal

Won Emperor's Cup

All techs, All stats 999

Another one, a Phoenix, has similar stats, all 999 :)

Kienchasoa (Dragon-Special) *Straight from tablet regeneration

Lived about 4yrs. 9mo.

Has a record of this:

Record 33W 2L(not very good but I trained him a lot)

Average 94%

Winnings 35400G

Fame 100

Type Normal

Likes Battle

Dislikes Playing

Figure Normal

Class Master? S? I don't know what to call it

(It's the crown thingy)

Pow 999

Int 830

Acc 529

Spd 513

Def 718

Lif 836

introduce himself as Hunter, a young trainer like you aiming to be AGE no.1 breeder. He'll then challenge you to a fight.

You'll battle Huego (Wolf-Type)

Pow 197

Int 194

Acc 193

Spd 195

Def 197

Lif 231

Win or loose he'll say it's an good match then he'll then be expecting you for the official D rank tourney.

Event # 7.1

After a few months/weeks after Gavin joined you.

+ Gavin will bring an old man to you, Holly then reveals it as Mr. Karnab who used to be FIMBA's official chairman. He'll then ask you to go in an adventure in 'Tapota'. Just check out 'Explore' command in AGIMA.

Event # 7.2

A few months later after Mardoc reported the attacks(I got this right after the week after the expedition.)

+ Holly will alert you of nearby ranches being attacked by stray monsters. Then you'll battle out a monster. Your stats will decrease significantly.

Headroom (Zuum-Type)

Pow 174

Int 128

Acc 148

Spd 172

Def 231

Lif 195

Win and you'll get a 'SilvrBar'

Event # 8

Upon entering the AGIMA official D rank tourney

+ Hunter will greet you as it start. You'll be fighting him and his Huego for the last round. Win the tourney and a short conversation will follow from Hunter afterwards saying something like "Now I understand you..."

Event # 9

After recieving the certification of being a level 2 Rank C breeder.

+ Gavin will tell you something about the special league tournament for Class C breeders called the 'Death Blow'

Death Blow qualifying tourney:

1st week of Jul: The Summer Classic

2nd week of Sept: The Wild Cup

4th week of December: The Cuntdown Cup

4th week of March: The Flower cup

Event # 10

After the Death Blow tourney explanation

+ Aroma will visit the ranch and teach you about soulmates then initiate a little battle.

Oliver (Hare)

Pow 231

Int 233

Acc 245

Spd 290

Def 114

Lif 212

Win or lose it doesn't matter. Then you'll get another scene between them.
(Man... what are they saying?)

Event # 11

Should have finished the exploration with Mr. Karnab.

+ Gavin will bring him up again. Mr. Karnab will then ask you to ask Mr. Mardoc for a permission to explore Malkt. Mardoc will do allow you but after you reach Breeder Level 3 or reach the B Ranking. Then again Mr. Karnab's plan is actually just unfolding you then instantly go with him to Malkt.

On the trip you'll meet Geras and warn you about the road you'll be parting. Then he'll instantly battle you with:

Pirate(Arrowhead)

Pow 297

Int 201

Acc 197

Spd 213

Def 315

Lif 215

After the battle you'll be back in your ranch again.

Event # 12

Weeks later(I think this is initiated after meeting Geras)

+ Holly will say something about ranches being attacked again. You'll be attacked by:

Mckagan(NAGA)

Pow 240

Int 148

Acc 232

Spd 168

Def 179

Lif 188

This time he'll drop a 'Gold Bar'

Event # 13

Hunter will revisit your farm after the trip to Malkt. He'll then challenge you to a battle:

Surmal (Garu)

Pow 243

Int 241

Acc 244

Spd 256

Def 231

Lif 212

Event # 14

After reaching B Rank you'll receive a mail and Holly

+ will brief you with the B Rank death blow qualifying tournaments.

*****I missed the others so if you guys know about it mind sharing em here?*****

4th week of March: Spartacus Festival

Gavin will then leave the ranch afterwards. Then a long scene with Ayase will happen it's about Hunter losing to someone. And to your surprise

it's Canute.

Event # 15

A month after Gavin left

+ Aroma will visit and take Holly along with her around town. You'll simply learn about the legendary breeder.

Event # 16

Months later after Gavin left

+ Gavin will pop back again just to say Hi. Then will be waiting for you for the official tourney for B Rank

Event # 17

Drop by the Square anytime. I think this is triggered when you've got around 40,000 G.

+ You'll get a scene with a peddler selling some gem and you can take on his challenge:

Makker(Psiroller-Type)

Pow 329

Int 194

Acc 256

Spd 319

Def 231

Lif 315

After winning he'll sell the bright gem for just 32500G.

Event # 18

Holly will brief you with the Rank A Deathblow Tourney

4th week of may - The strike Cup

2nd week of july - the corona classic

4th week of january - the mistral cup

You'll also be invited to the Amity Cup by Mardoc

Event # 19

Ayase will visit and warn you about a stray monster again. Wait for a month after it and battle the stray monster:

Raditz (Arrowhead)

Pow 313

Int 201

Acc 273

Spd 210

Def 317

Lif 317

After the battle you'll be in a conversation with Mr. Mardoc.

Event # 20

After successfully getting the invitation of FIMBA head to AGIMA for your mission. Your mission would be to find the 'Proof of the Dragon' in Tapota Ruins. Who ever finds it will have an invitation to the dragon invitation match in the 3rd week of may. The item is located on a temple like ruins to the far right.

When you return Raditz will fight you again. This time you'll fight him with your monster with a lower stats

Event # 21

Bolzoi will visit with the invitation to the dragon match

Event # 22

After winning the A Cup and beating Geras
+ Mardoc and Francesca would visit the ranch.

Event # 23

+ Upon reaching Rank S
Gavin will appear again this time he's with Hunter. He'll surprise you with that he'll be starting all over again but this he'll be helped by Gavin. He'll battle you out with his new monster. Darn... I got this scene the time I'm breeding a new one and he completely over powers me with this:

Vintole (Garu)

Pow 484
Int 510
Acc 491
Spd 495
Def 488
Lif 538

If you win or loose Holly will simply be surprise and Gavin will tell you that it's the new technic they call ''SlamBack''

Event # 24

+ Upon reaching Rank S
Zest and Aroma will visit then Canute will follow afterwards. Luckily you won't be fighting him.

Event # 25

+ visit the Square
The same guy will appear again this time he's selling an AromaPot for 1200G.
if you beat his monster Makker .

Event # 25

+ After winning the official S Rank
Ayase then Francesca will visit
3rd week of March - The Greatest 3
2nd week of May - The AGE monsters cup
2nd week of October - The E-1 Grand PRix
3rd week of December - The winner's cup

Event # 26

Monster Attacks
Note : You're stats could decrease by 100 randomly

Popon (Ducken)

Pow 192
Int 192
Acc 192
Spd 192
Def 192
Lif 192
Drops: Diet Weeds

Clausen (Lesione)

Pow 212
Int 184
Acc 184
Spd 182
Def 178
Lif 350

Drops: SilvrBar

Balte (Golem)

Pow 648

Int 649

Acc 379

Spd 400

Def 539

Lif 551

Drops: Diamond

Noel (Pixie)

Pow 218

Int 635

Acc 593

Spd 573

Def 290

Lif 380

Drops: Diamond

Event # 27

After winning a few tourneys in class S

+ You'll be invited to AGIMA's special breeder training and your task is to look for the ''Prof of the Ninja'' which takes place in Malkt Ruins. Whoever finds it will have an invitation Match in the 3rd week of August and the permission to regenerate Zan, along with the Ninja Book.

The road is Up, Left, Left, Left, Up, Left

Event # 28

After being a top calss breeder

+ Canute will then appear and have a short conversation followed by Mr. Mardoc and he'll introduce a monster that has been around for ages, Red Dragon Dynast.

Event # 29

Enter the emperor's cup on the 1st week of June.

+ Get ready for a long long scene! After that you'll watch a battle between Dyanst and Catedral. And believe it or not the Legend has lost and in a very ugly fashion. Well, he couldn't even scratch that Phoenix. Anyway you'll then be fighting Canute and his super monster.

Catedral (Phoenix)

Pow 762

Int 748

Acc 793

Spd 772

Def 793

Lif 730

Beat him and in the end Canute will reveal that he's *MAJOR SPOILER* the legendary Magna!

Event # 30

Visit the Square at random times and you might spot a peddler there selling cool stuffs like BrightGem, Nanchucks etc.. for a lower price compared to that of the Shop. To get a bargain you'll simply need to defeat his Monster Makker.

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*- FAQs *

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1. Help! I couldn't get a new ability?

A: Man! To get an ability you should be sparring. Sparring is an option found on your Farm Menu and it's much like Errantries from MR PSX version. In Sparring you'll be fighting against coaches and either win or lose you may or may not learn anything. Just take note of what Francesca would say since it's a big help.

2. Are you planning to put up a list on how to regenerate monsters?

A: No, sorry if you're expecting but I'm guessing that the other guides already has a somewhat complete list already and I'm not planning to just copy what their efforts. I think putting one up isn't necessary anymore since this guide is designed to simply be containing a raising method above anything else.

3. How come I got this event differently from yours?

A: You did? Great! Send them over and I'll check it out.

4. If I did contribute to this guide what do I get?

A: You'll receive a 400 pages paper back book about the autobiography of myself. =P Kiddin' I'll credit you for it of course.

5. I got this cool <insert-item-name> but I don't know how to use them.

A: Either they're an automatic Item like Gems/Cups/Pots or it's a combining Item.

6. How do I get a new ability/trait?

A: Training your monster with coaches that has a trait that they don't have gives you a chance to learn new trait. Abilities are learned through Sparring. To raise the chance of getting one I think KOing and maintaining a High Life bar helps.

7. Why is it that <insert Gem/Cup/Pot here> isn't useable?

A: My?! It's an automatic item. It affects what the item says like 'Greatly relieves monster from stress' then you'll rarely get your monster stressed out with it around.

8. Are there any other orbs out there? If so how could I get one?

A: I'm currently amazed as to a few mails that I recieved asked me this then later on found out that there are actually a couple more orbs left to be discovered. I'm not sure how many are there actually but I'm guessing it would be as much as the number of monster types. I'll get back to it ASAP.

To get the certain orb check this out:

- + To get the hare orb you must get to at least master lvl. Then go to square and fight stray hare. Then the merchant will give you the orb.
- + For Golem get to at least master lvl. Then fight a stray that come to the ranch. Next week go to square and fight stray again.
- + For suezo get to at least master lvl. Then after a while it will decide to give you the orb.

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* Credits *
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I would like to thank the following:

Tecmo - For creating such a wonderful game. They've done a heck of a job this time.

2cool2live Raising method - It could be found on the PS version of MR2. He has breed and produced fine monster through his method and I'm just revising it and has taken it to the GBA system. He's a hell of a dude.

TensaiMan - <tensaiman3@hotmail.com>For submitting a mini-raising guide :D

pumkinbrb@aol.com - Submitting the 'how to get certain orb'

EdBall1247@aol.com - Submitting his/her monster.

GameFAQs - The best FAQ site in the world nuff' said.

The other contributors! - Honestly I used their guides first before I come up with the idea of creating one myself. Billion thanks to you all! I think they deserve something bigger.

YOU - This won't be called a guide with out anyone being guided.

Thank you.

If I ever missed someone e-mail me. I'm just tired and desperate to finish the guide early enough to get it on the site. THANK YOU!!!!