

# Dragon Seeds FAQ

by vexis58

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Dragon Seeds FAQ version 2.0  
For Playstation

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Please email me at [vexis58@otherkin.org](mailto:vexis58@otherkin.org):

If you want to post my FAQ on a web site, I will give you permission as long as you don't change anything and you tell me where you posted it.

If you know something about the game that I didn't include in this FAQ. You might know something I don't, or maybe I just forgot to include something. I'd be happy to include any information you might have for me.

If you have any questions. I'd love to hear from you, your emails are not a waste of my time. I love to talk about this game, and your questions may give me ideas of what to include in later versions of the FAQ.

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01. VERSION HISTORY

VERSION 2.0 (July 9, 2002)

Added Game Shark codes, some more cheats and tips. Made a few minor corrections.

VERSION 1.0 (July 2, 2002)

First release. Included everything I could think to include.

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## 02. INTRODUCTION

This is a FAQ for a game. A wonderful game, known as Dragon Seeds. It came out for the Sony Playstation back in 1998, brought to us by Jaleco, who brought us such games as Tetris Plus, Speed Racer, and umm... Punky Skunk! Not as if I've ever played any of those games... Ahh, I remember some of the cool games they used to make for NES... Especially Maniac Mansion ^\_^ I loved that game. Anyway... I was talking about Dragon Seeds, wasn't I?

I bought Dragon Seeds from an online used game company back in 2000. I did not know what to expect from this game, since it cost a lot less than other games. You know, cheaper games tend to be... umm... not as good. Not as popular, or so other people tend to think, and stuff. However, being obsessed with dragons, I bought it anyway, just to see if it was any good. And I was very pleasantly surprised.

This game is amazing! It is easy enough to beat in 20 hours the first time you play it, but the replay value is good because you just want to keep trying to get the best dragon you can. The music is unbelievable, there were times I would play the game all the way to the end just to hear the music in the final battle.

Some people complain about parts of this game, such as the complete lack of storyline and the horrible menu system. You don't play this game for the storyline. There is none. The game is all about the battles, and they did that part very well indeed.

But it was practically impossible to find any guides for this game anywhere. The manual is of no help, being 12 pages in length, almost half of which is completely useless (epilepsy warning, table of contents, credits, and warrantee info, among other things that take up valuable page space), and the rest being things anyone could easily find out after playing the game for five minutes.

Why has no one written a guide for this game? WHY? Nobody seems to know anything about the game, and those who do... well, you don't seem to be trying very hard to get your voices heard. I finally decided to impart my wisdom to everyone and write a FAQ for this game.

It kinda started when my fiance (known here at GameFAQs as crab\_crouton, a new contributor like myself) wrote an in-depth guide to the non-playable classes in Tactics Ogre: Knights of Lodis for Gameboy Advance. I was searching for info on one of my favorite games, Dragon Seeds, at the time. I decided that if it was so easy for him to get a guide up here, maybe I should stop freeloading off GameFAQs for all my game info, and actually give back to the site that has helped me so much over the years. And the fact that nobody else had bothered to write a FAQ for this game yet had a lot of impact as well.

And I'm glad I did. I am enjoying my position at the moment as the writer and owner of the only comprehensive guide to Dragon Seeds in existence...

Considering that it's SO hard, in the days of the internet, to be the ONLY one of anything. I'm glad I managed to find a spot, for now ^\_^

Well. Enough of my ranting. On to the guide!

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### 03. STORY

(This is the introduction that the game gives you when you start a new game. This is all you will see of any kind of story line in this game.)

Sela Period, Year 180

Scientists predict that the polar regions will completely melt and most of the continents will be submerged underwater.

Sela Period, Year 183

A creature measuring over 10 meters is found. A team of Geologists and Biologists determine that the creature is over 90 million years old. The species of the creature is undetermined. Research on this creature becomes classified.

Sela Period, Year 198

Data on the creature is disclosed. It has been cloned. A new world order is established.

Sela Period, Year 199

The clones have evolved and appear in a variety of species. Now known as dragons, these beasts become the focus of a new sport. A city emerges around the arena where the dragons do battle. Welcome to your new home.

When you start a new game, the game shows you the town.

"This town will be your new home. Let's go!"

Scene changes to outside the city gates. A guard at the gates greets you.

"Greetings! You come to study the ways of the Dragonsages. Welcome to Warm City. The Masters have been expecting you. Before you proceed you must register with the Council."

You then enter a name for your character.

When you have done this, the guard continues speaking.

"You have been provided with a room at the Public House. Unit 1004 will be your home. Please stop by the Clone Lab. You can clone, nurse and store dragons there."

Scene changes. You are looking at your new baby Saurian dragon.

"Nice dragon! He looks like a strong fighter. He looks powerful."

Awazanak comes by.

"He needs training. Pardon me, I am Count Awazanak. I see to it that I personally greet all newcomers. I can offer you some good advice if you let your dragon practice with mine."

If you say no, Awazanak says "Don't be so concerned! If it gets dangerous, let me know and I'll stop them immediately." If you say no again, he says "Any problems? I don't see any injuries. You shouldn't suppress a dragon's desire to fight." A third no results in "You should tell your dragon to

continue." A fourth no results in "You have no choice." Then you are no longer given "No" as an option.

If you say yes, a battle commences.

This battle against Awazanak always results in the death of your new baby dragon. Not as if you really have a chance, the Senior Saurian you are pitted against has three times the HP of your little one, and seems to have unlimited special attack uses. Even using my best defense/avoidance strategy I've never even managed to survive the battle. You may not surrender from this battle.

After your dragon dies, Awazanak says "Ha ha ha... If he had lived, he would have grown into a mighty dragon. Don't be too disappointed. I have trained dragons for many years. You must learn the ways of the Dragonsages. Go to the Clone Lab. There, you will hatch a new dragon and prepare him for combat in the Battle Arena."

You are then left on the city map to fend for yourself. The date is January 1, 0201. You may now go meet the townsfolk and create a new dragon at the Clone Lab. You are basically now free to do whatever you want for the rest of the game.

The purpose of this game is, in the end, to work your way up in the Battle Arena. When you beat Awazanak, leader of the World Dragon Council, you win the game. You may continue to play for as long as you wish after you do this.

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#### 04. CONTROLS

The controls in this game are rather simple.

Menu controller functions:

Directional buttons are used to move through selections.

X button is used to enter a decision.

Square button is used to scroll through text.

Triangle button is used to cancel or return to the previous screen.

Battle Controller functions: (default settings)

Directional Up is used to move forward.

Directional Down moves backward.

X button uses your dragon's Special attack.

Square button defends with your dragon's reflector.

Circle button attacks with your dragon's weapon.

Triangle button cancels an attack decision.

L1 or R1 will make your dragon use intimidation.

Start brings up the pause/surrender menu.

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#### 05. BASICS

This game is a kind of strategy game. The whole point of the game is to raise a dragon and use it in battle against other dragons. If you do well, you earn money and can make your dragon stronger. If you fail, your dragon could die and you may have to start over with a new dragon.

If you've played Monster Rancher... yeah, it's kinda like that. Except that this game is much simpler. You don't have to worry about your dragon being

tired or hungry, cheating or failing at training, not listening to your commands in battle, and a whole bunch of other stuff that really annoyed me about Monster Rancher.

#### Main Menu

New Game: Breed and train dragons in story mode.

Continue: Load a previously saved game.

Vs. Memory Card Battle: Creates a team of combat-ready dragons using any data from any memory card.

Vs. Battle: Engage in combat with another dragonsage.

Trade: Trade your dragon (and money) with another dragonsage.

Options: Configure battle settings.

#### Options--Battle Configuration

Command: Set to Manual (dragons are controlled by player during combat) or Auto (dragons are computer controlled during combat). Take my advice and always ALWAYS use Manual.

Input Limit: The time allowed to enter commands. Personally, I set it to have no limit, because sometimes I like to just let it sit so I can listen to the music in battles.

Show Data: Decide how much of the opponent's data you want displayed during battle. You can show its remaining HP, the number of special attacks it has left, and the number of reflect uses it has left.

Vibration: Set a vibrating controller to vibrate or non-vibrate.

Sound: Adjust sound setting between stereo and mono, as well as volumes.

#### Time

Time increases in three-hour segments. Going to most places on the map takes three hours, no matter what you do there or even IF you do anything there. A battle at the Battle Arena takes three hours. Since each is made up of three battles, you will be there for nine hours, assuming you don't lose any of the battles. Visiting your apartment takes up no time unless you choose to rest. You wake up at 6:00 AM, and automatically return to your apartment to sleep at midnight, this gives you six segments per day to use in any way you wish.

#### Aging

Your character does not seem to age, but the dragons do. A dragon ages one year per day. When a dragon is first created, it is a baby. In a little over a week it will turn into a cocoon for 24 hours and emerge as an adult dragon. While a dragon is in a cocoon stage, you can do nothing with it but rest. The adult will go into its second cocoon around age 20, and emerge as a senior dragon. Later, around age 30, the senior dragon will go into its last cocoon.

#### Mutant/Super/Old

The form that comes out of this last cocoon is determined by the dragon's Wisdom stat. Divide the wisdom by two. This is the percent chance that the dragon will change into a Super dragon, and the same percentage that it will become a Mutant. If it does not change into either of these, it will keep its current form, but now it is Old. Both the Old and the Mutant dragons will die of old age within five days, but the Super form is frozen at its current age and will get no older.

#### Stats

HP: When HP reaches zero during a battle, your dragon will die. HP is increased by resting, or by buying Iron Weeds from Ishuka's junk shop.

Weight: The lower your dragon's weight, the higher the chance that it will avoid enemy attacks. Increased by resting.

Muscle: This stat determines how much damage your dragon will deal the opponent with a weapon attack during battle. Increased by Muscle training at the training center, or by buying Vigor Herbs from Ishuka.

Special: Determines how much damage your dragon will deal the opponent with a special attack during battle. This stat is raised through Special training at the Training Center, or by buying Storm Rocks, Ice Jewels, or Fire Jewels depending on what your dragon's element is.

Speed: This stat determines the likelihood that you will avoid an enemy's attacks. It can be raised through virtual training at the Training Center as well as by buying Fast Weeds from Ishuka.

Wisdom: Divide this by two to find the percent chance of evolving into a Super dragon. This can be raised by buying Seeds from Ishuka.

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## 06. BATTLE

Displayed in a bar at the top of the screen, displays your current HP level. The numbers above it are a numerical display of your health. If this number ever reaches zero, your dragon will die. If your dragon dies, it cannot be brought back.

Directly below the health bar are the number of times you can use your special attack and your reflector, as well as one blue square for each command entered.

### Range

In the center of the top of the screen is the Range, which shows you how far the dragons are from each other. There are three levels: far, average, and close. These determine which attacks will have an effect when used. If a dragon tries to move out of range, it will use intimidation instead of moving.

### Time

On the bottom right corner is the amount of time remaining. Two minutes are allowed for each battle. Time is only used when the dragons are following their commands, and not when the player is giving them. When time reaches zero, the last command given is completed and then the battle ends. The dragon with the most HP remaining is the winner.

### Elements

The element of your dragon and the opponent dragon is important. Attacks and weapons of certain elements will do more or less damage to certain element dragons. Fire is strong against Storm, which is strong against Aqua, which is strong against Fire. It's like a circle. Elements of the same type deal normal damage to each other.

### Weapon Attack

When selected, a dragon will use its weapon. This attack deals damage to the opponent based on your weapon and muscle attribute. Your dragon's element does not effect this attack, but the element of your weapon does. If the attack hits, your muscle rating will increase temporarily. If you miss, your muscle will decrease. This attack is only effective at close range, so it can be easily avoided by moving back.

### Special Attack

This attack works no matter how far you are from your opponent, but you can only use it a specified number of times per battle. The element of your dragon matters; it will do more damage to a weaker element and less to a stronger one. This attack can be reflected by the opponent, so watch out. Also, if you are at close range, the enemy uses a weapon attack, and your dragon does not avoid this weapon attack, your special attack will be interrupted and the opponent will remain unharmed.

## Reflector

You can command your dragon to defend itself against the special attacks that the opponent sends out using this reflector. The reflect percent determines how much damage will be dealt back to the opponent. A reflector can be used a limited number of times per battle. Once it has successfully reflected the number of attacks equal to its number of reflect uses, it will stop reflecting attacks. It will still protect your dragon when used by absorbing the attack, but it will no longer reflect the damage back to the opponent.

## Forward and Backward

You can move your dragon closer or farther from the opponent with these commands. Be careful, though, a dragon is defenseless while moving.

## Intimidation

This is used to provoke an opponent. A dragon is defenseless while using this move. The purpose of this move is to increase the amount of damage dealt by a weapon attack. It is unknown whether it still increases damage if the intimidation is interrupted by a weapon attack.

## Commanding your dragon

Enter any combination of two commands. After each player inputs two commands, the dragons will simultaneously execute their first move, and then their second move. When both dragons are done, you enter two more commands and the cycle repeats, assuming both dragons are still alive and time has not run out.

## Defeat and Surrender

If a dragon's health reaches zero, it dies and is unrecoverable. If you feel that your dragon will die if you remain in battle, press the Start button to bring up the pause menu. It asks if you want to surrender. If you say yes, you lose the fight, but at least you don't lose your dragon. I find that it is often better to save before each fight, and if your dragon dies, reset and load your game, but that's kinda cheating ^\_^

## Defense Strategy

If your dragon is getting weak, or you just don't want to take any more damage from your opponent for whatever reason, try this approach.

1. Use your reflector until your opponent runs out of special attacks. If your opponent has no special attacks left, it cannot hurt you unless you are in close range.
2. If you are at close range to your opponent, move back ASAP so you don't get hit by a weapon attack.
3. Do not use special attacks yourself, they may be reflected and result in hurting your own dragon.
4. Once your opponent runs out of special attacks... If you are in middle range, use your weapon attack then back away, so that if your opponent moves forward, you will hit it with your weapon then move out of range before it can hit you back.
5. If you are at far range, use intimidate and then attack. This way, if your opponent moves forward twice, you will raise your attack power then hit it. Otherwise the intimidation will cancel out the loss in power when you miss.
6. Continue this attacking and moving back approach until time runs out. If you're successful, you should have more HP remaining than your opponent, and you will win the battle.

I've learned a little trick by fighting against the computer so much. Your Special attack is most likely to hit if you follow a few simple steps. When you are in close range to your opponent, move back and then use your special attack. The enemy will most likely use its weapon attack both times, having

assumed that you were going to stay where you were. This results in the enemy's strength going down because it missed twice, as well as your special attack hitting it when it's swinging its weapon. Trust me, I fell for this trick far too many times ^\_^  
I know it works.

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## 07. DRAGON TYPES

### Saurian

This is the dragon you start out with. It looks like a dinosaur of some kind. This dragon comes in all three elements.

### Winged

This dragon is what people usually think of when they think "dragon," though it looks more like a bird sometimes. This dragon also comes in all three flavors... I mean, elements.

### Beetle

The Beetle dragon is just that--a beetle. You know, insect with hard shell and six legs? Yep, except this beetle uses its front legs as arms to hold its weapon and reflector. You can only get this dragon in Fire or Storm elements.

### Wasp

What is it with the insects here? Most of these aren't dragons at all... This one is a wasp; it uses its wings to hover above the ground, and its stinger is the source of its Special attack. Wasp dragons only come in Storm and Aqua elements.

### Crustacean

Well, no more insects, but now this one is a crab-like creature. It holds the weapon and reflector in its claws, though with some of the larger forms, I'd think the claws themselves would make much more effective weapons. Crustacean dragons only come in Aqua element, so you can't get a fire-breathing crab. Sorry.

### Natura

Hey, these things aren't even alive! They look like robots to me... Being robots, the only element type you can get one in is Storm.

### Spirit

I'm not sure what to call these, they are creatures with the head of either a lion or a bull, and the tail of something, I think a fish. Some of the older forms have scorpion tails though. These are my favorite because their Super form looks like an angel.

### Evil

Now, I hate to say this, but these dragons look stupid. What are they supposed to be, doors? Gates... Maybe coffins. But still. I was so disappointed the first time I got one of these dragons; I was expecting it to look really really cool. They don't look cool at all until their Super stage.

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## 08. APARTMENT

The apartment is your home base, where you go to do everything.



You can equip weapons and reflectors to your dragon, or sell these items back to the store at 1/4 the price you paid for them.

Choose to rest for 3 hours, 6 hours, or until 6:00 AM the next day. Resting raises your dragon's HP, but also raises weight.

View your beautiful trophies from the Battle Arena, and check to see which of your dragons have won the WDC championship.

Save or load the game.

Change game options.

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## 09. CLONE LAB

The Clone Lab has three areas.

### Cloning

At the Clone Lab, you can create dragons. This service is completely free.

Tell the guy what species of dragon you want. You can choose from Saurian, Winged, Beetle, Wasp, Crustacean, and Natura at first. After you defeat Awazanak and become the WDC Champion, you may choose Spirit and Evil as well.

He will ask you to make a phrase to complete the DNA strand. Some phrases are better than others. These phrases (in combination with the dragon species) determine the stats your dragon will start with. There are 16 different beginnings, and 16 different endings, for a total of 256 different phrase combinations.

The available words are:

First choice	Second choice
The past	is shining.
The egg	is alive.
The future	is rising.
The battle	is turning.
The end	is burning.
The power	is frozen.
The wind	is defiant.
The rock	is eternal.
The fire	is passion.
The ice	is dreaming.
The thunder	is crying.
Armageddon	is broken.
Life	is breathing.
Apollo	is near.
Time	is continued.
Jaleco	is beautiful.

I find that "Life is eternal" is a good phrase to get a strong dragon, though if you are good at raising the dragons, it will not really matter what phrase you start with.

The guy will look through the embryos for one that matches your species and phrase. The screen will cycle over several embryos before getting to the one you choose.

Once you have found your embryo, he will show you the new dragon's stats and ask you for a name. It does not really matter what name you give it, though a good rule is that if the guy doesn't like it, it's a good name. Generally, if the guy likes the name, it isn't a good name.

#### Nursery

Then you move on to the nursery. You will get to see your dragon's element, and the headmaster at the nursery will ask you what stats you want him to raise. You can choose from HP, Muscle, Special, Speed, Wisdom, and Weight.

When you choose the two stats, the headmaster tells you to come back tomorrow. Just go to your apartment, rest until the next day, and come back to get your new baby dragon.

If you wait more than a day to come for it, it will stay in the nursery and get older. It will be just as if you came to get it, but then let it rest over that time. It will have high HP, but also high weight, and its stats will be very low. If you wait too long, then your dragon will get old, die, and automatically be taken to the memory forest.

#### BioBank

You can also store your dragons in the BioBank here. There are 16 empty memory tubes in the BioBank where you can store dragons. While dragons are stored in the tubes, they will not age or otherwise change in any way.

Revive a dragon--another use for the BioBank

When your dragon dies in battle, you could just reload and go back to your most recent save. But if that was too long ago, you might have to just start a new dragon from scratch. Don't fret, there is a way to bring your dragon back from the dead, if you work quickly enough.

Before you go into battle, make sure your dragon has been saved in a cell in the BioBank at some point in its life. Make sure that cell is empty.

As soon as your dragon is killed, return to the Clone Lab. Go to the BioBank, and select the cell that your dragon was saved in. The lady will tell you that the cell has some memory remaining. The screen will fill with random-looking letters and numbers, and a copy of your dragon will be recreated and placed back into the cell, and she will tell you that resynthesis was successful.

Your dragon will be the same as it was when it died, but it will lose the weapon and reflector that it was equipped with.

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#### 10. TRAINING CENTER

The training center is where you go to raise your dragon's abilities. It costs money to enter, based on your dragon's age.

Price	Age Range
10	Baby
50	Adult

There are three training methods.

Muscle Training: Candles

In this mini-game, you have to hit the button within a tenth of a second of when you said you would hit it.

Rewards:

- If you hit it perfectly, you get 10 muscle points.
- If you are a tenth of a second off, you get 5 muscle points.
- If you are 2-3 tenths off, you get 3 muscle points.
- Any more than that, you get nothing.
- You can try three times for a maximum of 30 muscle points per visit.

Tips:

The trick with this game is timing. You can try using a clock with a second hand to hit it, which works reasonably well. With practice, you can use the sound that plays in the background to find the exact spot to hit the button.

Special Training: Tiles

The point of this game is attention span. Pay very close attention to the moving tiles, and remember where all of them are because you can never be sure which one the game is going to ask you for when you're done.

Rewards:

- Find one and get 5 special points.
- Find two and get 10 special points.
- Find three and get 20 special points.

Tips:

I can't really give many tips for this one, except that you watch the screen very carefully, don't let yourself get distracted, and tell the game where the tile is as fast as you can. It will get easier with practice.

Virtual Training: Battle

This basically creates a virtual dragon identical to your own for it to fight against. You can't die in this fight, since the opponent is just a hologram.

Rewards:

- Your actions in this battle determine what stats are raised and how much.
- Successfully using a weapon attack will raise Muscle.
- Successfully using a special attack will raise Special.
- Whenever the opponent dragon tries to attack you, but misses, Speed goes up.

Tips:

I usually only use virtual training to raise speed, because muscle and special training methods are much more useful for raising those stats, besides taking a lot less time. Try using the defense/avoidance strategy to make the enemy miss you the most times, and raise speed by large amounts using this method.

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## 11. BATTLE ARENA

Go to the Battle Arena to fight other dragons. You can earn trophies here that you can view in your apartment.

You can earn money for winning battles:

WDC Division		Division:	Fighter	Junior	Baby
WDC Champ	5000G	Rank: A	2000G	800G	400G
No. 1	3000	B	1200	500	300
No. 2	2000	C	1000	400	200
No. 3	1500	D	800	300	100
No. 4	1000	E	500	200	60

There are four divisions: Baby, Junior, Fighter, and WDC. When you become the champion of the Fighter division, you can go on to fight in the World Dragon Council Championship division. The first three divisions are separated into five ranks, A through E. You may fight in any rank you wish, and when you win in the A rank, you go up to the next division. Fighting in any rank in the first three divisions will result in three battles.

The WDC division consists of five battles, in which you work your way up one by one. When you defeat the WDC Champ in the last stage (the first time you get here, it will be against Awazanak) you become the WDC Champion and win the game.

The species and element of the opponent dragons in the first three divisions is random, but the age range is determined by the division. In the Baby division, you will fight baby dragons. In the Junior division, you fight adult dragons. In the Fighter division, you fight senior dragons, and some Mutants are seen in the higher ranks. The WDC division is made up of Mutant, Senior and Super dragons.

Once you are the WDC Champion, you can come back to the Battle Arena. There may be a challenger waiting for you there with a super dragon. Defeating this challenger and defending your title as WDC Champion will earn you 10,000 gold.

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## 12. MEMORY FOREST

In the memory forest, you can release a dragon if you need to make room in your BioBank or if your dragon gets too old. If your dragon gets TOO old, however, you will go to the Memory Forest automatically to release it. It might as well have died of old age. I think it did.

You can also catch wild dragons here. The researcher, Dr. Hiro, will help you.

1. Get a Senior or higher dragon.
2. Keep this dragon with you when you go to the forest.
3. Make sure you have empty cells in your BioBank.
4. Put a memory card with non-Dragon Seeds saved games into the second slot.
5. Go to the Memory Forest.
6. Dr. Hiro should say "Perfect timing! There's a dragon that's hiding. You can try to catch it right now."
7. The game will make three wild dragons from your memory card data.
8. You can choose to capture any of these dragons, which will transfer them to your empty BioBank cells.

The wild dragons are of unknown age and will not get older or evolve.

You cannot use these dragons in Battle Arena battles.

Use them to get free weapons and reflectors.

1. Capture a wild dragon.
2. Equip it with a Pot Lid and a Knife.
3. Sell the old weapons for some free cash, or keep them for yourself.

I am currently researching the stats of all the Wild dragons possible. If you catch any Wild dragons (even ones with random number names) email me their stats. Try to include the name, species, element type, HP, Weight, Special, number of attacks, Muscle, Speed, initially equipped weapon/reflector, and if possible, what game save the dragon came from.

Certain saved games on the second memory card will get you certain special dragons. If you have a saved game on a card, but it is not showing up when you are in the Memory Forest, try rearranging the saves (i.e. transferring some of the unwanted ones to other cards) to get new dragons.

Game	Name
Alundra	TWITCH
Bloody Roar	BLOOD
Brahma Force	BRAHMA
Cool Boarders 2	DAFFY
Crash Bandicoot 2	AUSSIE
Croc	GATOR
Dead Or Alive	SHOCK
Diablo	DEMON
Dynasty Warriors	WARRIOR
Final Fantasy 7	SAVIOUR
Final Fantasy Tactics	STAMINA
Frogger	RIBBIT
Gex	GORDON
Gran Turismo	GTX
Hot Shots Golf	BOGIE
Incredible Hulk	SMASH
Monster Rancher	CHAMP
Parappa The Rapper	RODNEY
Peak Performance	PIKE
Persona	REVEAL
Punky Skunk	PUNKY
Rampage World Tour	DESTROYER
Resident Evil 2	ZOMBIE
Speed Racer	SPEED
Street Fighter EX	DRAGON
Tekken 3	IRON FIST
Ten Pin Alley	STRIKE
Tetris Plus	PROFESSOR
Tobal No. 1	FIGHTER
Tokyo Highway Battle	BANANA
Tomb Raider 2	RAIDER
Wipeout XL	PRODIGY

The crusty old man, Ishuka, will normally be very rude to you, and yell at you to leave. But on occasion, he will sell you various items that can be very useful to you. He will also sell you weapons and reflectors.

To get him to sell you a weapon or reflector:

Go to Nancy's shop.

Pay attention to what she says when you leave.

When she says "I heard that the junkman, Ishuka, was complaining. He says you never visit him." IMMEDIATELY go to Ishuka's junk shop.

Ishuka will sell you one large weapon or reflector, chosen at random.

Get a good weapon or reflector for free:

When you defeat the last opponent in Fighter class, go to Ishuka's shop.

He will ask you to sell your trophy for 5000 gold.

If you answer yes, then you get 5000 gold.

If you say no, and keep saying no, eventually he will give you a random weapon or reflector from his shop for free.

## Item Lists

### Large Weapons

Name	Power	+Power	Luck	Weight	Type	Price	Trade
Claymore	142	156	A	1.2	Fire	4450	1112
Dream Blade	148	163	A	1.0	Storm	4600	1150
Frozen Edge	155	171	C	1.1	Aqua	6400	1600
Heart Cutter	140	154	D	10.2	Storm	3200	800
Ice Blade	138	152	A	12.3	Aqua	3150	787
Kris	157	173	C	1.1	Fire	6500	1625
Nitro Blade	145	160	A	1.5	Aqua	4500	1125
Ogre Buster	135	149	E	1.8	Fire	2950	737
Thunderer	150	165	C	1.2	Storm	6200	1550

### Large Reflectors

Name	Refl%	+Refl%	#	Weight	Price	Trade
Beast Guard	120	132	5	5.5	2900	725
Draco	75	83	10	10.5	3900	975
Fang Guard	123	135	7	1.5	7100	1775
Heart	112	123	8	12.3	5200	1300
Hyboria	96	106	9	1.4	9900	2475
Jaleco Guard	72	79	7	6.5	2950	737
Spirit Guard	80	88	8	2.0	7200	1800
Talon Guard	85	94	8	8.5	5400	1350
Xtal Guard	100	110	7	7.2	3700	925

### Items

Name	Stat Raised	How Much	Price
Breath Up	Special Attack	1 use	3000
Fast Weed	Speed	2.7 %	150
File	Weapon's power	10 %	80
Fire Jewel	Fire-type Special	5.5 %	300
Ice Jewel	Aqua-type Special	5.5 %	300
Iron Weed	HP	5.2 %	200
Polish	Reflector's % reflect	10 %	80
Seeds	Wisdom	5 points	100

Storm Rock	Storm-type Special	5.5 %	300
Vigor Herb	Muscle	3.15 %	200

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#### 14. PABLO'S

This place is a very good place to earn money if you are a good fighter.

Battle against one of the opponents here. If you win, they give you the amount you wagered. If you lose, you give them that amount.

Normal gambling practices, right? Except that in video games, it's a whole lot easier. Just save before you go, bet all your money, and if you lose, reload from your saved game and try again! Simple!

You cannot use Super dragons at Pablo's. He says you don't need to fight in a place like this, when you could be champion.

There will be three opponents, chosen at random.

The first opponent will let you bet 500G.

The second bets 1000G.

The third lets you choose an amount from 1000 to 9000, in 1000G increments.

The species of the opponent dragon is determined by which opponent you choose, but element is random (within the restrictions of that species) and the age range is equal to your own.

Your opponents are:

Name	Species
EARA	Winged
ENDRA	Winged
JUNTA	Saurian
KIRARA	Evil
NO. 6	Crustacean
ROCK	Saurian
SHADE	Spirit
VIXEN	Wasp
ZAK-GUNZ	Beetle

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#### 15. NANCY'S SHOP

This is where you go to get all of your basic weapons and reflectors, in three sizes: small, medium, and large. Baby dragons can only equip small items, adult dragons can equip both small and medium weapons, and senior dragons (and above) can equip weapons of any size.

Most equipment appears at random and is changed daily, though there are some items (usually the cheapest items) that are always in stock.

##### Small Weapons

Name	Power	+Power	Luck	Weight	Type	Price	Trade
Balisong	55	61	B	0.6	Neutral	190	47
Blood Talon	60	66	A	0.9	Neutral	270	67

Carver	55	61	C	1.5	Neutral	100	25
Crocodile	50	55	C	0.7	Neutral	70	17
Dagger	45	50	E	0.6	Neutral	20	5
Dosu	60	66	A	0.5	Neutral	300	75
Edge Breaker	53	58	B	0.6	Neutral	100	25
Glass Knife	50	55	D	0.6	Neutral	30	7
Jewel Dagger	65	72	C	0.7	Neutral	520	130
Knife	40	44	D	0.4	Neutral	10	2
Knight Dirk	50	55	B	1.5	Neutral	50	12
Meat Hook	50	55	B	1.0	Neutral	70	17
Wonder Edge	50	55	D	0.9	Neutral	30	7

#### Medium Weapons

Name	Power	+Power	Luck	Weight	Type	Price	Trade
Bat	83	91	B	2.1	Neutral	1190	297
Baton	75	83	D	0.5	Neutral	750	187
Battle Spear	70	77	C	1.5	Neutral	690	172
Demon Sword	83	91	E	1.7	Neutral	1150	287
Katana	77	85	C	2.4	Neutral	880	220
Kusanagi	75	83	D	1.8	Neutral	740	185
Mega Slayer	85	94	B	1.5	Neutral	1250	312
Ogre Sword	90	99	D	2.0	Neutral	2250	562
Pearl Blade	80	88	E	2.7	Neutral	880	220
Quasar Sword	70	77	E	1.4	Neutral	680	170
Tall Hammer	80	88	E	2.5	Neutral	920	230
Toy Hammer	80	88	B	0.0	Neutral	920	230
Zombie Staff	75	83	E	1.0	Neutral	750	187

#### Large Weapons

Name	Power	+Power	Luck	Weight	Type	Price	Trade
Axe	100	110	B	3.4	Neutral	1220	305
Battle Axe	114	125	C	4.5	Neutral	1850	462
Damascus	107	118	D	3.2	Neutral	1420	355
Giga Sword	113	124	B	3.4	Neutral	1900	475
Grind Axe	115	127	E	5.0	Neutral	2150	537
Hunting Axe	107	118	A	3.8	Neutral	1460	365
Knight Axe	110	121	E	3.6	Neutral	1590	397
Punisher	115	127	B	4.0	Neutral	2150	537
Seven Stars	125	138	C	2.8	Neutral	2700	675
Soul Breaker	113	124	E	1.4	Neutral	1900	475
Spade	120	132	B	4.0	Neutral	2400	600
Tandem Kris	115	127	A	2.5	Neutral	2200	550
Terra Slayer	105	116	D	3.0	Neutral	1450	362
Tomahawk	120	132	A	5.9	Neutral	2600	650
Wave Axe	130	143	E	6.2	Neutral	3000	750

#### Small Reflectors

Name	Refl%	+Refl%	#	Weight	Price	Trade
Arc Shield	63	69	3	1.0	70	17
Bronze Guard	65	72	3	1.5	90	22
Colossus	70	77	4	0.7	750	187
Corona Guard	68	75	4	1.5	330	82
Crusader	58	64	3	1.1	60	15
Pot Lid	50	55	3	0.5	30	7



Raft Guard	55	61	3	0.5	40	10
Shell	65	72	4	1.2	120	30

#### Medium Reflectors

Name	Refl%	+Refl%	#	Weight	Price	Trade
Anaconda	50	55	7	1.8	1700	425
Capture	80	88	4	2.1	900	225
Cobalt Guard	72	79	4	2.0	690	172
Copper Guard	70	77	4	2.5	680	170
Heavy Metal	82	90	5	3.0	1460	365
K Reflector	78	86	4	3.0	890	222
Red Shield	100	110	3	2.8	1440	360
Revenge	88	97	5	3.1	2000	500
Shaman	82	90	4	2.6	1130	282
T Reflector	75	83	4	2.2	800	200

#### Large Reflectors

Name	Refl%	+Refl%	#	Weight	Price	Trade
Blue Crest	95	105	6	6.0	1800	450
Demon Guard	90	99	5	5.5	1330	332
Doom	88	97	6	4.2	1300	325
Gun Metal	85	94	5	3.8	1280	320
Jealousy	97	107	5	6.5	2200	550
Maori	100	110	6	7.2	3600	900
Morbid	120	132	4	2.4	1800	450
Moth Blood	92	100	6	4.9	1580	395
Reflect Dark	97	107	6	5.2	2600	650
Reflectex	92	101	6	3.5	2050	512
Spike Shield	98	108	6	4.5	3150	787
Twin Dragon	60	66	10	6.8	3100	775

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#### 16. SUPER DRAGONS

\*Super dragons are the best, since they stop increasing in age and weight the instant they become Super. This effectively makes them immortal, though they can still die in battle if you aren't careful. The only downside to this time-freeze is that they also do not gain HP by resting. This isn't too much of a problem, because you can always still raise your HP by buying Iron Weeds from Ishuka's shop.

\*The dragon's age is frozen at the age it became a Super dragon. On average, this will be about age 30. It is mostly determined by the dragon species. For example, I have a Winged dragon that got to Super stage by age 28, but I also have a Super Saurian dragon that is 32 years old.

\*Each dragon only has one Super form, and most of them are humanoid of some kind. The Saurian and Crustacean forms are male warriors. Beetle and Natura forms look like warriors with a ton of armor. The Winged and Wasp forms are winged female warriors. I say these fit into the same categories because their movements are the same, but they look somewhat different. The Spirit Super dragon is the only one that doesn't look VERY human; it is a floating, two-headed angel. The Evil dragon, on the other hand, is a female warrior with a cape.

\*Truly, the percent chance of a dragon evolving to its Super form is half of its wisdom. Therefore, the higher the wisdom, the higher the chance of getting a Super dragon. However, this is equal for a Mutant form. Let's say you have a Senior dragon with 50 wisdom. It has a 25% chance to become a Super dragon, a 25% chance to become a Mutant, and a 50% chance to just get Old.

\*Since it is random, it is best to save every day when the dragon becomes a Senior, and if it does not evolve into the form you want, reload and try again.

To get the best Super dragon:

1. Get a lot of money.
2. Clone a dragon with any phrase, any name, it really only matters for stats and they will be maxed out in the end anyway.
3. When they ask you what you want them to increase at the Nursery, say HP and Wisdom.
4. When you get your new dragon, spend every hour of every day training it. First in Speed, then in Power and Special. Try to get each stat up above 500. Never let your dragon rest; if you do, it will gain weight, which lowers its Avoid rating.
5. When it becomes a Senior dragon, save every day, and keep training.
6. If it does not evolve into a Super dragon, reload from your last save and try again. You may need to keep doing this many times, depending on your dragon's wisdom.
7. Once you have a Super dragon, go to Ishuka's shop as much as you can, buying items there to raise its stats to maximum. It will have very low HP, because you never let it rest, but give it enough Iron Weeds and that will go up.
8. Enjoy having such a powerful creature at your command! Go to the Battle Arena and defeat half the creatures there in one blow. See if you can make a Super dragon of all species, now that you know how.

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## 17. TIPS AND TRICKS

\*Easy money to start with:

When you are first starting out, you don't have enough money to make a seriously good dragon. There's an easy solution to this.

1. Clone any dragon from the clone lab. This dragon will not be your good dragon, it will only be used for the trick.
2. Give this dragon a Pot Lid and a Knife, the cheapest equipment.
3. Go to the Battle Arena and fight in A rank.
4. As soon as the battle starts, surrender.
5. This will earn you 80 gold.
6. Continue fighting/surrendering until you have enough gold to start a really good dragon.

\*Double your money:

1. Save your game.
2. Leave the game on, but switch the memory cards between slots 1 and 2.
3. Save your game again on the other memory card.
4. Restart the playstation and go into the "Trade" mode.
5. Trade an identical dragon between the two memory cards.
6. Include all the money from slot 2 in the trade.
7. Finish the trade and make sure it saves.
8. Restart your game and your money should have doubled.

9. Repeat these steps as many times as you want.

\*Omega Dragon

Clone a new dragon using the phrase "The future is turning."

Name this dragon "Omega."

Instead of taking the dragon out of the nursery right away, go back to the apartment and rest for 30 days.

Then go to the nursery and pick up your dragon.

Omega will be a super dragon. It will have high HP and weight, but very low stats otherwise.

I still need to test this code completely, and find out more about it. But it does work, you do get a super dragon.

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#### 18. GAME SHARK CODES

Note: I do not have a Game Shark, and have not tested these codes. However, I got them from a reputable source (Cheat Code Central, [www.cheatcc.com](http://www.cheatcc.com)), so I trust that they will work.

#	Description	Code
Stat Codes		
1	Infinite Gold	80084574 FFFF
2	Infinite HP	800EEDF8 03E7 800846AA 03E7
3	Infinite Special Attacks	800EE5BC 0009
4	Max Special Strength	800846B6 03E7
5	Max Attack Strength	800846D0 0063
6	Max Muscle Strength	800846B2 03E7
7	Max Speed	800846AE 03E7
8	Max Damage	800846D4 03E7 80084756 03E7
9	Max Evasion	800846D2 0063 80084754 0063
10	Max Gold	80084574 9607 80084576 0098
11	Max Wisdom	300846D0 0099
12	No Losses	800846A0 0000
13	Max Kills	800846A2 03E7
14	No Ties	800846A4 0000
15	Low Weight	800846A6 0000 800846A8 0010

#### Small Weapons Codes

16	Have 255 Daggers	30084589 00FF
17	Have 255 Strong Daggers	3008458A 00FF
18	Have 255 Wonder Edge	3008458B 00FF
19	Have 255 Strong Wonder Edge	3008458C 00FF
20	Have 255 Knight Dirk	3008458D 00FF
21	Have 255 Strong Knight Dirk	3008458E 00FF
22	Have 255 Edge Breaker	3008458F 00FF
23	Have 255 Strong Edge Breaker	30084590 00FF
24	Have 255 Carver	30084591 00FF
25	Have 255 Strong Carver	30084592 00FF
26	Have 255 Blood Talon	30084593 00FF
27	Have 255 Strong Blood Talon	30084594 00FF
28	Have 255 Jewel Daggers	30084595 00FF

29	Have 255 Strong Jewel Daggers	30084596	00FF
30	Have 255 Dosu	30084597	00FF
31	Have 255 Strong Dosu	30084598	00FF
32	Have 255 Balisong	30084599	00FF
33	Have 255 Strong Balisong	3008459A	00FF
34	Have 255 Meat Hook	3008459B	00FF
35	Have 255 Strong Meat Hook	3008459C	00FF
36	Have 255 Crocodile	3008459D	00FF
37	Have 255 Strong Crocodile	3008459E	00FF
38	Have 255 Knife	3008459F	00FF
39	Have 255 Strong Knife	300845A0	00FF
40	Have 255 Glass Knife	300845A1	00FF
41	Have 255 Strong Glass Knife	300845A2	00FF

#### Medium Weapons Codes

42	Have 255 Kusanagi	300845A3	00FF
43	Have 255 Strong Kusanagi	300845A4	00FF
44	Have 255 Katana	300845A5	00FF
45	Have 255 Strong Katana	300845A6	00FF
46	Have 255 Mega Slayer	300845A7	00FF
47	Have 255 Strong Mega Slayer	300845A8	00FF
48	Have 255 Quasar Sword	300845A9	00FF
49	Have 255 Strong Quasar Sword	300845AA	00FF
50	Have 255 Demon Sword	300845AB	00FF
51	Have 255 Strong Demon Sword	300845AC	00FF
52	Have 255 Pearl Blade	300845AD	00FF
53	Have 255 Strong Pearl Blade	300845AE	00FF
54	Have 255 Ogre Sword	300845AF	00FF
55	Have 255 Strong Ogre Sword	300845B0	00FF
56	Have 255 Toy Hammer	300845B1	00FF
57	Have 255 Strong Toy Hammer	300845B2	00FF
58	Have 255 Tall Hammer	300845B3	00FF
59	Have 255 Strong Tall Hammer	300845B4	00FF
60	Have 255 Baton	300845B5	00FF
61	Have 255 Strong Baton	300845B6	00FF
62	Have 255 Bat	300845B7	00FF
63	Have 255 Strong Bat	300845B8	00FF
64	Have 255 Battle Spear	300845B9	00FF
65	Have 255 Strong Battle Spear	300845BA	00FF
66	Have 255 Zombie Staff	300845BB	00FF
67	Have 255 Strong Zombie Staff	300845BC	00FF

#### Large Weapons Codes

68	Have 255 Seven Stars	300845BD	00FF
69	Have 255 Strong Seven Stars	300845BE	00FF
70	Have 255 Damascus	300845BF	00FF
71	Have 255 Strong Damascus	300845C0	00FF
72	Have 255 Tandem Kris	300845C1	00FF
73	Have 255 Strong Tandem Kris	300845C2	00FF
74	Have 255 Giga Sword	300845C3	00FF
75	Have 255 Strong Giga Sword	300845C4	00FF
76	Have 255 Soul Breaker	300845C5	00FF
77	Have 255 Strong Soul Breaker	300845C6	00FF
78	Have 255 Spade	300845C7	00FF
79	Have 255 Strong Spade	300845C8	00FF
80	Have 255 Terra Slayer	300845C9	00FF
81	Have 255 Strong Terra Slayer	300845CA	00FF
82	Have 255 Wave Axe	300845CB	00FF
83	Have 255 Strong Wave Axe	300845CC	00FF
84	Have 255 Tomahawk	300845CD	00FF

85	Have 255 Strong Tomahawk	300845CE	00FF
86	Have 255 Knight Axe	300845CF	00FF
87	Have 255 Strong Knight Axe	300845D0	00FF
88	Have 255 Punisher	300845D1	00FF
89	Have 255 Strong Punisher	300845D2	00FF
90	Have 255 Battle Axe	300845D3	00FF
91	Have 255 Strong Battle Axe	300845D4	00FF
92	Have 255 Grind Axe	300845D5	00FF
93	Have 255 Strong Grind Axe	300845D6	00FF
94	Have 255 Hunting Axe	300845D7	00FF
95	Have 255 Strong Hunting Axe	300845D8	00FF
96	Have 255 Axe	300845D9	00FF
97	Have 255 Strong Axe	300845DA	00FF
98	Have 255 Heart Cutter	300845DB	00FF
99	Have 255 Strong Heart Cutter	300845DC	00FF
100	Have 255 Kris	300845DD	00FF
101	Have 255 Strong Kris	300845DE	00FF
102	Have 255 Frozen Edge	300845DF	00FF
103	Have 255 Strong Frozen Edge	300845E0	00FF
104	Have 255 Dream Blade	300845E1	00FF
105	Have 255 Strong Dream Blade	300845E2	00FF
106	Have 255 Ice Blade	300845E3	00FF
107	Have 255 Strong Ice Blade	300845E4	00FF
108	Have 255 Thunderer	300845E5	00FF
109	Have 255 Strong Thunderer	300845E6	00FF
110	Have 255 Claymore	300845E7	00FF
111	Have 255 Strong Claymore	300845E8	00FF
112	Have 255 Ogre Buster	300845E9	00FF
113	Have 255 Strong Ogre Buster	300845EA	00FF
114	Have 255 Nitro Blade	300845EB	00FF
115	Have 255 Strong Nitro Blade	300845EC	00FF

Small Reflectors Codes

116	Have 255 Pot Lid	300845ED	00FF
117	Have 255 Strong Pot Lid	300845EE	00FF
118	Have 255 Arc Shield	300845EF	00FF
119	Have 255 Strong Arc Shield	300845F0	00FF
120	Have 255 Crusader	300845F1	00FF
121	Have 255 Strong Crusader	300845F2	00FF
122	Have 255 Shell	300845F3	00FF
123	Have 255 Strong Shell	300845F4	00FF
124	Have 255 Colossus	300845F5	00FF
125	Have 255 Strong Colossus	300845F6	00FF
126	Have 255 Raft Guard	300845F7	00FF
127	Have 255 Strong Raft Guard	300845F8	00FF
128	Have 255 Corona Guard	300845F9	00FF
129	Have 255 Strong Corona Guard	300845FA	00FF
130	Have 255 Bronze Guard	300845FB	00FF
131	Have 255 Strong Bronze Guard	300845FC	00FF

Medium Reflectors Codes

132	Have 255 Red Shield	300845FD	00FF
133	Have 255 Strong Red Shield	300845FE	00FF
134	Have 255 Anaconda	300845FF	00FF
135	Have 255 Strong Anaconda	30084600	00FF
136	Have 255 T Reflector	30084601	00FF
137	Have 255 Strong T Reflector	30084602	00FF
138	Have 255 K Reflector	30084603	00FF
139	Have 255 Strong K Reflector	30084604	00FF
140	Have 255 Capture	30084605	00FF

141	Have 255 Strong Capture	30084606	00FF
142	Have 255 Heavy Metal	30084607	00FF
143	Have 255 Strong Heavy Metal	30084608	00FF
144	Have 255 Shaman	30084609	00FF
145	Have 255 Strong Shaman	3008460A	00FF
146	Have 255 Copper Guard	3008460B	00FF
147	Have 255 Strong Copper Guard	3008460C	00FF
148	Have 255 Cobalt Guard	3008460D	00FF
149	Have 255 Strong Cobalt Guard	3008460E	00FF
150	Have 255 Revenge	3008460F	00FF
151	Have 255 Strong Revenge	30084610	00FF

#### Large Reflectors Codes

152	Have 255 Twin Dragon	30084611	00FF
153	Have 255 Strong Twin Dragon	30084612	00FF
154	Have 255 Doom	30084613	00FF
155	Have 255 Strong Doom	30084614	00FF
156	Have 255 Demon Guard	30084615	00FF
157	Have 255 Strong Demon Guard	30084616	00FF
158	Have 255 Moth Blood	30084617	00FF
159	Have 255 Strong Moth Blood	30084618	00FF
160	Have 255 Morbid	30084619	00FF
161	Have 255 Strong Morbid	3008461A	00FF
162	Have 255 Blue Crest	3008461B	00FF
163	Have 255 Strong Blue Crest	3008461C	00FF
164	Have 255 Spike Shield	3008461D	00FF
165	Have 255 Strong Spike Shield	3008461E	00FF
166	Have 255 Jealousy	3008461F	00FF
167	Have 255 Strong Jealousy	30084620	00FF
168	Have 255 Reflect Dark	30084621	00FF
169	Have 255 Strong Reflect Dark	30084622	00FF
170	Have 255 Gun Metal	30084623	00FF
171	Have 255 Strong Gun Metal	30084624	00FF
172	Have 255 Reflectex	30084625	00FF
173	Have 255 Strong Reflectex	30084626	00FF
174	Have 255 Maori	30084627	00FF
175	Have 255 Strong Maori	30084628	00FF
176	Have 255 Beast Guard	30084629	00FF
177	Have 255 Strong Beast Guard	3008462A	00FF
178	Have 255 Jaleco Guard	3008462B	00FF
179	Have 255 Strong Jaleco Guard	3008462C	00FF
180	Have 255 Xtal Guard	3008462D	00FF
181	Have 255 Strong Xtal Guard	3008462E	00FF
182	Have 255 Draco	3008462F	00FF
183	Have 255 Strong Draco	30084630	00FF
184	Have 255 Heart	30084631	00FF
185	Have 255 Strong Heart	30084632	00FF
186	Have 255 Talon Guard	30084633	00FF
187	Have 255 Strong Talon Guard	30084634	00FF
188	Have 255 Fang Guard	30084635	00FF
189	Have 255 Strong Fang Guard	30084636	00FF
190	Have 255 Spirit Guard	30084637	00FF
191	Have 255 Strong Spirit Guard	30084638	00FF
192	Have 255 Hyboria	30084639	00FF
193	Have 255 Strong Hyboria	3008463A	00FF

#### Collection Codes

194	Rank A Fighter	30085324	0001
195	Rank B Fighter	30085325	0001
196	Rank C Fighter	30085326	0001

197	Rank D Fighter	30085327	0001
198	Rank E Fighter	30085328	0001
199	Rank A Junior	30085329	0001
200	Rank B Junior	3008532A	0001
201	Rank C Junior	3008532B	0001
202	Rank D Junior	3008532C	0001
203	Rank E Junior	3008532D	0001
204	Rank A Baby	3008532E	0001
205	Rank B Baby	3008532F	0001
206	Rank C Baby	30085330	0001
207	Rank D Baby	30085331	0001
208	Rank E Baby	30085332	0001

209 Dragon Rank Modifier 8008469A ????

Quantity Digits to Accompany Dragon Rank Modifier Code

- 0000 - No Rank
- 0001 - Fighter Rank A
- 0002 - Junior Rank A
- 0003 - Baby Rank A
- 0004 - WDC Champion A
- 0100 - WDC No.1
- 0101 - Fighter Rank B
- 0102 - Junior Rank B
- 0103 - Baby Rank B
- 0104 - WDC Champion B
- 0200 - WDC No.2
- 0201 - Fighter Rank C
- 0202 - Junior Rank C
- 0203 - Baby Rank C
- 0204 - WDC Champion C
- 0300 - WDC No.3
- 0301 - Fighter Rank D
- 0302 - Junior Rank D
- 0303 - Baby Rank D
- 0304 - WDC Champion D
- 0400 - WDC No.4
- 0401 - Fighter Rank E
- 0402 - Junior Rank E
- 0403 - Baby Rank E
- 0404 - WDC Champion E

Biobank Modifiers Codes (Cell 1)

210 Type Modifier 1 300846F2 000?

Quantity Digits to Accompany Type Modifier 1 Code

- 0 - No Dragon
- 1 - Normal
- 2 - Wild

211 Type Modifier 2 300846F3 000?

Quantity Digits to Accompany Type Modifier 2 Code

- 0 - Saurian
- 1 - Winged
- 2 - Beetle
- 3 - Wasp
- 5 - Crustacean
- 6 - Natura
- 8 - Spirit
- 9 - Evil





Fourth, I'd like to thank Cheat Code Central for letting me put their Game Shark codes in my FAQ. I'd say it's an even trade, since I let them put my FAQ on their site, but I'm still grateful for any new things to add.

And finally, I want to thank you, the reader, for reading this FAQ. If I had not written this FAQ, you would have tried to find info on this game and failed miserably, like I used to. The fact that I made a difference to you makes me feel all warm and fuzzy inside.

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## 21. DISCLAIMERS

This document copyright (c) 2002 Kiryn Silverwing

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Please do not take any part of this guide and try to pass it off as your own. Though I would love to see my FAQ out there on the 'net or otherwise, I'd really rather it be known to me before it goes there... so if you want my FAQ or any part of it, just ask! I do take pride in the fact that I'm the writer and owner of the only comprehensive guide to Dragon Seeds in existence, and I like to get credit for my hard work.

This FAQ should only be on:

[www.gamefaqs.com](http://www.gamefaqs.com)  
[www.neoseeker.com](http://www.neoseeker.com)  
[www.cheatcc.com](http://www.cheatcc.com)

If you see it anywhere else, contact me and I will investigate.