

Monster Rancher 2 Advanced Play Guide

by Fear Grimm

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1 - MY RAISING METHODS:

When I first started, all the monsters I tried to raise would die in the first 2-4 years of it's life. A friend and I have discovered a couple great ways to raise just about any monster so they live to a minimum of 5 years and a maximum of 9 years. Here they are for your gaming pleasure.

Key:

- Light = Light training such as Domino, Shoot, Study, Dodge, Run, Endure.
- Hard = Hard training such as Pull, Leap, Meditate, Swim.
- Rest = When you rest it for a week of course.
- Oil = Use nut oil on your monster.
- Mint = Use mint leaf on your monster.

There are a couple of ways to do this, this is only what I prefer.

When they are a baby (0-12 months) do this:

- Week 1: Light/Hard - No Item
- Week 2: Light - No Item
- Week 3: Light - Oil
- Week 4: Hard - Mint
- Week 5: Light - No Item
- Week 6: Rest - No Item

This will find that they seem to fail a lot at this age which is a good thing for loyalty. Some think that this method for a young one is a bit strenuous but I stress you that it isn't! They will never be tired and my monsters have lived long and healthy lives by starting on this method. Errantrys at this age are practically worthless since they will fail most of the time.

When they are a bit better and getting into their prime (1-5 years) do this:

- | | | | |
|--------------|-----------|--------------|---------------------|
| Week 1: Hard | - No Item | Week 1: Hard | - No Item |
| Week 2: Hard | - No Item | Week 2: Hard | - No Item |
| Week 3: Hard | - Oil | OR | Week 3: Hard - Oil |
| Week 4: Hard | - Mint | | Week 4: Rest - Mint |
| Week 5: Rest | - No Item | | |

Personally, the first one is my favorite method to use. Just make sure you throw in some candy now and then because this will make your monster lose form and become slim and eventually skinny (which isn't very healthy). Doing errantrys at this point is all up to you. They make you tired which shortens the lifespan but on the otherhand they give you some extra moves to use.

If you want to work life or skill here are 2 good methods.

- | | | | |
|---------------|-----------|---------------|-----------|
| Week 1: Light | - No Item | Week 1: Light | - No Item |
| Week 2: Light | - No Item | Week 2: Light | - No Item |
| Week 3: Light | - Oil | Week 3: Light | - No Item |

Week 4: Light - Mint OR Week 4: Rest - Mint
 Week 5: Light - No Item
 Week 6: Rest - No Item

I use errantry to raise "skill" until I can no longer get a technique from it. After you can't get techniques they are worthless.

2 - IMPORTANT DATES:

- February Week 1 - Torles Mountain Expedition
- February Week 2 - Greatest 4 (S class Major 4)
- February Week 4 - Invitational - Wins "Double Edge" (A class)
- April Week 4 - Legend Cup (S class after you win the all major 4)
- May Week 2 - M-1 Grand Prix (S class Major 4)
- May Week 4 - House/Stable Upgrade
- June Week 1 - Kawrea Volcano Expedition
- June Week 2 - Elder's Cup - Have to be 6 years or older - (S-E Class)
- July Week 4 - IMA-FIMBA Meet qualifier. (S-D class)
- August Week 2 - Winner's Cup (S class Major 4)
- August Week 2 - Invitational - Wins "Dragon Tusk" (B class)
- August Week 4 - IMA-FIMBA Meet (S-D class, held every 4 years)
- October Week 1 - Parepare Forest Expedition
- November Week 2 - World Monster Cup (S class Major 4)

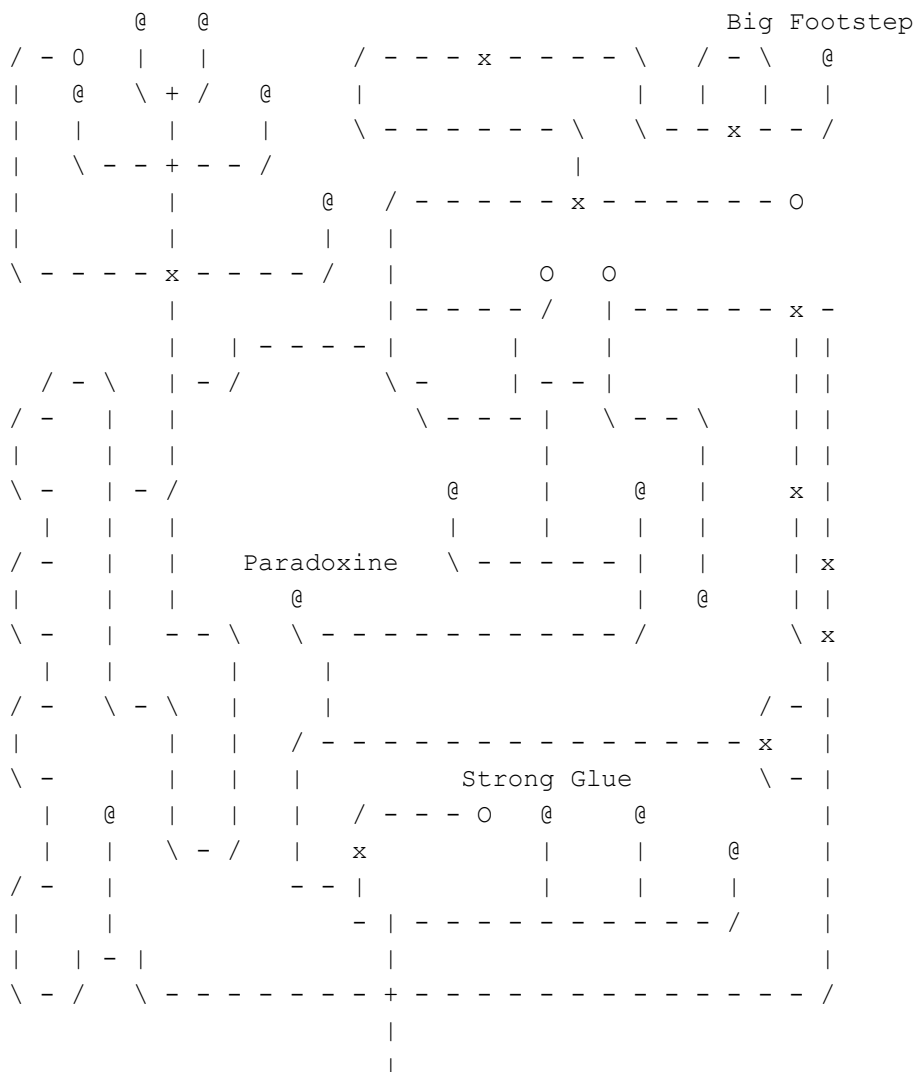
3 - EXPEDITION MAPS AND INFORMATION:

Key:

@ = A building to search in.

O = Teleporter

Torles Mountain Expedition (February Week 1)



Parepare Jungle Expedition (October Week 1)

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Kawrea Volcano Expedition (June Week 1)

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4 - HOW TO GET SOME MONSTERS:

Dragon - Get a monster to B class, not higher or lower and have built up your stable. You will get invited to a competition on August Week 2 to fight a dragon 1 vs 1. If you win you get a Dragon Tusk. Use it for combining.

Centaur - Get a monster higher than C class. Do the Mandy Errantry and your monster will return finding a spear. A centaur will attack you on your monster's return. Fight him, win or lose you still get the spear to

combine with.

Durahan - After finding the Old Sheath in the Parepare Jungle Expedition (doesn't have to be the same monster) and getting to A class, not higher or lower (on your current monster), you will be invited to a tournament to fight a Durahan 1 vs 1 on February Week 4. When you win you get a Double Edge. Use it for combining.

Bajarl - After you start making some money, Colt will begin asking to upgrade your house on May Week 3 every so often. When you do your last upgrade on your house Binto will give you a pot. Use it when combining.

Phoenix - To make a Phoenix you need a Fire Feather. You can find one the first time you go on the Kawrea Volcano Expedition when the volcano first erupts. If you fail to find one on the first time, wait a year and you will find it in the Phoenix statue in the middle of the area. Use it when combining.

Ghost - After a monster has died and you built up the alter a couple times, Colt will find a stick while cleaning it. Use the stick for combining.

Joker - Find the mask in the big alter in the Kawrea Volcano Expedition. Use it when combining.

Jill - After finding the Big Footstep in the Torles Mountain Expedition in the large statue. Do the Papas Errantry with a monster better than C class. The errantry guy will tell you there is a monster sighted in the area. After succeeding all 4 of the tasks you will fight a Big Hand. You will get the Big Boots from it. Use it when combining.

Wracky - After winning one of the Major 4 and having very high fame, a fan will mail you a doll. It will disappear the next week. When your next monster dies it will be at the ranch alive and well.

Baku - Once you build your stable up large enough on May Week 4, you can get them from CDs. Golems as well.

Mock - A few years into the game Colt's aunt (the item lady) will give you some seeds. Colt will plant them. The tree will grow for many years and eventually it will bloom then die the following week. Water it when it asks if you want to and the next time a monster dies it will appear at your ranch alive as a monster.

Ducken - Get the Strong Glue from the Torles Mountain Expedition. After you have that, get 5 stars from the back of the Cup Jelly food you give your monster. Create the Quack Doll and use it when combining. DON'T GIVE IT TO YOUR MONSTER AS A GIFT.

Metalnar - You need your current monster to be B class or higher. Many years into the game on September Week 1, you will see a UFO. You will see it 2 more times. On the third time, an alien will give you a crystal. Take it to the shrine and it will disappear. You can now get that monster from CDs.

Zilla - Have a monster better than C class and you've built up your stable a bit. I've also heard you need to hit the spring with the hopper too. (read how to get an "Undine" below) Do the Torble Sea errantry. They will tell you that a giant monster is sighted in the area. After succeeding you will fight a Zilla King. Fight and win and get the Zilla Beard. Use it when combining.

Beaclon - Get a worm to live more than 4 years and it will cocoon up as long as it has high loyalty and is above D class and is completely rested with no stress. I've also heard you need to feed it 30 cup jellies before he cocoons. If this all has to be true on June Week 4 it will cocoon. It will come out of the cocoon the following week with a different look and same stats.

Undine - Get a Hopper that is Higher than C class and make sure it is fully rested before winter starts. It will dig up hot springs and bring you a slate. Use this when combining.

Niton - After your Hopper makes the Undine available, you can then get Nitons from CDs.

5 - FREQUENTLY ASKED QUESTIONS:

Q. What are some examples of long living monsters?

A. Some of the longest living monsters are Wrackys, Katos, Plants, Apes, Mocks, Arrowheads and Durahans. When you raise them right, some can live up to 9 years.

Q. What are some examples of short living monsters?

A. Some short lived monsters are Dragons, Monols, Nagas, Jokers, Galis, Centaurs, Ghosts, etc.

Q. How do I make my monster live long?

A. Never let them tire or be stressed, EVER! Errantrys will tire them but that is one risk you will have to take now and then. Never get your monster injured or to run away. Avoid feeding it Negeel, Troron or other stimulants for your monsters. Nut Oil, Mint Leaves, Powder, Candy, Mango, and so on DO NOT shorten it's lifespan for as far as I know.

Q. What does the God Slate do?

A. Beats the hell out of me. I've heard it's just left over from the Japanese verion of the game (Monster Farm) and does nothing at all in the American version.

Q. How come the UFO hasn't come yet?

A. Well, this one is a tough one to answer. When I first played, the UFO visited me on September Week 1 in the year 1010. When my friend played, the UFO did not visit him until September Week 1 in the year 1025. So I say you just need to be home (not on an errantry) on that week. Hopefully I can get some feedback on this one.

Q. Is my monster's form being Skinny, Slim, Fat, and/or Plump actually hurt it?

A. As far as I know it does. I'm not sure on this one. I've heard many things from it hurting it's gut recovery rate to shortening its lifespan. To be on the safe side, I would keep it right in the middle on Normal.

Q. How does being "good" or "evil" affect my monster?

A. Well, some monsters have moves that are easier for good monsters to get, such as recovery and sharp techniques. Evil monsters usually get angered when getting hit in battle easily and master drain and heavy techniques.

Q. Are residential houses and other small places on expeditions even worth exploring?

A. I usually don't explore them. I go straight for where I KNOW where I can find items such as the Golden Peach, Gold, Silver, or other highly useful/salable items.

Q. How come the guys that lead the expeditions aren't coming to me?

A. The monster you wish to take must be at least C class with above 50 (possibly 60) fame. The dates they come are February, June, and October, all Week 1. Be sure you are completely rested.

Q. What monsters have the fastest gut recovery?

A. From my experience and my friends we would have to say Pixies and Ghosts have the absolute fastest. Close behind are Hoppers and Plants. Some of the slowest (if you're interested) are Dragons, Monols, Hares, and Arrowheads.

Q. In your opinion, what is the best monster for power? For intelligence?

A. Golems have very high power usually but don't live long enough for my liking. Durahans are great. They live long and have wonderful power. For intelligence, I've found that plants are pretty good but suck to fight with.

If you want a fighting intelligent monster try a Gali (keep in mind they usually don't live to long.)

Q. Why does it say that my monster likes me when I look at what my monster's likes and dislikes?

A. You have been treating it good to it's standards. When it likes you it will like to do just about anything you want them to, or feed them nearly anything without it getting too upset.

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