

# Monster Rancher Battle Card: Episode II Mixed Breed Monster List

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Monster Rancher Battle Card: Episode 2 (PSX)

Mixed Breed Monsters Guide

Version 1.1 (06/18/2013)

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### 1. REVISION HISTORY

Version 1.0 (12/13/2012)

- First version of the FAQ

Version 1.1 (06/18/2013)

- Fixed typo on Gray Wolf's life (it's 6, same as Tiger's life)
- Added FAQs section (I did not realize people actually still play this game)
- Added Deck Strategies

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### 2. HISTORY

This is a game over 10 years old, But I remembered I have not fully complete this game (still missing a few mixed breed monsters) so I went on the internet to find information on where and how to acquire the missing monsters. Sadly I was not able to find a complete list of how each monster is acquired so I decided to take matters into my own hands and write one myself.

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### 3. LEGAL INFORMATION

Anyone can use information on this guide, but give credit where it is due. I have gone through the whole story and played against every character multiple times on my own in order to write this guide and ensure the information is 100% accurate.

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### 4. INTRO

After you win the Phoenix card from the Champion's Tournament (which you can

only win after you acquire the other 19 monster cards), you will be transported to Paradise, where Colt is, and it is the end of the main story. There you will be able to play against Mocchi and Pixie.

If you are on Easy or Normal mode, playing against Mocchi or Pixie will throw you off because it would be the first time you see the mixed breed monsters in this game. If you are on Hard mode, you should have seen these mixed breed monsters as early as the first time you meet the Junior Fire Dragon kids. But whichever mode you start off as, you can only obtain mixed breed monsters after acquiring the 20 pure breed monster cards.

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## 5. MIXEDBRED MONSTERS

In the game, the 20 pure breed monsters are known as purebred monsters and the 25 mixed breed monsters are known as mixedbred monsters. The in-game card Pride specifically referenced the terms. Here is the card:

Pride

ENV

2 Guts

All the mixedbred monsters can't use any dodge moves against the moves of purebred monsters.

Personal opinion: do not put this card in your deck.

Onto the mixed breed monsters, here is how to read the table below:

Monster: Name of the monster

Monster A: Attack cards (POW, INT, SPE) of this pure breed monster is used

Monster D: Defence cards (DGE and BLK) of this pure breed monster is used

Life: HP of the monster

A/G: Aerial or Ground type

Opponent: Opponent to beat to acquire the monster. It may take multiple tries

Location: Where to find the opponent

As for the table, here it is:

Monster	Monster A	Monster D	Life	A/G	Opponent (Location)
Allure	Pixie	Naga	7	A	Fio (BC Center) Zevla (NelsonRes)
Angel	Pixie	Gali	7	A	April (Church) Pabs (Anywhere)
Anki	Dino	Golem	7	G	Sephore (Live House) Toy (BC Center)
Bazula	Naga	Gali	7	G	Cue (Anywhere) Verde (Church)
Big Blue	Golem	Tiger	7	G	Butcher (Restaurant) Chaille (Church)
Black Henger	Henger	Monol	7	G	Bosh (Restaurant) Nelson (NelsonRes)
Corone	Worm	Hare	8	G	Davis (Restaurant)

					Zita (FireDrgnHQ)	
Fairy Hare	Hare	Pixie	5	G	Claire (Live House)	
					Cocochino (FireDrgnHQ)	
					Elizabeth (Church)	
					Frederika (Live House)	
GentleMocchi	Mocchi	Mocchi	7	G	Dadge (Paradise)	
					Mocchi (Paradise)	
Hare Hound	Tiger	Hare	6	G	Ellie (Anywhere)	
					Ryan (Church)	
Horn	Suezo	Tiger	6	G	Daniel (BC Center)	
					Errow (Paradise)	
KnightMocchi	Mocchi	Durahan	8	G	Alice (BC Center)	
					Colt (Paradise)	
					Tesca (Paradise)	
Magna	Golem	Worm	7	G	Guntz (Restaurant)	
					Vijadela (NelsonRes)	
Melon Suezo	Suezo	Dino	6	G	Miller (Anywhere)	
					Wyola (Live House)	
Mum Mew	Mew	Pixie	6	G	Gustav (NelsonRes)	
					Isabella (NelsonRes)	
					Zanishi (Restuarant)	
Night Flyer	Pixie	Worm	7	A	Jodi (Restaurant)	
					Pixie (Paradise)	
Purple Jell	Jell	Naga	8	G	Rascal (FireDrgnHQ)	
					Yilis (Live House)	
Shell Dino	Dino	Worm	8	G	Penny (FireDrgnHQ)	
					Rosee (Church)	
Soboros	Monol	Worm	9	A	Bursy (Restaurant)	
					Juras (Live House)	
Stone Dragon	Dragon	Golem	8	G	Alfonse (FireDrgnHQ)	
Suezo Mask	Gali	Suezo	7	A	Leon (Live House)	
					Oswald (Church)	
Usaba	Plant	Suezo	9	G	Holly (Paradise)	
					Matora (BC Center)	
					Schmitz (Live House)	
					Stolatos (BC Center)	
Vesuvius	Durahan	Dragon	7	G	Espada (BC Center)	
					Totti (BC Center)	

You can also get the above monsters by winning the Rank A tournaments, although the monsters you get as prizes are very random.

There are also 2 special Mixed Breed Monsters:

Monster	Monster A	Monster B	Life	A/G	How to obtain
Gray Wolf	Tiger	Tiger	6	G	Go to Laboratory 50 times
Moo	Dragon	Dragon	8	G	Acquire every other card

With getting Gray Wolf, you have to go to the lab 50 times but you have to go to other locations in between each visit to the lab. You do not need to use a CD for any visits. In fact, I just visit the lab without retrieving a single card from a CD and still got a Gray Wolf card.

After acquiring all the other cards (monsters, skills, breeders), you get a cutscene with Moo speaking to you and giving you his power in the form of the Moo card.

## 6. DECKS STRATEGIES

There are 3 different but specific strategies for the battle card decks.

### 1. Weenie Rush

This uses low cost attack cards to chip at the opponent's monsters. Add in the Encourage ENV card (costs 2 guts, adds 1 damage to all POW and INT moves) and it will be 0 guts 2 damage or 1 guts 3 damage. I made this specifically to beat the annoying stall decks but it's great against a lot of other decks too. I use Pixie, Angel, and Night Flyer since they all use Pixie attacks. Tiger, Mocchi, and Plant are good alternatives as well.

### 2. Gutting

The goal is to deplete the opponent's guts, making them unable to use anything that requires even a few guts. My deck uses Plant, Usaba, and Suezo since they share many of the same cards (Usaba uses Plant attack cards and Suezo defence cards, and all of them can use effective gut attacks (Toxic Pollen, Toxic Nectar, Kiss, Lick). Other monsters for this type of deck are Mew, Pixie, Henger, and Zilla.

### 3. Big Hit

Generally 1 attack that connects will KO an opponent's monster. Golem, Dino, Dragon, and any other monsters with huge damage qualifies as monsters to use for this type of deck. Hare is usually used because of his low cost high damage cards but he usually damages himself too.

Each strategy has its own strengths and weaknesses. Weenie Rush uses so many cards that you may actually have no defence cards. Gutting does low damage and you may deck yourself out first. Big hit decks only have a few opportunities due to the high gut cost so defend against them well and they will either deck out or lose to your attacks due to them having little to no defences. You can view this as rock (Big Hit) paper (Gutting) scissors (Weenie Rush).

Other info:

Combos:

These decks use the combos to deliver excellent value for the cards.

- Dragon: Combination, Tail Attack, and Bite gives 8 damage to all opponent's monsters for a measly 4 guts. No wonder Alphonse builds his deck around this combo.
- Henger: 2 Kicks means 10 damage for 4 guts. The best you can get as 1 card

is 10 damage for 6 guts (Hare, Golem) or 8 damage for 4 guts (Hare, Durahan but there are drawbacks to these 2)

- Plant: Power of Sun is a 0 guts card that decreases 2 guts needed for the next Plant card used. Purely amazing.
  - Tiger: Right Claw, Left Claw, and Horn delivers 7 damage for 0 guts. Use only 2 of them is still 3 damage for 0 guts.
  - Worm: 2 Tail Lash is 12 damage for 6 guts. It's not as good a deal when the highest life in a monster is 10, or that there is a 7 guts 12 damage card.
- Dino's Leap Kick and Tiger's Sonic Move means the opponent cannot dodge POW moves and those are valuable against stall decks as well.

These combos are usually a subset of the 3 strategies above. Plant is good for Gutting, Dragon is for Big Hit, Tiger for Weenie Rush.

#### ENV cards:

Some opponents play ENV cards that throws your strategy out the window if you are not prepared. It is usually good to have a counter to ENV cards. The generic counters you can play are Pray which blocks the ENV card at 0 cost but you have to use it as a counter, and Cool Judge which costs 1 gut, but you draw a card and the Judge replaces the ENV card. Deck specific ENV cards can further your strategy and ruins the opponent's strategy (Nice Fight and Lock Tight come to mind).

#### Mixedbred monsters:

Once you get the mixedbred monsters, your deck can have a more focused strategy by having multiple monsters that uses the same attack cards or same defence cards so you have more room in your deck. In my Weenie Rush deck, I put in 3 monsters that use the Pixie attack cards so I can max out on the low cost attacks and include breeder cards like Hot Battle and Lock Tight to make my strategy more effective.

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## 7. FAQs

Q: Can you go in and out of the lab 50 times to get the Gray Wolf?

A: No idea. I got Gray Wolf by going in the lab, then to another location and have a battle. Repeat that 50 times and that's how I got the Gray Wolf. I have heard you need to visit another location before going back to the lab for that to count as another visit though.

Q: Can you get Mixedbred monsters before you get the basic 20?

A: As far as I know, the only one you can get legit before getting the 20 purebred is Gray Wolf by the method above. Everything else is after you gain access to Paradise

Q: Do you need to KO an opponent to get the mixedbred monster?

A: No. Decking out the opponent can get you the mixbred monster as well. KO is much quicker though.

Q: In your opinion, Who is the most annoying opponent in the game?

A: No questions asked. It is definitely Nelson's stall deck.

Q: I am having trouble with the game, can you help me?

A: This is more of a strategy discussion that is covered better by another FAQ. But a general comment is you should include some ENV cards in your deck to counter the opponent's ENV cards. An Easy one that comes to mind is Cool Judge (1 gut, Draw one card when you use this) and it replaces the ENV card.

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## 8. OTHER INFO

You can contact me at [blastdabomb@gmail.com](mailto:blastdabomb@gmail.com) for questions, errors, etc.  
Please use subject line beginning with "MRBC2"  
If I don't reply you in a week, send me another email as a reminder.

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9. CREDITS

TECMO: For creating the Monster Rancher series

Qtiyddj: For providing the method on unlocking Gray Wolf on [gamefaqs.com](http://gamefaqs.com)

Myself: First submission to [Gamefaqs.com](http://Gamefaqs.com) after reading several others

You: For reading this guide of a game over 10 years ago.

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