

Monster Seed FAQ

by sadewa

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Monster Seed Ver 1.0

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 == I. DISCLAIMER FAQ01 ==
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 == II. FIRST THING FIRST FAQ02 ==
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- Maximum Monsters that you can carry : 19
- Maximum Seeds that you can carry : 35
- Maximum Solutions that you can carry : 35
- Maximum amount of Gold you can carry : 299990

Every monster have a limited life span, just remember more often you summon it than life span of the monster will be great reduce. Every time you summon a monster, it life span will be reduce 9 point. If life span of the monster reach zero, it will attack with it ultimate magic

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 == III. ITEMS FAQ03 ==
 =====

There are 4 type of item in Monster Seed,
 First Supplemental Item, this kind of item can be use at any time
 Second Battle Item, this kind of item can only be use during battle
 Third Monster Item, this kind of item can only be use by monster
 Fourth Key Item, this kind3of item use for fulfill a mission or story

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 III.A. Supplemental Item
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- Bitter Drop Cure small amount of HP
- Bitter Aid Cure medium amount of HP
- Bitter Myshin Cure large amount of HP
- Mine Drop Cure small amount of MP
- Mine Aid Cure medium amount of MP
- Main Myshin Cure large amount of MP

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 III.B. Battle Item
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- Eine Mash Cause Blind
- Gaaku Mash Cause Faint
- Guard Mash Cause Madness

- Zean Mash Cause Paralysis
- Fin Mash Cause Apparent Death
- Ston Mash Cause Petrify
- Nelt Mash Cause Coma
- Venom Mash Cause Poison
- Melashes Tears Fire Attack
- Nervy Tears Water Attack
- Flowness Tears Ice Attack
- Erent Tears Electric Attack
- Bonebay Tears Gas Attack
- Nelt Resua Cure Coma
- Venom Resua Cure Poison
- Ston Resua Cure Petrify
- Zean Resua Cure Paralysis
- Gaaku Resua Cure Faint
- Eine Resua Cure Blind
- Guard Resua Cure Madness
- Fin Resua Cure Apparent Death
- Feni Wing Cure All, resurrect, HP & MP full

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III.C. Monster Item

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- Bitany Life Force Up Max 6,
Effect:Attack Power & Energy
- Miobita Spiritual Strength Up Max 6,
Effect:Attack Power & Life Span
- Pronten Battling Defense Up Max 6,
Effect:Attack Power & Agility
- Myunbar Spiritual Defense Up Max 6,
Effect: Spiritual Power & Spiritual Attack
- Dolpin Agility Up Max 6,
Effect: Battling Defense
- Ugo Cologne Power of Action up Max 6,
Effect: Life Force & Battling Offensive
- Life Liquor Extended Life Span,
Effect: Unknown
- Fighshin Fire Power Up Max 8,
Effect: Water's & Ice's Power
- Wominijin Water Power up Max 8,
Effect: Fire's, Ice's & Acidity Power
- Ishin Ice Power up Max 8,
Effect: Fire's & Gas Power
- Erepamido Electric Power Up max 8,
Effect: Light's & Sound's Power
- Gakuraat Gas Power Up Max 8,
Effect: Electric's, Light's & Sound's Power
- Soundmeton Sound Power Up Max 8,
Effect : Electric's & Light's Power
- Lightmeton Light Power Up Max 8,
Effect : Ice's, Sound's, & Electric's Power
- Acidamin Acidity Power Up Max 8,
Effect : Water's & Ice's Power
- Ackgal Battle Offense Up Max 6,
Effect: Life Span, Battle Defense, Agility
- Mackgal Spiritual Offense Up Max 6,
Effect : Spr Str & Def, Life Force, Bat Off, Agi
- Confusion liquor All Stat Up, Effect:random
- Melafray Learn Mischiedo
- NelFray Learn Nelstad

- Flowfray Learn Diamon Kill
- Elefray Learn Light Ball
- Ashizufray Learn Ashizuhole
- Venom Recurve Learn Venom Disua
- Eine Recurve Learn Eine Disua
- Guard Recurve Learn Guard Disua
- Zean Recurve Learn Zean Disua
- Nelt Recurve Learn Nelt Disua
- Gaaku Recurve Learn Gaaku Disua
- Ston Recurve Learn Ston Disua
- Fin Recurve Learn Fin Disua
- High Vitasee Learn Vitalseeshu
- High Mine See Learn Mine
- Bitter Down Learn Vital Mule
- Mine Down Learn Mine Mule
- Salt Down Learn Sault Mule
- Agil Down Learn Agil Mule
- Abil Down Learn Abil Mule
- Melavale Learn Melacharm
- Nellvale Learn Nellcharm
- Haavale Learn Harcharm

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III.D. Key Item

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- Gate's Keeper Key
- Cooper Key
- Silver Key
- Gold Key
- Key to Dungeon
- Blue Crytall Ball
- Blue Stone
- Red Stone
- Dynamite
- Kondol Statue
- Yellow Card
- Red Card
- Green Card
- Blue Card
- Red Card
- Key to Old warehouse
- Odyu - Book 3
- Blue Knaclace
- Hammer
- Molu
- Old Stone Tablet
- Tool

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== IV. SOLUTIONS FAQ04 ==

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There are 15 type solution that can be use for hatching so you can increase the status of the new born monster

- * Life Power
- * Mental Power
- * Attack Power
- * Physical Defense
- * Mental Defense
- * Agility Defense

- * Acting Power
- * Fire's Power
- * Water's Power
- * Ice's Power
- * Electrical Power
- * Gas Power
- * Sound Power
- * Light Power
- * Acidity Power

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 == V. SEEDS LIST

FAQ05 ==

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 The main item of this game. There are total 50 type of monster seeds,
 40 are normal seeds, 10 are black seeds.

There are 3 characteristic of seeds :

- First "Which can be found"

This type of seeds can be found normal in area that mention

- Second "Many of which can be found"

This type of seeds can be found many in area that mention

- Thirird "Which originated from"

This type of seeds can be cound only in area that mention

Here the complete list of seeds and
 type of monster you can get when hatching

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 Seed 1

FAQ05.01

 A harassment seed, many of which can be found at Bal's Fortress
 =====

Temp	Monster's Classification	Features
1	Koogeself	harassment, floating
2	Yaagi	harassment
3	Para	battling offensive, magic memory
4	Gutchon	harassment, magic memory
5	Para	battling offensive, magic memory
6	Noot	harassment
7	Yaagi	harassment
8	Gutchon	harassment, magic memory
9	Koogeself	harassment, floating

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 Seed 2

FAQ05.02

 A magic attacking Seed, many of which can be found at Bal's Fortress
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Temp	Monster's Classification	Features
1	Pire	magic attacking
2	Garidola	battling offensive
3	Pire	magic attacking
4	Pire	magic attacking
5	Randol	battling offensive
6	Pire	battling offensive
7	Randol	battling offensive
8	Garidola	battling offensive
9	Pire	magic attacking

Seed 3

FAQ05.03

A battling offensive seed, many of which can be found at Bal's Fortress

Temp	Monster's Classification	Features
1	Para	battling offensive, magic memory
2	Bablow	battling offensive
3	Para	battling offensive, magic memory
4	Kirigaloo	battling offensive
5	Bablow	battling offensive
6	Bablow	battling offensive
7	Bablow	battling offensive
8	Kirigaloo	battling offensive
9	Garidola	battling offensive

Seed 4

FAQ05.04

A battling offensive seed, many of which can be found at Bal's Fortress

Temp	Monster's Classification	Features
1	Garidola	battling offensive
2	Randol	battling offensive
3	Kirigaloo	battling offensive
4	Bablow	battling offensive
5	Pire	magic attacking
6	Randol	battling offensive
7	Bablow	battling offensive
8	Garidola	battling offensive
9	Kirigaloo	battling offensive

Seed 5

FAQ05.05

A magic assist seed, many of which can be found at Bal's Fortress

Temp	Monster's Classification	Features
1	Porschka	magic assist, floating
2	Urugaru	magic assist, magic memory
3	Kam Foe	magic assist, floating
4	Porschka	magic assist, floating
5	Flamisk	magic assist
6	Para	battling offensive, magic memory
7	Kam Foe	magic assist, floating
8	Porschka	magic assist, floating
9	Urugaru	magic assist, magic memory

Seed 6

FAQ05.06

A magic attacking Seed, many of which can be found at Bal's Fortress

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Temp	Monster's Classification	Features
1	Agroo	magic attacking
2	Agroo	magic attacking
3	Pire	magic attacking
4	Pire	magic attacking
5	Cham Cham	magic attacking
6	Cham Cham	magic attacking
7	Ang-Oolia	magic attacking
8	Ang-Oolia	magic attacking
9	Agroo	magic attacking

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Seed 7 FAQ05.07

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A battling offensive seed, which can be found at Jedes' Mine

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Temp	Monster's Classification	Features
1	Zaabelow	battling offensive
2	Zaabelow	battling offensive
3	Para	battling offensive, magic memory
4	Kelbucone	battling offensive
5	Kelbucone	battling offensive
6	Zaabelow	battling offensive
7	Kelbucone	battling offensive
8	Zaabelow	battling offensive
9	Kelbucone	battling offensive

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Seed 8 FAQ05.08

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A battling offensive seed, which can be found at Jedes' Mine

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Temp	Monster's Classification	Features
1	Kelbucone	battling offensive
2	Epe	battling offensive
3	Epe	battling offensive
4	Pire	magic attacking
5	Epe	battling offensive
6	Pire	magic attacking
7	Kelbucone	battling offensive
8	Pire	magic attacking
9	Kelbucone	battling offensive

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Seed 9 FAQ05.09

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A magic assist seed, many of which can be found at Jedes' mine

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Temp	Monster's Classification	Features
1	Shellfish	magic assist
2	Para	battling offensive, magic memory
3	Urugaru	magic assist, magic memory

4	Lie-Lie	magic assist, floating
5	Garapick	magic assist
6	Garapick	magic assist
7	Lie-Lie	magic assist, floating
8	Urugaru	magic assist, magic memory
9	Shellfish	magic assist

Seed 10 FAQ05.10

A magic attacking Seed, many of which can be found at Jedes' mine

Temp	Monster's Classification	Features
1	Gas Dass	magic attacking
2	Miller	magic attacking, magic memory
3	Pire	magic attacking
4	Pire	magic attacking
5	Gas Daas	magic attacking
6	Miller	magic attacking
7	Grasser	magic attacking
8	Grasser	magic attacking
9	Gas Daas	magic attacking

Seed 11 FAQ05.11

A seed from which monsters with various abilities are born, which can be found at Jedes' mine

Temp	Monster's Classification	Features
1	Gutchon	harassment, magic memory
2	Agroo	magic attacking
3	Noot	harassment
4	Garidola	battling offensive
5	Bablow	battling offensive
6	Drooch	harassment
7	Kam Foe	magic assist, floating
8	Cham Cham	magic attacking
9	Blowdia	battling offensive

Seed 12 FAQ05.12

A battling offensive seed, which can be found at Jedes' Mine

Temp	Monster's Classification	Features
1	Zaabelow	battling offensive
2	Para	battling offensive, magic memory
3	Kelbucone	battling offensive
4	Zaabelow	battling offensive
5	Zaabelow	battling offensive
6	Epe	battling offensive
7	Para	battling offensive, magic memory

8 Epe battling offensive
9 Zaabelow battling offensive

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Seed 13 FAQ05.13

A battling offensive seed, which can be found at Jedes' Mine

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Temp Monster's Classification Features

1 Lymon battling offensive
2 Garaf battling offensive
3 Ark Insect battling offensive
4 Lymon battling offensive
5 Lymon battling offensive
6 Ark Insect battling offensive
7 Garaf battling offensive
8 Pire magic attacking
9 Pire magic attacking

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Seed 14 FAQ05.14

A battling offensive seed, which can be found at Jedes' Mine

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Temp Monster's Classification Features

1 Beatrise battling offensive
2 Pigleon battling offensive
3 Pigleon battling offensive
4 Beatrise battling offensive
5 Beatrise battling offensive
6 Pigleon battling offensive
7 Pigleon battling offensive
8 Para battling offensive, magic memory
9 Para battling offensive, magic memory

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Seed 15 FAQ05.15

A battling offensive seed, which can be found at Jedes' Mine

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Temp Monster's Classification Features

1 Pire magic attacking
2 Lymon battling offensive
3 Lymon battling offensive
4 Garaf battling offensive
5 Garaf battling offensive
6 Pire magic attacking
7 Pigleon battling offensive
8 Pire magic attacking
9 Pigleon battling offensive

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Seed 16 FAQ05.16

A battling offensive seed, which can be found at Jedes' Mine
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Temp	Monster's Classification	Features
1	Nova	magic assist, magic memory
2	Para	battling offensive, magic memory
3	Para	battling offensive, magic memory
4	Gesoshiown	magic attacking
5	Gesoshiown	magic attacking
6	Para	battling offensive, magic memory
7	Dipshi = Lob	magic attacking
8	Para	battling offensive, magic memory
9	Dipshi = Lob	magic attacking

Seed 17 FAQ05.17

A battling offensive seed, which can be found at Jedes' Mine
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Temp	Monster's Classification	Features
1	Garidola	battling offensive
2	Para	battling offensive, magic memory
3	Para	battling offensive, magic memory
4	Gesoshiown	magic attacking
5	Gesoshiown	magic attacking
6	Para	battling offensive, magic memory
7	Dipshi = Lob	magic attacking
8	Para	battling offensive, magic memory
9	Dipshi = Lob	magic attacking

Seed 18 FAQ05.18

A battling offensive seed, which can be found at Jedes' Mine
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Temp	Monster's Classification	Features
1	Lymon	battling offensive
2	Garaf	battling offensive
3	Epe	battling offensive
4	Randol	battling offensive
5	Lymon	battling offensive
6	Epe	battling offensive
7	Randol	battling offensive
8	Garaf	battling offensive
9	Pigleon	battling offensive

Seed 19 FAQ05.19

A magic assist seed, which can be found at Jedes' mine.
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Temp	Monster's Classification	Features
1	Nova	magic assist, magic memory

2	Porschka	magic assist, floating
3	Pire	magic attacking
4	Porschka	magic assist, floating
5	Pire	magic attacking
6	Pire	magic attacking
7	Papi-Poo	magic assist
8	Pire	magic attacking
9	Kam Foe	magic assist, floating

Seed 20 FAQ05.20

A magic attacking Seed, which can be found at Jedes' mine.

Temp	Monster's Classification	Features
1	Gas Dass	magic attacking
2	Para	battling offensive, magic memory
3	Gas Dass	magic attacking
4	Para	battling offensive, magic memory
5	Koogela	magic attacking
6	Agroo	magic attacking
7	Koogela	magic attacking
8	Cham Cham	magic attacking
9	Cham Cham	magic attacking

Seed 21 FAQ05.21

A magic attacking Seed, which can be found at Jedes' mine.

Temp	Monster's Classification	Features
1	Gesoshiown	magic attacking
2	Pire	magic attacking
3	Pire	magic attacking
4	Pire	magic attacking
5	Gesoshiown	magic attacking
6	Gesoshiown	magic attacking
7	Dipshi = Lob	magic attacking
8	Pire	magic attacking
9	Gesoshiown	magic attacking

Seed 22 FAQ05.22

A magic assist seed, which can be found at Jedes' mine.

Temp	Monster's Classification	Features
1	Papi-Poo	magic assist
2	Grasser	magic attacking
3	Para	battling offensive, magic memory
4	Porschka	magic assist, floating
5	Porschka	magic assist, floating
6	Urugaru	magic assist, magic memory
7	Grasser	magic attacking

8 Para battling offensive, magic memory
9 Para battling offensive, magic memory

Seed 23 FAQ05.23

A magic attacking seed, many of which can be found at Bal's Fortress

Temp	Monster's Classification	Features
1	Cosmo	magic attacking
2	Wingle	magic attacking
3	Para	battling offensive, magic memory
4	Wingle	magic attacking
5	Para	battling offensive, magic memory
6	Wingle	magic attacking
7	Para	battling offensive, magic memory
8	Wingle	magic attacking
9	Cosmo	magic attacking

Seed 24 FAQ05.24

A battling offensive seed, many of which can be found at Bal's Fortress

Temp	Monster's Classification	Features
1	Drappy Flamiss	battling offensive
2	Para	battling offensive, magic memory
3	Gireelo	battling offensive
4	Witee	battling offensive
5	Witee	battling offensive
6	Gireelo	battling offensive
7	Drappy Flamiss	battling offensive
8	Para	battling offensive, magic memory
9	Para	battling offensive, magic memory

Seed 25 FAQ05.25

A magic attacking seed, many of which can be found at Bal's Fortress

Temp	Monster's Classification	Features
1	Pire	magic attacking
2	Pire	magic attacking
3	Kell-Kell	magic attacking, magic memory
4	Pire	magic attacking
5	Kell-Kell	magic attacking, magic memory
6	Pire	magic attacking
7	Flarge bird	magic attacking
8	Pire	magic attacking
9	Flarge bird	magic attacking

Seed 26 FAQ05.26

A harassment seed, many of which can be found at Bal's Fortress
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Temp	Monster's Classification	Features
1	Pire	magic attacking
2	Oodal	harassment
3	Drooch	harassment
4	Pire	magic attacking
5	Koogela	harassment, Floating
6	Oodal	harassment
7	Pire	magic attacking
8	Koogela	harassment, Floating
9	Drooch	harassment

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Seed 27 FAQ05.27

A magic assist seed, many of which can be found at Bal's Fortress
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Temp	Monster's Classification	Features
1	Light Drappy	magic assist
2	Pire	magic attacking
3	Pire	magic attacking
4	Light Drappy	magic assist
5	Pire	magic attacking
6	Garafaai	magic assist
7	Light Drappy	magic assist
8	Pire	magic attacking
9	Garafaai	magic assist

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Seed 28 FAQ05.28

A seed from which monsters with various abilities are born,
many of which can be found at Bal's Fortress
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Temp	Monster's Classification	Features
1	Techural	harassment, floating
2	Mine Dogose	magic attacking
3	Fooka	magic assist, magic memory
4	Faik	battling offensive
5	Para	battling offensive, magic memory
6	Faik	battling offensive
7	Fooka	magic assist, magic memory
8	Mine Dogose	magic attacking
9	Techural	harassment, floating

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Seed 29 FAQ05.29

A battling offensive seed, which can be found at the Phimel Mountail Trail
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Temp	Monster's Classification	Features
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1	Frure	battling offensive
2	Sabre	battling offensive
3	Frure	battling offensive
4	Para	battling offensive, magic memory
5	Para	battling offensive, magic memory
6	Para	battling offensive, magic memory
7	Sabre	battling offensive
8	Frure	battling offensive
9	Sabre	battling offensive

Seed 30 FAQ05.30

A magic attacking seed, which can be found at Phimel Mountail Trail

Temp	Monster's Classification	Features
1	Pire	magic attacking
2	Pire	magic attacking
3	Moss = Moss	magic attacking, Floating
4	Try-Star	magic attacking
5	Pire	magic attacking
6	Try-Star	magic attacking
7	Moss = Moss	magic attacking, Floating
8	Pire	magic attacking
9	Pire	magic attacking

Seed 31 FAQ05.31

A harassment seed, which can be found at Phimel Mountail Trail

Temp	Monster's Classification	Features
1	Grooch	harassment, magic memory
2	Grooch	harassment, magic memory
3	Para	battling offensive, magic memory
4	Para	battling offensive, magic memory
5	Buns = Oolia	harassment, floating
6	Buns = Oolia	harassment, floating
7	Para	battling offensive, magic memory
8	Para	battling offensive, magic memory
9	Para	battling offensive, magic memory

Seed 32 FAQ05.32

A magic assist seed, which can be found at Phimel Mountail Trail

Temp	Monster's Classification	Features
1	Para	battling offensive, magic memory
2	Para	battling offensive, magic memory
3	Para	battling offensive, magic memory
4	Para	battling offensive, magic memory
5	Para	battling offensive, magic memory
6	Para	battling offensive, magic memory

7	Fooka	magic assist, magic memory
8	Para	battling offensive, magic memory
9	Para	battling offensive, magic memory

Seed 33 FAQ05.33

A magic assist seed, which can be found at Phimel Mountail Trail

Temp	Monster's Classification	Features
1	Mami = Poo	magic assist, floating
2	Mami = Poo	magic assist, floating
3	Pire	magic attacking
4	Zeribady	magic assist, floating
5	Zeribady	magic assist, floating
6	Pire	magic attacking
7	Pire	magic attacking
8	Mami = Poo	magic assist, floating
9	Pire	magic attacking

Seed 34 FAQ05.34

A harassment seed, which can be found at Phimel Mountail Trail

Temp	Monster's Classification	Features
1	Para	battling offensive, magic memory
2	Para	battling offensive, magic memory
3	Techural	harassment, floating
4	Para	battling offensive, magic memory
5	Para	battling offensive, magic memory
6	Granj	harassment
7	Granj	harassment
8	Para	battling offensive, magic memory
9	Techural	harassment, floating

Seed 35 FAQ05.35

A harassment seed, many of which can be found at Phimel Ruins

Temp	Monster's Classification	Features
1	Nightkelb	magic attacking, magic memory
2	Pire	magic attacking
3	Koobelow	magic attacking
4	Pire	magic attacking
5	Pire	magic attacking
6	Nightkelb	magic attacking, magic memory
7	Nightkelb	magic attacking, magic memory
8	Pire	magic attacking
9	Koobelow	magic attacking

 A battling offensive seed, many of which can be found at the Phimel Ruins
 =====

Temp	Monster's Classification	Features
1	Para	battling offensive, magic memory
2	Doldola	battling offensive
3	Para	battling offensive, magic memory
4	Para	battling offensive, magic memory
5	Gamlow	battling offensive
6	Para	battling offensive, magic memory
7	Para	battling offensive, magic memory
8	Linar	battling offensive
9	Para	battling offensive, magic memory

 A magic assist seed, many of which can be found at Phimel Ruins
 =====

Temp	Monster's Classification	Features
1	Michural	magic assist, floating
2	Para	battling offensive, magic memory
3	Sham-Foe	magic assist, floating
4	Sham-Foe	magic assist, floating
5	Para	battling offensive, magic memory
6	Para	battling offensive, magic memory
7	Tarkod	magic assist
8	Michural	magic assist, floating
9	Tarkod	magic assist

 A seed from which monsters with various abilities are born,
 many of which can be found at Phimel Ruins
 =====

Temp	Monster's Classification	Features
1	Techural	harassment, floating
2	Toppy	battling offensive
3	Baiterbect	magic attacking, floating
4	Tarkod	magic assist
5	Techural	harassment, floating
6	Toppy	battling offensive
7	Baiterbect	magic attacking, floating
8	Tarkod	magic assist
9	Fooka	magic assist, magic memory

 A battling offensive seed, many of which can be found at the Phimel Ruins
 =====

Temp	Monster's Classification	Features
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1	Para	battling offensive, magic memory
2	Para	battling offensive, magic memory
3	Bear Settle	battling offensive
4	Para	battling offensive, magic memory
5	Photif	battling offensive
6	Para	battling offensive, magic memory
7	Sword Insect	battling offensive
8	Para	battling offensive, magic memory
9	Para	battling offensive, magic memory

Seed 40 FAQ05.40

A harassment seed, many of which can be found at Phimel Ruins

Temp	Monster's Classification	Features
1	Neoaigera	harassment, floating
2	Pire	magic attacking
3	Pire	magic attacking
4	Lotchcock	harassment
5	Pire	magic attacking
6	Lotchcock	harassment
7	Gelogelo	harassment
8	Pire	magic attacking
9	Gelogelo	harassment

Seed 41 FAQ05.41

A magic attacking dark seed,
which was found at the Different World Civilization

Temp	Monster's Classification	Features
1	Shadow Drappy	magic attacking
2	Kometo	magic attacking
3	Kometo	magic attacking
4	Mine Zenes	magic attacking, floating
5	Shadow Drappy	magic attacking
6	Varneel	magic attacking, floating
7	Mine Zenes	magic attacking, floating
8	Varneel	magic attacking, floating
9	Shadow Drappy	magic attacking

Seed 42 FAQ05.42

A battling offensive dark seed,
which was found at the Different World Civilization

Temp	Monster's Classification	Features
1	Blowdia	battling offensive
2	Blowdia	battling offensive
3	Maxicode	battling offensive

4	Para	magic attacking
5	Blowdia	battling offensive
6	Para	magic attacking
7	Blowdia	battling offensive
8	Para	magic attacking
9	Maxicode	battling offensive

Seed 43 FAQ05.43

A battling offensive dark seed,
which was found at the Different World Civilization

Temp	Monster's Classification	Features
1	Veromakish	battling offensive
2	Blowdia	battling offensive
3	Maxicode	battling offensive
4	Para	magic attacking
5	Blowdia	battling offensive
6	Para	magic attacking
7	Blowdia	battling offensive
8	Para	magic attacking
9	Maxicode	battling offensive

Seed 44 FAQ05.44

A battling offensive dark seed,
which originated from a Different World Civilization

Temp	Monster's Classification	Features
1	Necrobone	battling offensive
2	Para	magic attacking
3	Zua	battling offensive
4	Necrobone	battling offensive
5	Para	magic attacking
6	Giriark	battling offensive
7	Giriark	battling offensive
8	Zua	battling offensive
9	Para	magic attacking

Seed 45 FAQ05.45

A battling offensive dark seed,
which originated from a Different World Civilization

Temp	Monster's Classification	Features
1	Grandola	battling offensive
2	Plo	battling offensive
3	Plo	battling offensive
4	Plo	battling offensive
5	Grandola	battling offensive
6	Grandola	battling offensive

7	Giriark	battling offensive
8	Grandola	battling offensive
9	Zua	battling offensive

Seed 46 FAQ05.46

A battling offensive dark seed,
which originated from a Different World Civilization

Temp	Monster's Classification	Features
1	Fail = Ogre	battling offensive
2	Grandola	battling offensive
3	Fail = Ogre	battling offensive
4	Fail = Ogre	battling offensive
5	Fail = Ogre	battling offensive
6	Maxicode	battling offensive
7	Fail = Ogre	battling offensive
8	Maxicode	battling offensive
9	Plo	battling offensive

Seed 47 FAQ05.47

A battling offensive dark seed,
which originated from a Different World Civilization

Temp	Monster's Classification	Features
1	Fedore	battling offensive
2	Fedore	battling offensive
3	Plo	battling offensive
4	Plo	battling offensive
5	Fail = Ogre	battling offensive
6	Plo	battling offensive
7	Fedore	battling offensive
8	Fail = Ogre	battling offensive
9	Plo	battling offensive

Seed 48 FAQ05.48

A battling offensive dark seed,
which originated from a Different World Civilization

Temp	Monster's Classification	Features
1	Plo	battling offensive
2	Alphabect	battling offensive, floating
3	Plo	battling offensive
4	Blowdia	battling offensive
5	Fail = Ogre	battling offensive
6	Fail = Ogre	battling offensive
7	Plo	battling offensive
8	Plo	battling offensive
9	Alphabect	battling offensive, floating

Seed 49

FAQ05.49

A magic assist dark seed,
which originated from a Different World Civilization

Temp	Monster's Classification	Features
1	Plo	battling offensive
2	Plo	battling offensive
3	Boogie	magic assist
4	Boogie	magic assist
5	Plo	battling offensive
6	Boogie	magic assist
7	Boogie	magic assist
8	Plo	battling offensive
9	Boogie	magic assist

Seed 50

FAQ05.50

A harassment darkseed, which originated from a Different World Civilization

Temp	Monster's Classification	Features
1	Garoba	harassment, floating
2	Garoness	harassment
3	Plo	battling offensive
4	Plo	battling offensive
5	Garoness	harassment
6	Plo	battling offensive
7	Plo	battling offensive
8	Plo	battling offensive
9	Garoba	harassment, floating

== VI. MONSTER LIST

FAQ06 ==

Here the list of All Monster in Monster Seed

Agroo

- Attack : - Crimson Rage, effect: none
- Mela Mela, effect: none
- Mela Mischied, effect: none
- Mela Crash, effect: none
- Mela Anger, effect: none

Alphabect

- Attack : - Poisonous Line, effect: poison
- Steelreach, effect: none
- Doom Vector, effect: none

Ang-Oolia

Attack : - Wheepit, effect: madness
- Gult Har Gas, effect: insanity (-)(-)
- Mela Mischied, effect: none
- Mela Crash, effect: none
- Mela Magic Hot Mega, effect: none

Ark Insect

Attack : - Armdork, effect: none
- Toxic Ark, effect: poison

Bablow

Attack : - Bubbly slide, effect: none

Baiterbect

Attack : - Betabaloon, effect: none
- Eyene-mo Gas, effect: blindness (-)(-)
- Eyene Fact, effect: blindness (-)(-)
- Eyene Factor, effect: blindness (-)(-)
- Gark-o Gas, effect: faint (-)(-)

Beatrise

Attack : - Rushhorn, effect: none
- Turnsly, effect: none

Bear Settle

Blowdia

Attack : - Doublelink, effect: none
- Mad Saucer, effect: none

Boogie (Dark)

Attack : - Boogie's Boogie, effect: none
- Mine See, effect: recover MP
- Mine Emmerth, effect: recover MP
- Mine Chate, effect: maximum MP (+)
- Mine Seek, effect: recover MP
- Mine Emmerk, effect: recover MP
- Abile Chera, effect: dynamism (+)

Buns = Oolia

Attack : - Clapper, effect: deep sleep
- Mela Mule, effect: fire element (-)
- Nell Mule, effect: water element (-)
- Fro Mule, effect: ice element (-)
- Ele Mule, effect: electric element (-)
- Bon Mule, effect: gas element (-)
- Mu Mule, effect: sound element (-)
- Soft Mule, effect: acid element (-)

Cham Cham

Attack : - Tenpoint, effect: none
- Diamond Kill, effect: none
- Light Ball, effect: none
- Elethink, effect: none
- Stryclaws, effect: none

Cosmo

Attack : - Troughbox, effect: paralysis
- Mela Crash, effect : none
- High Nell Burn, effect: none
- Diamond Kill, effect: none
- Light Ball, effect: none

Dipshi = Lob

Attack : - Drive need, effect: none
- Nell Person, effect: none
- Wat Crew, effect: none
- Stryclaws, effect: none
- Vivola, effect: none

Doldola

Attack : - Doldgarb, effect: Blindness

Drappy Flamiss

Attack : - Flamflame, effect: none
- Drastonpin, effect: none
- Direct sheen, effect: paralysis

Drooch

Attack : - V-Whip, effect: unknown
- Vita Meest, effect: maximum HP (-)
- Mine Meest, effect: maximum MP (-)
- Sault Meest, effect: attack strength (-)
- Badigh Meest, effect: strike defense (-)
- Madik Meest, effect : spiritual defense (-)
- Agile Meest, effect : agility (-)
- Abile Meest, effect : dynamism (-)

Epe

Attack : - Morning Star, effect: madness

Faik

Attack : - Garbary, effect: none

Fail = Ogre (Dark)

Attack : - Nowall, effect: none

Fedore (Dark)

Attack : - Poizeep, effect: poison

Flamisk

Attack : - Twoflash, effect: blindness
- Leg stamp, effect: none
- Mela Chate, effect: fire element (+)
- Ele Chate, effect: electric element (+)
- har Chate, effect: light element (+)

Flarge bird

Attack : - Frankenbone, effect: none
- Ging-u Gas, effect: paralysis (-)(-)
- Nelt Goo Gas, effect: trance (-)(-)
- Gult Har Gas, effect: insanity (-)(-)
- Ston-na Gas, effect: petryfi (-)(-)

Fooka

Attack : - Hookahoop, effect: none
- Ness Dissua, effect: recover from trance
- Gark Dissua, effect: recover from faint
- Stone Dissua, effect: recover from petrification
- Fin Dissua, effect: recover from near-death experience
- Har Prom, effect: spiritual Defense (+)
- Har Protik, effect : spiritual defense (+)

Frure

Attack : - In Toobo, effect: poison

Gamlow

Attack : - Gammingshot, effect: poison

Garapick

Attack : - Flintbird, effect: turning to stone
- Bon Protik, effect: strike defence (+)
- Soft Protik, effect: strike defence (+)
- Har Protik, effect: spiritual defence (+)

Garidola

Attack : - Garrill Gubble, effect: none

Garoba (Dark)

Attack : - Gallover Needle, effect: deep sleep
- Garoba Crush, effect: none
- Stone Harg, effect: petrify (-)
- Gult Harth, effect: insanity (-)
- Gult Harg, effect: insanity (-)
- Eyene Harne, effect: blindness (-)
- Eyene Harg, effect: blindness (-)

Garaf

Attack : - Upperclub, effect : none
- Tomahawk, effect : deep sleep

Garafaai

Attack : - Palmbird, effect: deep sleep
- Nell Prosee, effect: strike defense (+)
- Ele Prom, effect: strike defense (+)
- Mu Prosee, effect: spiritual defense (+)
- Vita See, effect: recover HP
- Vita Emmerth, effect: recover HP

Garoness (Dark)

Attack : - Garoness Punch, effect: paralysis
- Badigh Mule, effect: strike defense (-)
- Badik Mira, effect: spiritual defense (-)
- Sault Mira, effect: attack strength (-)
- Sault Meest, effect: attack strength (-)
- Abile Meest, effect: dynamism (-)
- Mine Muga, effect: maximum MP (-)
- Sault Muga, effect: attack strength (-)

Gas Dass

Attack : - Rotwing, effect: none
- Venom-sa Gas, effect: poison (-)(-)
- Eyene Factor, effect: blindness (-)(-)
- Ging-u Gas, effect: paralysis (-)(-)
- Gult Har Gas, effect: insanity (-)(-)

Gelogelo

Attack : - Hello, How's, effect: none
- Nest Muge, effect: trance (-)
- Gult Mute, effect: insanity (-)
- Garg Mute, effect: faint (-)
- Gult Muse, effect: insanity (-)

Gesoshiown

Attack : - Salty Whip, effect: blindness
- Nell Scud, effect: none
- High Nell Burn, effect: none
- Vivola, effect: none
- Eyene Fact, effect: blindness (-)(-)

Gireelo

Attack : - Diabolos, effect: paralysis
- Guilscissors, effect: none

Giriark (Dark)

Attack : - Deadline, effect: deep sleep
- Deadslash, effect: none

Granj

Attack : - Mindparkle, effect: madness
- Mela Mule, effect: fire element (-)
- Nell Meest, effect: water element (-)
- Fro Meest, effect: ice element (-)

- Ele Mule, effect: electric element (-)
- Bon Meest, effect: gas element (-)
- Soft Mule, effect: acid element (-)
- Har Muga, effect: light element (-)
- Mu Muga, effect: sound element (-)

Grasser

-
- Attack : - Dream Green, effect: deep sleep
- Elethink, effect: none
 - Light Ball, effect: none
 - Soft Fly, effect: none
 - Nelt Goo Gas, effect: trance (-)(-)

Grandola

-
- Attack : - Saint Black, effect: none
- Starless, effect: poison

Grooch

-
- Attack : - Harwhip, effect: poison
- Mela Meest, effect: fire element (-)
 - Nell Mest, effect: water element (-)
 - Fro Mest, effect: ice element (-)
 - Ele Mest, effect: electric element (-)
 - Bon Meest, effect: gas element (-)
 - Mu Meest, effect: sound element (-)
 - Har Meest, effect: light element (-)
 - Soft Meest, effect: acid element (-)

Gutchon

-
- Attack : - Guriguri, effect: Unknown
- Vita Meest, effect: maximum HP (-)
 - Mine Mule, effect: maximum MP (-)
 - Sault Mule, effect: attack strength (-)
 - Badigh Mule, effect: strike defence (-)
 - Madik Mule, effect: spiritual defence (-)
 - Agile Meest, effect: agility (-)
 - Abile Meest, effect: dynamism (-)

Kam Foe

-
- Attack : - Patching, effect: none
- Stone Dissua, effect: recover from petrification
 - Jing Dissua, effect: recover from paralysis
 - Guld Dissua, effect: recover from insanity
 - Nell Cherin, effect: water element (+)
 - Bon Cherin, effect: gas element (+)

Kelbucone

-
- Attack : - Flash End, effect: turning to stone

Kell-Kell

-
- Attack : - Half Point, effect: none
- Elethink, effect: none
 - Light Ball, effect : none

- Mela Mela, effect: none
- Mela Crash, effect: none

Kirigaloo

Attack : - Killic Kick, effect: none

Kometo (Dark)

Attack : - Double Through, effect: blindness
- Dynafreeze, effect: none
- Eyene-mo Gas, effect: blindness (-) (-)
- Gult Har Gas, effect: insanity (-) (-)
- Mela Anger, effect: none

Koobelow

Koogeself

Attack : - Seaflower, effect: paralysis
- Nell Mule, effect: water element (-)
- Fro Mule, effect: ice element (-)
- Har Meest, effect: light element (-)
- Nell Muga, effect: water element (-)

Koogela

Lie-Lie

Attack : - Tareclaw, effect: paralysis
- Fro Charm, effect: strike defence (+)
- Har Charm, effect: spiritual defence (+)
- Mine Seek, effect: effect, recover MP
- Mine Emmerth, effect: recover MP

Light Drappy

Linar

Attack : - Revolver, effect: none
- Magnaride, effect: none

Lotchcock

Lymon

Attack : - Spydoor, effect: Poison
- Tarantulla, effect: Deep Sleep

Mami = Poo

Maxicode (Dark)

Attack : - Elbowlead, effect: none
- Deadly Pick, effect: deep sleep

Michural

Miller

Attack : - Breakthrough, effect: none
 - Acids Hole, effect: none
 - Acids Fect, effect: none
 - Ging-u Gas, effect: paralysis (-)(-)
 - Gark-o Gas, effect: faint (-)(-)

Mine Zenes (Dark)

Mine Dogose

Attack : - Drimfella, effect: none
 - Nelt Goo Gas, effect: trance (-)(-)
 - Eyene Fact, effect: blindness (-)(-)
 - Eyene Factor, effect: blindness (-)(-)
 - Eyene Elemate, effect: blindness (-)(-)

Moss = Moss

Necrobone

Attack : - Doublesickle, effect: paralysis
 - Rise Sice, effect: none

Neoaigera

Nightkelb

Attack : - Darkpress, effect: paralysis
 - Nelt Goo Gas, effect: trance (-)(-)
 - Eyene Factor, effect: blindness (-)(-)
 - Eyene Elemate, effect: blindness (-)(-)
 - Acid Hole, effect: none

Noot

Attack : - Krecreazy, effect: madness
 - Vita Mule, effect: maximum HP (-)
 - Mine Mule, effect: maximum MP (-)
 - Sault Mule, effect: attack strength (-)
 - Badigh Mule, effect: strike defense (-)
 - Madik Mule, effect: spiritual defense (-)
 - Agile Mule, effect: agility (-)
 - Abile Mule, effect: dynamism (-)

Nova

Attack : - Silent Nova, effect: none
 - Mine See, effect: recover MP
 - Mine Emmer, effect: recover MP
 - Mine Seeth, effect: recover MP
 - Mine Emmerth, effect: recover MP

- Madik Cherin, effect: spiritual defence (+)
- Gark Dissua, effect: recover from faint

Oodal

Para

Attack : - Tumbling, effect: none

Para (Dark)

Attack : - Dyboo, effect: none
- Goo Gas, effect: trance (-)(-)

Papi-Poo

Photif

Pigleon

Attack : - High Pressure, effect: none
- Grenade Horn, effect: madness

Pire

Attack : - Hoppoo, effect: none
- Mela Mela, effect: none

Plo

Porschka

Attack : - Porshcapo, effect: none
- Vita See, effect: recover HP
- Vita Emmer, effect: recover HP
- Har Cherin, effect: light element (+)
- Mela Cherin, effect: fire element (+)
- Badigh Cherin, effect: strike defense (+)

Randol

Attack : - Slash, effect: none
- Nose Drill, effect: paralysis

Sabre

Sham-Foe

Shadow Drappy (Dark)

Shellfish

Attack : - Loader Spin, effect: none

- Nell Cherin, effect: water element (+)
- Fro Cherin, effect: ice element (+)
- Ele Cherin, effect: electric element (+)

Sword Insect

Tarkod

Techural

Toppy

Try-Star

Urugaru

- Attack :
- Wolkick, effect: none
 - Vita See, effect: recover HP
 - Vita Seeth, effect: recover HP
 - Vita Emmer, effect: recover HP
 - Guld Dissua, effect: recover from insanity
 - Jing Dissua, effect: recover from paralysis
 - Stone Dissua, effect: recover from petrification

Varneel (Dark)

Veromakish (Dark)

- Attack :
- Elbowrise, effect: none
 - Deadly Pierced, effect: deep sleep
 - Demonic Pile, effect: none

Wingle

Witee

- Attack :
- Cyclon, effect: none
 - White Arrow, effect: none

Yaagi

- Attack :
- Bug head, effect: deep sleep
 - Eyene Harth, effect: blindness (-)
 - Stone Harth, effect: petrify (-)
 - Stone Harne, effect: petrify (-) (-)
 - Guld Harne, effect: insanity (-)

Zaabelow

- Attack :
- Shelbow, effect: none

Zeribady

Zua (Dark)

Attack : - Skull Masher, effect: Deep Sleep
 - Hammerwhip, effect: none
 - Megapress, effect : none

=====
== VI. CREDIT

FAQ07 ==
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Thanks To :

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