

EarthBound Battle/Enemy Guide

by CyricZ

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EarthBound Battle and Enemy Guide
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1. Introduction

Hiya! Welcome to my Battle and Enemy Guide for EarthBound, the wacky, madcap RPG for the Super NES.

Why did I make a guide like this? Well, a lot of people have complete walkthroughs, so I felt we didn't need another. Then I noticed that even the most detailed walkthroughs have very bare-bones enemy coverage. Most just copied right out of the guide and left it at that. I felt we all need more explanation. I extended this from a simple guide to

encompassing the entire battle system to further expound on general strategies.

2. Battle Setup

This section covers the basics of battle.

Engaging an Enemy

There aren't many places in the game where your completely safe. Even in some towns, there are enemies wandering around. You'll know them by a few tell-tale signs. One: they look rather out of place. Two: They move really fast; regular NPCs don't move fast at all. Three: They'll charge you.

When you walk up to an enemy, you'll see a swirl and battle will begin. If you and the enemy are facing each other (or the side), you'll see a gray swirl and battle will begin as normal. If you get an enemy from behind, you'll see a green swirl and you'll get a turn of battle without the enemy retaliating. If an enemy gets you from behind, however, it'll get an opening attack.

There are times that you'll engage an enemy and will automatically defeat it. This occurs when your party is strong and fast enough to beat an enemy before it has a chance to attack. This is a nice convenient way to defeat weak enemies.

Also, you may have times when enemies run away from you instead of charging. The most common place for this to happen is in caves that lead to Your Sanctuaries after you beat the main enemy, but this can also happen if you get a significant amount of levels above the enemies in the area.

In a Battle

Once engaged in battle, the enemy will appear on the screen (with a funky background). Your party's Status Windows will appear at the bottom, and the Command and Info Windows show up at the top.

The Status Windows show your each party member's current HP, PP, and any status ailments they might have.

The Command Window allows you to select how your party members will act when the turn comes up.

Info Windows pop up when something happens in battle (since there aren't many animations).

You'll start by selecting how you wish to act during the turn. Once all characters have selected, the turn begins, with the fastest combatant going first, then so on, until everyone takes their turn.

Battle Commands

Bash/Shoot: These are your basic attack commands. Your character will use the weapon he/she's equipped with at the moment and attack the enemy you tell him/her to.

PSI: Ness, Paula, and Poo have the special gift of employing psychokinetic abilities in battle. When this is selected, you'll open another menu where you can select a PSI to use.

Goods: This will open up your Inventory Window, where you can use one of the items you are currently carrying in battle.

Defend: This will put up your defenses for a round, whereby you'll take less damage from direct attacks.

Pray: An ability unique to Paula. When Paula prays, mysterious things happen. It's not worth going into her praying outcomes here, but things that can happen include HP restoration, status ailments to all parties, and rarely stuff like PP restoration or battle starting over.

Spy: An ability unique to Jeff. Jeff uses his intuition to scope out an enemy. He'll report back with the enemy's Offense, Defense, and any weakness to PSI it might have.

Mirror: An ability unique to Poo. This ability has a different chance of working dependent on the enemy. Poo can use his amazing concentration to assume the form of one of the enemies in the current battle. Once this happens, you lose control of him, and he attacks on his own, using the enemy's attacks. If he uses PSI, PP are deducted as normal.

Auto Fight: Whoever is the first person active gets this ability, usually Ness. This will let the fight go without your input. Your characters will attack a random enemy and battle will continue until you press B to halt Auto Fight, or the battle's over one way or the other. If a character is heavily damaged HP-wise, usually around 20% remaining, anyone who has Lifeup will use the highest ability they have (even if it's not necessary). If a character suffers status ailments, anyone who has Healing will use the most cost-effective Heal.

Run Away: You take a chance to try to run off. You have a different chance of running depending on the enemies. If you fail to run, your enemy takes a free round.

Status Ailments

Hold: This is a situation where you cannot move or are "solidified". You cannot perform any actions except PSI, Pray, Spy, or Mirror. You should return to normal after one round, but on rare occasions, you'll be frozen for more than one round. Turns the area around your name a solid purple.

Cold: You have a runny and sniffly nose and will lose about 5 HP per round of battle. Cured by at least Healing Alpha, a Cold Serum, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a runny nose on your Status Window.

You'll also see red flashes in the field indicating your loss of HP.

Sunstroke: The sun is too much for you and you lose about 5 HP per round of battle. Cured by at least Healing Alpha, a Wet Towel, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a sun on your Status Window. You'll also see red flashes in the field indicating your loss of HP.

Sleep: An enemy has lulled you to sleep, and you'll be out for the next round. There's a chance of waking up the next round, but it's not guaranteed. Also, if you get hit, there'll be a chance you wake up. Cures automatically after battle, or with at least Healing Alpha, a Refreshing Herb, or something stronger. Shows up as Z's in your Status Window.

Lose Concentration: You can still think and act rationally, but you lose your focus and can't use PSI. Cures after a few turns, or after battle. Your PP window is X-ed out while this is in effect.

Poison: You're filled with horrible poison and will lose about 20 HP per round of battle. Cured by at least Healing Beta, a Vial of Serum, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a skull and crossbones in your Status Window. You'll also see red flashes in the field indicating your loss of HP.

Crying: You're blinded by your own tears and your ability to hit enemies goes way down. Cured automatically after battle, or with at least Healing Beta, a Refreshing Herb, or something stronger. Shows up as an eye with a tear in your Status Window.

Nausea: You feel sick to your stomach and will lose about 20 HP per round of battle. Cured by at least Healing Beta, a Refreshing Herb or something stronger, or seeing a Doctor, Dr. Saturn, or using hot springs. Shows up as a frown with X-ed eyes in your Status Window. You'll see your character sweating and red flashes in the field, indicating your loss of HP.

Feeling Strange: You cannot focus and may attack your friends or enemies alike. Cured automatically after battle, or with at least Healing Beta, a Refreshing Herb, or something stronger. Shows up as a weird swirl in your Status Window.

Numbness: You become paralyzed and cannot move. You can't perform any actions except PSI, Pray, Spy, or Mirror. Cured by at least Healing Gamma, a Secret Herb or something stronger, or seeing a Healer, Dr. Saturn, or using hot springs. Shows up as zigzag lines in your Status Window. You will also move with very slow frames in the field.

Diamondized: The carbon in your body condenses and you become as hard as a diamond, and cannot do anything. Cured by at least Healing Gamma, a Secret Herb or something stronger, or seeing a Healer, Dr. Saturn, or using hot springs. Shows up as a diamond in your Status Window, and turns your window borders red. In the field, you will appear to be a person made out of diamond.

Mashroomized: A mushroom sprouts from your head. After a few rounds, you will not be able to focus and may attack your friends and enemies alike. Cured by visiting a Healer, a girl collecting mushrooms, Dr. Saturn, or using hot springs. Shows up as a mushroom in your Status

Window. In the field, you'll see the mushroom on your head, and soon, you won't be able to walk straight.

Possession: A ghost haunts you. Every round of battle, it'll either attack for 1 HP of damage, or use its icy hand to solidify you for a round. Cured by visiting a Healer, Dr. Saturn, or using hot springs. In the field, you'll see a ghost floating around you.

Unconsciousness: When you get hit for mortal damage, you HP will roll to zero. If you can heal yourself before you get to zero, you'll be all right, but if you don't, you'll pass out and the window borders will turn red. You can be revived by at least Healing Gamma, a Secret Herb or something stronger, visiting a Nurse, or Dr. Saturn. In the field, the affected character will be a transparent ghost.

Homesickness: Only Ness can be afflicted with this, and it happens randomly and without warning. Once Ness's turn comes around, he'll waste a turn thinking about home, his mom, or his favorite food. When this happens, the only cure is to call home to Mom.

3. Battle Strategy

Basic Strategy is not too complicated. There are a few points to go over when fighting enemies.

1. Attack one enemy until it's gone. This may seem like a "duh" point, but it's worth mentioning.
2. Save some PSI and your good stuff for the bosses. Bosses don't always have tricks to them, but some are just so good at flat-out brawling that just Bashing over and over again won't get the job done fast enough, especially later in the game.
3. Don't be afraid to use PSI where it's necessary. There are some normal enemies that can do you a good deal of damage, and a well-placed Freeze or Paralysis can save you a lot of PP worth of Lifeup in the long run. Learn the enemies so you can anticipate for this. This is especially true for Paula, who has a large amount of PP compared to others, and mainly has attack PSI.

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A. The Party Members

Main Party:

Ness: Ness is good at pretty much everything. All things equal, no one else in the party can do as much damage as he can. He has some pretty darn good PSI attack in Special, and until you get Poo, he's the only party member who can use PSI to heal. He also has some decent status powers in Hypnosis and Paralysis. Out of the four party members, he's probably the slowest, but he's often faster than the enemy. He generally has the highest HP total, and his PP is around 1/4 of his HP total... Probably his only true weakness is his ability to be afflicted by Homesickness... ^_^

Paula: The adorable girl with the Gift. Paula has the lowest HP total, but her PP totals are approximately the same as her HP total, which can sometimes give her the all-around highest PP. Her main focus in her PSI abilities is attack, having Fire, Freeze, and Thunder. She also has a good defensive ability in PSI Shield. She's also generally the fastest out of the four party members, which can let her have a good first hit right out of the gate. Probably her big weaknesses are physical, as she can't give out or take hits all that well.

Jeff: The mechanical genius can't use PSI, but it's no detriment as he can do things with items no one else can. His HP is the second lowest of the four, and he's usually the second or third fastest, trading places in battle with Poo often. His weapon of choice, the gun, has an advantage of not having a miss factor associated with the weapon, but he can't SMAAAASH with it either. He has no glaring disadvantages, besides the lack of PSI. His unique use of tools does allow him to do crazy things or cause massive damage, but it does tie up his inventory.

Poo: The Crown Prince of Dalaam is the second strongest as far as HP, Offense, Vitality, etc. go, and he has a midrange speed. He's also well-endowed psychically, with good elemental, healing, and assist powers, not to mention PSI Starstorm, which a very powerful attack. His PP is roughly one third of his HP, which is good for his attacks. For all these plusses, he has some unique disadvantages. One, he has a unique set of equipment, and anything else will lower his stats. Two, he has not developed a taste for Western food, so any food you give him that's not a Brain Food Lunch will only restore him 6 HP.

Supporting Characters:

These following characters won't show up with Status Windows, and you can't control or heal them. They'll attack on their own, and will soon leave after you get them.

Pokey: Good old Pokey isn't a fighter at all. When you have him in battle, he'll play dead, apologize, complain, use you as a shield. He'll join you in the beginning to find Picky, and leave once you take him back home.

King: Man's best friend has three actions: Bark (which does nothing), Bite (which does minor damage), and Lunge (which does decent damage). He'll join you when you go to look for Picky, and leave when you reach the meteorite.

Picky: When you find him at the meteorite, he'll join for a short while and leave when you bring him home. He has two actions: Cast a spell (which does nothing), and Attack (which does 1 HP of damage). He's not a huge help, but he's better than Pokey...

Buzz Buzz: This messenger from the future joins you at the meteorite, and only sticks around for one battle. He has three actions: PSI Shield Sigma, Attack, which does a good amount of damage, and Charge, which does more damage.

Bubble Monkey: Jeff picks up this little tagalong in his adventure in Winters. The Bubble Monkey can attack for a small amount of damage, or will just scratch its head. For getting him for only a buck, he's

a decent support character. He'll leave once you get to Stonehenge.

Dungeon Man: After you talk to him in Scaraba, he'll tag along with you. He only Attacks, and he does a very good amount of damage. Of course, you only have him for a little while until he gets caught in the trees.

Flying Man: While in Magicant, the Flying Man is your support character as Ness goes it alone. He can Punch for a small amount of damage, and Charge for a higher amount of damage. Unlike all other support characters, he can be killed, and you can lose him.

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B. Weapons and Armor

All this is pretty basic. Whenever you get to a new area, check out the stores for the best new weapons and armor. If your window flashes when you see a weapon or armor in a shop, buy it. In most circumstances, you'll have enough cash for new equipment. The exception would be Summers, which has sky-high prices.

There is one exception to this, and that's concerning yo-yos and slingshots. These are projectile weapons that anyone can use, but they have a miss rate of 1/4, whereas bats and pans are 1/16, and guns and the Sword of Kings are 0. To that end, you're better off causing less damage more often than the alternative.

If you find new armor in presents, give them, naturally, to the party member that needs them the most.

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C. Food and Items

Each character has space for 14 items. With four of those spaces occupied by weapons, that leaves ten for anything else, which can tend to be hogged for event items. To that end, you need to pick and choose what you carry around.

Food:

Each character (with the possible exception of Jeff) should have one or two good food items to use. My picks for best food items are as follows:

From the beginning to Threed: Hamburgers are cheap and effective.
Once you hit Saturn Valley: Peanut Cheese Bars are great and quite inexpensive.
Once you go to Summers: Stock up on Kraken Soups.

This isn't to say that you should avoid all other food, but these items give you the most bang for your buck.

Restorative Items:

Personally, I suggest that every member of the party carry at least one Cup of Lifenoodles. Barring that, a Horn of Life. Everything else can and should be covered by Healing powers, which you should have the proper level of when the particular ailments arise.

Offensive Items:

Well, you got your Stag Beetles, your Pair of Dirty Socks, your Toothbrushes. I say to heck with all those cheapy things. There are only three Offensive Items (besides Jeff's Tools) that you should concern yourself with: Bombs, Super Bombs, and Bags of Dragonite. The last one cannot be bought, but it's very useful. If you get any other kind of Offensive Item, use it, sell it, or drop it, to free up the space.

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D. Tools

Jeff's special Tools will occupy much of his inventory, but what's worth keeping?

Counter-PSI Unit and Shield Killer: Yeah, they sound good on paper. The only problem with them is that they don't work often enough.

HP-Sucker and Hungry HP-Sucker: Again, they sound good, but even when they do take HP from your enemies, they don't take nearly enough.

Defense Spray and Defense Shower: The former is relatively useless, since it's gone after one use, and it's best used multiple times. The Defense Shower, on the other hand, has infinite uses, so it's a great defense booster.

Neutralizer: This is a great tool. It restores all changed stats back to their normal levels and removes any shields, and it works 100% of the time. Of course, it works for all involved in the battle, but it's a small price to pay, and you can always recast shields.

Bazooka and Heavy Bazooka: They're good tools to supplement your own attack power, and they can be used many times. Ditch the normal one when you upgrade to the heavy one.

Bottle Rocket, Big Bottle Rocket, and Multi-Bottle Rocket: You should try not to have less than three of these in your inventory. They are the trump cards that Jeff saves for big bosses. For their point in the game, they do massive damage.

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E. PSI

Naturally, you should only pull out your nasty psychokinetic powers in situations that require more than a severe beating. Here's a brief explanation of the powers and when you should use them.

Offensive Powers

PSI "Special": This is Ness's signature power. Since Ness has had no training of his powers, but has incredible potential, he simply concentrates his base psychic energy, and releases it all in one blast. No enemies are weak or strong against it. There is a small chance of it failing to work on enemies. In a general sense, this

power shouldn't be used too often, as it doesn't cause as much damage as others you'll have at the time, and Ness is better used as a healer. Use it when you're in trouble, or when you're feeling cocky. The most PP-effective Specials are Beta and Gamma. Omega drains too much PP to be all that practical.

PSI Flash: Another power unique to Ness. He employs his psychic energy to directly attack the mind of an adversary. The "flash" comes from what one experiences as his mind is attacked. At low levels, it may stimulate one to cry uncontrollably. As the levels get higher, it may befuddle the mind, cause the connection between mind and body to seize up, or even destroy the mind. In battle, you shouldn't rely on this, as it's quite hit and miss. Generally, you'll want to use it on enemies weak against it, as I'll indicate in the list. If you do decide to use it, always go for the highest level, if your PP can afford it.

PSI Fire: Paula is the only one who can use this power. She uses her energy to cause air molecules to heat up and produce a sheet of flame, which she can cast upon a row of enemies. Out of all Paula's attack powers, Fire is the most expensive to use, but it's worth it, especially if the enemy's weak against it. Otherwise, you can use it to put down a row of enemies you're trying to beat quickly.

PSI Freeze: Both Paula and Poo can use this power to slow down molecules around one enemy so that the temperature drops severely. This is a good power. Use it often. It costs more than Thunder but less than Fire. Some enemies will be strong against it, though. I've marked some enemies that are strong against Freeze, but I neglected to go through and check all of them.

PSI Thunder: Paula and Poo can force molecules to rub against one another, creating friction and static electricity which is cast down in the form of a bolt of lightning. Only problem is that they can't focus and direct the lightning, so there's a chance (greater with fewer enemies) that it'll miss completely. It causes a good amount of damage, though, and higher levels cast down more bolts. Use it when faced by multiple nasty enemies. It also has a nice ability to destroy a PSI shield in one shot, as opposed to the three it'll take normally.

PSI Starstorm: This is Poo's signature power, and there are only two levels. Whereas Ness concentrates his energy into one blast, Poo creates many smaller pockets of concentrated energy, which he can batter the enemies with from all directions. This adds up to some serious damage. Whenever you're sure your enemy doesn't have a psychic power shield, employ this tactic against any bosses when you get it. If there is a bad thing about this power, it's that Poo only learns it as the story progresses, not his levels.

Recovery Powers

Lifeup: Psychic energy is employed to repair damaged body tissue. Alpha restores 100 HP, Beta restores 300 HP, Gamma restores 999 HP, and Omega restores 400 HP to everyone. Like any healing power in any game, use as needed, such as when your character's on the brink of death, or when you're about to face a boss. Lifeup Omega is a good counter for a Starstorm attack. Ness and Poo can use these powers,

and only Ness can use Omega.

Healing: Uses psychic energy to correct impurities in one's body. The Alpha level cures colds, sunstroke, and sleep conditions. Beta also cures poison, crying, nausea, and feeling strange. Gamma cures numbness and being diamondized, and restores an unconscious person. Omega restores an unconscious person to full HP. Use as needed, and only what you need. Pretty simple. Ness and Poo can use these powers, but only Poo can use Omega.

PSI Magnet: This power sucks psychic energy from an enemy and uses it to empower the user's own energy. Big problem with this power is that it doesn't restore all that much PP, even at the Omega level, so only use it if you're really hurting for PP and are desperate to make just one more attack. Paula and Poo can use this.

Assist Powers

Shield: Your body is protected from physical attacks by a shield of energy. This is an okay power to use when facing enemies which hit hard physically. You'll find that it's better when you get Poo and he can use Shield Sigma, which will protect everyone. Power Shields are better, since they also cause damage to the other guy, but they're more costly. Keep in mind that three hits or a critical hit will take out a layer of Shield. Both Ness and Poo can use this, but Ness can only use Alpha and Beta.

PSI Shield: A psychic force repels enemy PSI attacks. This is a great power for when PSI-using enemies show up. And, since Paula's fast, you can usually get one up quicker than they can attack. The Power PSI Shields are doubly good since they reflect PSI back. Keep in mind that three PSI attacks will destroy a layer of PSI Shield, and a Thunder hit will remove it outright.

Hypnosis: Ness's ability to lull enemies to sleep is only really useful if you find the enemy is weak against it. Don't rely on it, as an asleep enemy doesn't take long to wake up.

Paralysis: Great for putting some enemies out of commission quick, Ness has the ability to sever the connection between mind and body. Be careful, because numb enemies can still use PSI. Also, this power does cost a fair bit of PP.

Brainshock: Poo has the power to mentally stick his finger in an enemy's brain and swirl it around. This will cause an enemy to feel strange, and it's somewhat useful when the enemy is susceptible, since the chance to hit himself or another enemy is thrown into the mix.

Offense Up: Paula has the ability to increase an ally's fighting prowess. Personally, I don't use it much, as I find it doesn't raise Offense enough to make too much of a difference.

Defense Down: Paula also has the ability to decrease the toughness of an enemy. Like Offense Up, I don't use it as much, and it really does the same basic thing as Offense Up; makes enemies easier to kill.

Oh, and since you can't use Teleport in battle, there's really no point bringing it up, is there?

4. Enemy Guide

I decided to arrange the enemies in the order of the areas where you meet them, with some exceptions in order to group into a location.

Here's your key:

The name of the enemy as it appears in the game. Bosses are bracketted with *stars*

Field: What the enemy looks like in the field, and how it moves if it moves in any special manner besides just charging you

Battle: What the enemy looks like in battle

Level: The enemy's experience level

HP: The enemy's Hit Points

PP: The enemy's Psychic Points

Off: The enemy's Offense

Def: The enemy's Defense

Speed: The enemy's Speed

IQ: The enemy's IQ

Guts: The enemy's Guts

Exp: Experience gained from defeating the enemy

\$\$: Money earned in you account from defeating the enemy

Weaknesses: Any weakness derived from Jeff's Spy Command. Several enemies (especially in the beginning) I didn't bother spying on, since you can only use Ness against them anyway, but I may later.

Drops: Item that the enemy drops when defeated and the chance you'll get the drop.

Actions: Enemy attacks in battle, an "X" means that the attack does nothing. A number of "*" denotes how powerful the attack is if it's physical. Fractions after the action indicate the chance of it happening. No fractions mean all are equal.

Notes: Anything else I feel like saying about it

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A. Onett

This sleepy suburban town will soon become a hotbed of evil activity. Giygas has sensed the awakening of the powers of the boy named Ness and is taking steps to stop him.

Onett Outskirts - These monsters you find on the fringes of town. They're not that tough, but they can wear you down.

Coiled Snake

Field: A small green snake

Battle: A green snake

Level: 1 HP: 18 PP: 0 Off: 3 Def: 4

Speed: 2 IQ: 6 Guts: 0 Exp: 1 \$\$: 4

Drops: Cookie (1/32)

Actions: Bite * (3/4)

 Coil (Hold) (1/4)

Notes: Maybe it's some connection to Genesis that one of the first

animals to be enslaved to Giygas' will is a serpent. It's the lowest level enemy in the game, and later on, you'll just want to ignore them, as they give you next to nothing in exp.

Runaway Dog

Field: A brown dog with mad eyes

Battle: A small brown dog

Level: 2 HP: 21 PP: 0 Off: 4 Def: 5

Speed: 26 IQ: 1 Guts: 0 Exp: 4 \$\$: 3

Drops: Bread Roll (1/32)

Actions: Howl (X)

Bite *

Notes: The many hungry stray dogs in Onett were easy pickings for Giygas' control. They give the most experience for the first enemies, and they don't cause that much damage.

Spiteful Crow

Field: A circling black crow

Battle: A black crow with shades

Level: 27 HP: 24 PP: 0 Off: 5 Def: 3

Speed: 77 IQ: 1 Guts: 0 Exp: 3 \$\$: 5

Drops: Cookie (1/1)

Actions: Grin (X) (1/4)

Peck * (1/2)

Steal Something (1/4)

Notes: Probably the most annoying enemies early on, these evil crows have high speed, which makes them good at avoiding attacks.

Starman Jr.

Field: A humanoid robot (Starman)

Battle: A smaller Starman

Level: 6 HP: 200 PP: 999 Off: 11 Def: 10

Speed: 1 IQ: 80 Guts: 0 Exp: 16 \$\$: 20

Actions: Guard

PSI Fire Alpha

PSI Fire Beta

PSI Freeze Alpha

Notes: The prototype Starman was left with nothing to do after the full-scale development of the Starman line, so Giygas tasked him with tracking down the rogue time-traveller, Buzz Buzz. This is a story battle more than anything else. Buzz Buzz will protect you with his PSI Shield Sigma, and you can just attack normally.

Downtown Onett - The Sharks gang hangs out around the Arcade. Take care when exploring the area. Once you defeat their boss, they won't attack anymore.

Skate Punk

Field: A black-clothed hoodlum

Battle: Wears white and rides a skateboard

Level: 3 HP: 31 PP: 0 Off: 7 Def: 8

Speed: 5 IQ: 13 Guts: 0 Exp: 12 \$\$: 17

Drops: Pizza (1/128)

Actions: Attack * (1/4)

Shred on Skateboard ** (1/4)

Call for Help (Yes Man Jr., Pogo Punk) (1/2)

Notes: This member of the Sharks has mastered the feared art of

shredding, which makes him dangerous. Doubly dangerous is the fact that he can call other Sharks to help him out. Take him out first in an engagement.

Yes Man Jr.

Field: A black-clothed hoodlum

Battle: A purple-clothed Shark with a hula hoop

Level: 4 HP: 33 PP: 0 Off: 8 Def: 9

Speed: 4 IQ: 14 Guts: 0 Exp: 13 \$\$: 18

Drops: Bag of Fries (1/32)

Actions: Laugh (X) (1/4)

Attack * (1/4)

Swing Hula Hoop ** (1/2)

Notes: There's not much really special about this Shark. He's just another way for the Sharks to cause mischief. He'd probably be popular at an old-time fad party, though...

Pogo Punk

Field: A black-clothed hoodlum

Battle: A green-clothed Shark on a pogo stick

Level: 4 HP: 35 PP: 0 Off: 8 Def: 10

Speed: 3 IQ: 15 Guts: 0 Exp: 15 \$\$: 18

Drops: Hamburger (1/1)

Actions: Fall Down (X) (1/4)

Attack * (1/4)

Charge Forward ** (1/2)

Notes: He go pogo. There's not too much special about him, like the Yes Man Jr. Just take care to heal heavy damage done by him.

Frank

Field: Guy with a red suit and blonde hair

Battle: See above, and he's holding knives

Level: 6 HP: 63 PP: 0 Off: 12 Def: 17

Speed: 7 IQ: 32 Guts: 5 Exp: 50 \$\$: 48

Actions: Come Out Swinging * (1/4)

Brandish a Knife ** (1/2)

Say Something Nasty (Guts Down) (1/4)

Notes: The leader of the Sharks is your first real boss battle. I suggest taking plenty of Hamburgers and having full PSI. Attack him until he can't stand no more, and heal up as necessary.

Frankystein Mark II

Field: A large treaded robot

Battle: The same

Level: 7 HP: 91 PP: 0 Off: 15 Def: 18

Speed: 4 IQ: 40 Guts: 0 Exp: 76 \$\$: 31

Actions: Burst of Steam (X) (1/2)

Throw a Punch * (1/3)

Tear into You ** (1/6)

Notes: This is why you took so many Hamburgers. This is the second part of your first boss fight. Frank's greatest creation is a brawling robot that causes some decent damage. Again, attack and heal as necessary.

Cave of Giant Step - The location of the first Your Sanctuary is filled with a lot of small critters. They can cause their fair share of damage, though, so be wary.

Rowdy Mouse

Field: A gray mouse (with a red nose)

Battle: A gray mouse

Level: 6 HP: 36 PP: 0 Off: 7 Def: 20

Speed: 5 IQ: 2 Guts: 225 Exp: 34 \$\$: 9

Drops: Bread Roll (1/32)

Actions: Bite *

Notes: This evil mouse only has one attack, and it normally causes just 1 HP of damage. That'd be great if it wasn't for one big problem; it has really high Guts, which means about 75% of the time, the Bite will be a SMAAASH attack. Take care when fighting.

Attack Slug

Field: A small black spot

Battle: A gray slug

Level: 5 HP: 30 PP: 6 Off: 9 Def: 2

Speed: 1 IQ: 3 Guts: 0 Exp: 27 \$\$: 6

Drops: Bomb (1/128)

Actions: Edge Closer (X) (1/4)

Attack * (1/2)

Hypnosis Alpha (1/4)

Notes: These little guys tend to attack in groups. They're not that much of a threat to you, even in decent sized groups. They start the battle not being able to concentrate, so their PSI won't work on you. After four rounds of combat, they'll be able to concentrate.

Black Antoid

Field: A small black spot

Battle: A black ant

Level: 7 HP: 34 PP: 25 Off: 14 Def: 13

Speed: 4 IQ: 0 Guts: 3 Exp: 37 \$\$: 7

Drops: Cookie (1/4)

Actions: Attack ** (1/2)

Lifeup Alpha (1/4)

Call for Help (Black Antoid) (1/4)

Notes: These guys are the nasty ones of Giant Step. They hit hard when they attack, they can heal, and they can call for other Antoids. Also, they look just like Attack Slugs in the field.

Titanic Ant

Field: A Shining Spot

Battle: A large gray-striped ant

Level: 13 HP: 235 PP: 102 Off: 19 Def: 23

Speed: 6 IQ: 72 Guts: 9 Exp: 685 \$\$: 150

Actions: Bite ** (1/2)

PSI Magnet Alpha (1/6)

Shield Alpha (1/6)

Defense Down Alpha (1/6)

Notes: Mutated by Giygas from a regular Antoid, the Titanic Ant is the guardian of Giant Step. His bite is nasty, he can protect himself, lower your Defense, and he comes with two other Black Antoids. Tough? Yeah. You better have PSI "Special" Alpha by now, so use it, twice if you have extra PP. Keep an eye on your health as the Ant can knock you down to nothing quick.

Onett Police Station - After Giant Step, you'll be caught by the Onett Police Force and be forced to take on Captain Strong and five of his best men (well, four, since the last one chickens out).

Cop

Field: A police officer (later, with a blue face)

Battle: A police officer

Level: 7 HP: 75 PP: 0 Off: 15 Def: 18

Speed: 5 IQ: 16 Guts: 7 Exp: 86 \$\$: 18

Drops: Hamburger (1/8)

Actions: Attack *

Crushing Chop **

Notes: Make sure you go into the battle with plenty of food items, because you won't have downtime between battles to heal. Just use normal attacks against the Cops.

Captain Strong

Field: A police officer with a mustache

Battle: See above

Level: 13 HP: 140 PP: 0 Off: 20 Def: 24

Speed: 15 IQ: 18 Guts: 8 Exp: 492 \$\$: 159

Drops: (1/32)

Actions: Defend

Come out Swinging *

Submission Hold **

Lose Temper (Offense Up)

Notes: Captain Strong will employ his Super-Tango-Mambo-Foxtrot Martial Arts on you. Use your PSI Special power on him to soften him up, then attack him for the remainder of the battle.

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B. Twoson and Happy Happy Village

This is the first area where you'll meet up with humans who've been infected by Giygas. You'll recognize them easily due to their blue faces.

Downtown Twoson - The terrors of Twoson usually hang out on the fringes of town. In addition to those listed here, you'll also find Cops and Runaway Dogs, which will attack in groups.

Ramblin' Evil Mushroom

Field: Walking red mushroom

Battle: See above

Level: 7 HP: 60 PP: 0 Off: 15 Def: 10

Speed: 5 IQ: 1 Guts: 5 Exp: 95 \$\$: 15

Drops: Packet of Ketchup (1/16)

Actions: Attack * (3/4)

Scatter Spores (Mashroomize) (1/4)

Notes: You're gonna learn to hate these possessed fungi. More often than not, they'll scatter their spores, which will mashroomize you, and we all know how annoying that is. You'll also find these guys on the Road to Twoson, along with some Black Antoids.

New Age Retro Hippie

Field: Hippie with a blue face

Battle: Hippie

Level: 11 HP: 87 PP: 0 Off: 19 Def: 14

Speed: 5 IQ: 16 Guts: 10 Exp: 160 \$\$: 23

Drops: Ruler (1/16)

Actions: Attack *
Ruler (X)?
Toothbrush (Hold)
Lose Temper (Offense Up)

Notes: Yes, it's true. Giygas' first target among humans is the love and peace kind. More of a comic relief than a real threat, NARH can't do a lot of damage.

Cranky Lady

Field: Lady with a blue face
Battle: Lady with a fur coat, shopping bag, and a purple face.
Level: 8 HP: 95 PP: 0 Off: 16 Def: 18
Speed: 6 IQ: 32 Guts: 3 Exp: 200 \$\$: 17
Drops: Handbag Strap (1/64)
Actions: Grin (X)

Attack *
Wield a Shopping Bag **
Scowl Sharply (Guts Down)

Notes: This is probably the most powerful of the affected humans in Twoson, and even that's not saying much. Just watch her shopping bag.

Unassuming Local Guy

Field: Guy in green suit with a blue face
Battle: Guy in green suit with a green mask on his eyes
Level: 9 HP: 73 PP: 0 Off: 18 Def: 13
Speed: 5 IQ: 14 Guts: 1 Exp: 146 \$\$: 19
Drops: Toothbrush (1/8)
Actions: Attack * (3/4)
Become Friendly (Hold) (1/4)

Notes: Yep. He's very unassuming. I'm not sure what the designers meant by this, but he's not really a threat.

Annoying Old Party Man

Field: Guy with a mustache and a blue face
Battle: Guy in a black suit with a mustache
Level: 13 HP: 99 PP: 0 Off: 20 Def: 25
Speed: 6 IQ: 15 Guts: 50 Exp: 130 \$\$: 32
Drops: Protein Drink (1/64)
Actions: Reeling (X)
Wobbly (X)
Attack *
Grumble About Today's Youth (Guts Down)

Notes: Like most of the Twoson bad guys, AOPM isn't much of a threat.

Everdred

Field: A guy with a flamboyant, a hat, and a big mustache
Battle: See above
Level: 15 HP: 182 PP: 0 Off: 25 Def: 35
Speed: 6 IQ: 40 Guts: 10 Exp: 986 \$\$: 171
Actions: Grin (X) (1/6)
Knit Brow (X) (1/6)
Attack * (1/3)
Bite * (1/6)
Steal (usually a minor item) (1/6)

Notes: Everdred really isn't much of a boss, especially since you don't have to fight any enemies leading up to him. Just attack or use PSI Special if you want.

Peaceful Rest Valley - This connecting area between Twoson and Happy Happy Village has a lot of plant-life, not to mention a couple of scout forces sent by Giygas. In the cave leading to PRV, you'll also meet Ramblin' Evil Mushrooms. In the cave on the way out, you'll meet some Coiled Snakes.

Mobile Sprout

Field: A green sprout

Battle: A walking green sprout

Level: 10 HP: 79 PP: 9 Off: 17 Def: 12

Speed: 6 IQ: 1 Guts: 5 Exp: 133 \$\$: 13

Drops: Croissant (1/32)

Actions: Attack *

Lifeup Alpha

PSI Magnet Alpha

Sow Seeds (grow other Sprouts)

Notes: This little sprout is a bit of a pain, especially with its ability to grow more of himself. Fortunately, he's not a serious problem.

Li'l UFO

Field: Circling UFO

Battle: A small white flying saucer

Level: 12 HP: 82 PP: 0 Off: 18 Def: 17

Speed: 53 IQ: 8 Guts: 13 Exp: 223 \$\$: 14

Drops: Skip Sandwich (1/32)

Actions: Beam * (3/4)

Night-time Stuffiness Beam (Cold) (1/4)

Notes: UFOs are a relatively weak race of beings that Giygas enslaved for scouting work. Giygas lets them have their sentience so that their reports are more than simple scans. This kind has yet to develop a specific personality. Like most enemies in the PRV, it's not a big threat singly, but its damage can add up, and if he gives you a cold, that's 5 more PP you have to use to heal.

Spinning Robo

Field: A spinning blue diamond

Battle: A gray round robot with two arms

Level: 14 HP: 113 PP: 17 Off: 21 Def: 22

Speed: 7 IQ: 12 Guts: 5 Exp: 297 \$\$: 21

Drops: Meteorium (1/64)

Actions: Beam * (1/2)

Night-time Stuffiness Beam (Cold) (1/4)

Shield Alpha (1/4)

Notes: This is a simple drone that Giygas uses for routine scouting. It spins itself at high speeds to generate its repulsor to float in the air. Besides the shield, and the higher HP, it's not all that different from a Li'l UFO.

Territorial Oak

Field: A moving tree

Battle: A green-leafed tree with a face on its trunk.

Level: 15 HP: 145 PP: 41 Off: 26 Def: 30

Speed: 5 IQ: 4 Guts: 9 Exp: 356 \$\$: 29

Drops: PSI Caramel (1/128)

Actions: Attack * (1/2)

Brainshock Alpha (1/4)

Vacuum Attack (Offense and Defense Down) (1/4)

Notes: This evil walking tree is the toughest enemy in the PRV, and it has a nasty surprise. When you kill it, it bursts into flames,

damaging the party members severely. So, if you face off against other enemies along with the Oak, take out the Oak last.

Happy Happy Village - This village is overrun with the Happy Happy Cult, and the cultists are on the loose, painting everything blue, and guess what... You're next... In addition to the enemies below, you'll also face off against Spiteful Crows in the area with Paula's Cabin. Oh, and if you fail to pay at the food stand, you'll face off against an Unassuming Local Guy.

Insane Cultist

Field: A blue robed cultist

Battle: See above

Level: 13 HP: 94 PP: 0 Off: 19 Def: 25

Speed: 8 IQ: 64 Guts: 20 Exp: 353 \$\$: 33

Drops: PSI Caramel (1/128)

Actions: Paint Attack * (3/4)

Call for Help (Insane Cultist) (1/4)

Notes: These members of the Cult aren't too horrible at all. Their paint attacks are pretty weak. It could just feasibly take a while to take them down if they keep calling for help.

Mr. Carpenter

Field: A guy in a blue suit with blue hair

Battle: See above

Level: 21 HP: 262 PP: 70 Off: 33 Def: 45

Speed: 8 IQ: 72 Guts: 13 Exp: 1412 \$\$: 195

Actions: Paint Attack ** (1/3)

Crashing Boom Bang (PSI Thunder Beta) (1/3)

Lifeup Alpha (1/6)

PSI Shield Alpha (1/6)

Notes: Carpenter's a bit of a pushover. His paint attack hurts pretty good, but since you're already wearing the Franklin Badge you just got from Paula, his CBB attack bounces right back at him. This may go without saying, but if he puts up his PSI Shield, don't use your PSI attacks. For a leader of a cult, he doesn't have much power, does he?

Cave of Lilliput Steps - This cave has several furies, as opposed to the creepy crawlies of the first cave. You'll definitely want to concentrate on levelling up Paula in the early part of the area, as opposed to just rushing through it.

Mole Playing Rough

Field: Small brown mole

Battle: See above

Level: 14 HP: 103 PP: 0 Off: 22 Def: 28

Speed: 9 IQ: 8 Guts: 2 Exp: 456 \$\$: 36

Drops: Croissant (1/32)

Actions: Being Absentminded (X)

Scratch with Claws **

Claw with Sharp Nails **

Size Up the Situation (makes Mole feel strange)

Notes: You read that right. This enemy can make itself feel strange. Weird... Anyway, the Mole can actually cause some decent damage with his claws, so make sure to keep Paula healthy when facing it. Funny

thing about these guys is that they show up elsewhere in the game singly, such as Dusty Dunes Desert, Summers, and Deep Darkness...

Mr. Batty

Field: Blue bat

Battle: See above

Level: 15 HP: 86 PP: 0 Off: 25 Def: 5

Speed: 29 IQ: 3 Guts: 4 Exp: 304 \$\$: 30

Drops: Jar of Hot Sauce (1/64)

Actions: Attack * (1/4)

Become Friendly (Hold) (1/4)

Size Up the Situation (makes Batty feel strange) (1/2)

Notes: These guys are much easier to take out than the Mole, so don't be afraid to attack them with abandon. They're good for levelling up Paula early on.

Mighty Bear

Field: A large brown bear

Battle: See above

Level: 16 HP: 167 PP: 0 Off: 29 Def: 31

Speed: 7 IQ: 5 Guts: 1 Exp: 609 \$\$: 49

Drops: Teddy Bear (1/64)

Actions: Attack * (1/2)

Claw ** (1/4)

Bite *** (1/4)

Notes: This is a bear to beware. He's got decent stats and does nothing but attack. Only face him if he's alone and try to take him out first so he doesn't do too much damage.

Mondo Mole

Field: A Shining Spot

Battle: A large brown mole

Level: 23 HP: 498 PP: 161 Off: 37 Def: 50

Speed: 9 IQ: 36 Guts: 15 Exp: 5791 \$\$: 400

Weakness: Paralysis

Actions: Attack *

Claws **

Tear Into You ***

Lifeup Alpha

PSI Shield Alpha

Offense Up Alpha

Notes: Mondo Mole was just a normal mole until Giygas put him in charge of Lilliput Steps. If you don't have Paralysis Alpha, you're in for a very tough fight. I suggest levelling up until you do get it, then Paralyze him. He won't be able to attack, and can only heal, boost, or shield himself. Keep attacking normally and he'll drop like a fly. Oh, and he's rather strong against Freeze, so don't bother using it.

=====

C. Threed

The embattled town of Threed is beset by the undead. Zombies, ghosts, and other ghouls run rampant throughout the area. You'll have your hands full trying to stay alive. Once you come back from Saturn Valley and Belch Base, this place will be cleared of monsters.

Town of Threed - These are the monsters that run around the city.
You won't find too many in the center of town, mostly around the outskirts.

Handsome Tom

Field: A strange puppet

Battle: A puppet with a purple face

Level: 16 HP: 133 PP: 16 Off: 27 Def: 25

Speed: 11 IQ: 8 Guts: 5 Exp: 520 \$\$: 45

Drops: Tin of Cocoa (1/16)

Weakness: Fire, Flash, Brainshock

Actions: Reeling (X)

Attack *

Hypnosis Alpha

Brainshock Alpha

Notes: This animated puppet is the weaker of the pair of puppets you'll find in this area, but neither are all that exceptional.

Smilin' Sam

Field: A strange puppet

Battle: A puppet with blonde hair

Level: 20 HP: 161 PP: 55 Off: 34 Def: 44

Speed: 17 IQ: 16 Guts: 16 Exp: 712 \$\$: 48

Drops: Refreshing Herb (1/32)

Weakness: Fire, Flash

Actions: Reeling (X)

Attack *

Lifeup Alpha

Defense Down Alpha

Notes: This puppet's the stronger of the two. With Lifeup, it can go a bit longer than its cohort, but not much longer...

Trick or Trick Kid

Field: A person with a pumpkin on his head

Battle: See above

Level: 18 HP: 142 PP: 0 Off: 30 Def: 37

Speed: 7 IQ: 12 Guts: 12 Exp: 570 \$\$: 47

Drops: Bomb (1/32)

Weakness: Fire, Freeze, Flash, Hypnosis

Actions: Grin (X) (1/4)

Spit Pumpkin Seeds * (3/4)

Notes: This kid is a wannabe ghoul. Fact is, he's got nothing. Teach him some respect.

Graveyard - The haunted graveyards contain different enemies than the town itself.

Smelly Ghost

Field: Walking trash can

Battle: A red stringy ghost popping out of a trash can

Level: 21 HP: 194 PP: 50 Off: 35 Def: 89

Speed: 10 IQ: 9 Guts: 2 Exp: 606 \$\$: 71

Drops: Broken Iron (1/16)

Weakness: Fire, Flash, Paralysis, Hypnosis

Actions: Grin (X)

Attack *

Lifeup Alpha

Terrible Odor (Offense Down)

Notes: The high defense on this specter makes it tough to whack him.
A well-placed Fire should put him close to out of his misery.

Putrid Moldyman

Field: Walking trash can

Battle: Stinky yellow guy in a trash can

Level: 21 HP: 203 PP: 0 Off: 36 Def: 41

Speed: 9 IQ: 17 Guts: 5 Exp: 830 \$\$: 53

Drops: Croissant (1/32)

Weakness: Freeze, Hypnosis

Actions: Attack ** (3/4)

Mold (Crying) (1/4)

Notes: This monster's nastier than the Smelly Ghost. He's got a much harder hit, and a higher HP total. You may want to use some PSI to quickly get him out of your way.

No Good Fly

Field: A tiny buzzing fly

Battle: A yellow fly

Level: 15 HP: 100 PP: 0 Off: 23 Def: 13

Speed: 10 IQ: 0 Guts: 3 Exp: 415 \$\$: 26

Drops: Boiled Egg (1/32)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack * (3/4)

Say Something Nasty (Guts Down) (1/4)

Notes: There's not much to say about this buzzing nuisance, except he usually pops up with other stronger monsters in the graveyard.

Zombie Possessor

Field: A ghost

Battle: See above

Level: 17 HP: 176 PP: 0 Off: 28 Def: 19

Speed: 30 IQ: 6 Guts: 9 Exp: 950 \$\$: 81

Drops: Secret Herb (1/64)

Weakness: Freeze, Flash

Actions: Attack *

Icy Hand (Hold)

Possess (Possession)

Call for Help (Zombie Possessor)

Notes: These phantasms don't have bodies to call their own, but that doesn't stop them from fighting. They're the first enemies who can possess you with a Tiny Ghost, and the ghost isn't easily shaken. This is a good reason to avoid them, largely.

Urban Zombie

Field: A zombie

Battle: A blue-gray zombie

Level: 19 HP: 171 PP: 0 Off: 31 Def: 24

Speed: 10 IQ: 24 Guts: 15 Exp: 700 \$\$: 58

Drops: Hamburger (1/32)

Weakness: Fire, Flash

Actions: Laugh (X)

Attack *

Breath (Cold)

Do Something Mysterious (?)

Notes: These are the eponymous zombies that terrorize Threed. For some reason, you seem to find these guys in the south part of Threed, near the circus cages. That question mark near the Mysterious is because I have no proof as to what this attack does, since it always doesn't work. To that end, I think it may instantly knock a person

unconscious, but don't take my word for it. Once you use Zombie Paper, these guys won't show in town anymore.

Zombie Dog

Field: A blue dog

Battle: A dessicated zombie dog

Level: 22 HP: 210 PP: 0 Off: 39 Def: 51

Speed: 30 IQ: 11 Guts: 10 Exp: 1354 \$\$: 54

Drops: Bottle Rocket (1/32)

Weakness: Fire, Freeze, Flash, Hypnosis

Actions: Howl (X) (1/4)

Bite ** (1/2)

Poison Fangs * (Poison) (1/4)

Notes: This is probably the toughest bad guy in Threed. These cadaverous canines have good attacks, not to mention poison power. Fortunately, you'll never have to face more than one at a time.

After Winters - Once Jeff shows up, a boss bad guy will show up in southern Threed.

Boogey Tent

Field: A large purple tent

Battle: A spooky face

Level: 25 HP: 579 PP: 56 Off: 43 Def: 69

Speed: 10 IQ: 32 Guts: 16 Exp: 5500 \$\$: 407

Weakness: Fire

Actions: Attack * (1/3)

PSI Flash Alpha (1/6)

Defense Spray (Def Up) (1/6)

Spew Fly Honey (Hold) (1/6)

Pale Green Light (Neutralize) (1/6)

Notes: This living tent is the storage facility for Master Belch's Fly Honey. Now that you have Jeff, you should plug him with a couple of Bottle Rockets to do some damage. Exploit his weakness to Fire with Paula, and have Ness Bash and Lifeup as necessary.

=====

D. Winters

The frozen scapes of Winters are always pristine and majestic, but Jeff can't stop to enjoy the sights while he's on a mission to rescue the trapped Ness and Paula.

Fields of Winters - On his way south towards Lake Tess, and a little ways past, Jeff will encounter several low-level enemies that can help him boost his own levels. Among those listed below, you'll also find Runaway Dogs and Spiteful Crows.

Gruff Goat

Field: A goat

Battle: See above

Level: 7 HP: 45 PP: 0 Off: 8 Def: 23

Speed: 12 IQ: 16 Guts: 0 Exp: 20 \$\$: 9

Drops: Salt Packet (1/8)

Actions: Ram and Trample * (3/4)

Tear Into You ** (1/4)

Notes: The native mountain goats of Winters have become hostile lately. If you remembered to equip Jeff (I didn't once and it was most embarrassing), you should be okay. There's not much you can do but repeatedly attack anyway.

Brick Road's Dungeon - The Dungeon Maker Brick Road made this modest little dungeon. He's famous for saying that once you build one, monsters always start moving in. In addition to those below, you'll also find Rowdy Mice.

Mad Duck

Field: A duck (quack)

Battle: See above (quack)

Level: 8 HP: 51 PP: 0 Off: 12 Def: 24

Speed: 30 IQ: 1 Guts: 5 Exp: 41 \$\$: 12

Drops: Fresh Egg (1/16)

Actions: Fall Down (X)

Peck *

Disrupt Your Senses (Lose Concentration)

Make Something Spin (Lose PP)

Notes: Well, since Jeff has no PP, the latter two won't bother him at all. Since three of the Duck's four moves do nothing, the Mad Duck is pretty easy quarry.

Worthless Protoplasm

Field: A gift box (careful)

Battle: A small purple blob

Level: 7 HP: 38 PP: 0 Off: 11 Def: 21

Speed: 27 IQ: 1 Guts: 0 Exp: 17 \$\$: 11

Drops: Cookie (1/4)

Actions: Attack * (1/2)

Call for Help (Worthless Protoplasm) (1/4)

Size Up the Situation (makes Protoplasm feel strange) (1/4)

Notes: Worthless indeed. These guys are hardly worth your time.

Whack 'em quick and move on with your life.

Cave of Rainy Circle - Although Jeff can't do anything with the Shining Spot, he'll run into some monsters Ness faced before, specifically the Rowdy Mouse, Attack Slug, and Black Antoid. Tread carefully. Also, there is a different version of the Ramblin' Evil Mushroom. This one can't mashroomize you.

Stonehenge - The hanging stones have bad guys you should definitely avoid for the time being.

Cave Boy

Field: A caveman

Battle: See above

Level: 11 HP: 314 PP: 0 Off: 21 Def: 33

Speed: 79 IQ: 80 Guts: 0 Exp: 618 \$\$: 17

Drops: Double Burger (1/32)

Weakness: Fire

Actions: Club **

Shout in a Loud Voice (Offense Down, Defense Down)

Notes: This relic from a bygone era seems drawn to Stonehenge, another relic from a bygone era. It doesn't have much going for it, but at this low a level, Jeff's better off avoiding him, at least until you come back later.

=====

E. Saturn Valley and Belch Base

Once you get Jeff on your team, you'll head through the graveyard and off to Grapefruit Falls, then to Saturn Valley and Belch Base, whereby you can liberate the Mr. Saturns. After which, you can find a Your Sanctuary at Milky Well.

Graveyard Path - Although technically in Threed, the story dictates that these catacombs come after Jeff signs on. Inside, you'll find Urban Zombies, Zombie Dogs, and Zombie Possessors. The big problem, however, comes at the end of the path.

Mini Barf

Field: A small pile

Battle: A small pink pile

Level: 26 HP: 616 PP: 0 Off: 45 Def: 71

Speed: 10 IQ: 30 Guts: 19 Exp: 7521 \$\$: 460

Weakness: Fire

Actions: Attack **

Sticky Mucus (Hold)

Stinky Breath (All party members Cry)

Terrible Odor (Offense Down)

Notes: This little mess thinks he's going up in the world by serving Master Belch. It's your job to put him in his place. Plug him with a couple of Bottle Rockets from Jeff, and have Paula use Fire. Have Ness Bash unless the Barf makes you Cry, in which case use your Special PSI.

Grapefruit Falls - For such a pristine area, this place has some strange and evil monsters. It's naturally due to the proximity of Belch Base. Once you take him down, the zombies will disappear.

Farm Zombie

Field: A zombie

Battle: A brown zombie

Level: 19 HP: 171 PP: 0 Off: 31 Def: 24

Speed: 10 IQ: 24 Guts: 15 Exp: 700 \$\$: 58

Drops: Skip Sandwich (1/16)

Weakness: Fire, Flash

Actions: Laugh (X)

Attack *

Breath (Cold)

Do Something Mysterious (?)

Notes: Yes, these guys are exactly the same as Urban Zombies, further proving the fact that there's no real difference between people who live in the cities, and those that live in the country. Teacher of a great lesson of equality, this game is.

Armored Frog

Field: A green frog (ribbit)

Battle: See above (ribbit)

Level: 22 HP: 202 PP: 0 Off: 37 Def: 108

Speed: 7 IQ: 8 Guts: 5 Exp: 1566 \$\$: 77

Drops: Broken Spray Can (1/8)

Weakness: Fire, Freeze

Actions: Attack * (3/4)

Make Something Spin (PP Down) (1/4)

Notes: Armored's not just a name. This amphibian's skin seems to be solid steel, as you can tell from the Def rating. You're best off using the PSI on them, unless you're just facing them alone, where you can take your time, considering their attacks aren't much...

Plain Crocodile

Field: A brown crocodile

Battle: A brown crocodile

Level: 24 HP: 234 PP: 0 Off: 40 Def: 55

Speed: 10 IQ: 5 Guts: 1 Exp: 1928 \$\$: 62

Drops: Meteorium (1/128)

Weakness: Freeze

Actions: Edge Closer (X)

Attack *

Swing Tail **

Bite ***

Notes: This killer croc's pretty nasty. Decent on all skills, and powerful attacks to boot. You're advised to use Freeze if you meet up with him in a group.

Red Antoid

Field: A small bug

Battle: A red ant

Level: 20 HP: 112 PP: 30 Off: 29 Def: 27

Speed: 10 IQ: 0 Guts: 4 Exp: 1175 \$\$: 35

Drops: Sugar Packet (1/8)

Weakness: Fire, Freeze, Paralysis, Hypnosis

Actions: Attack *

Bite **

Defense Down Alpha

Call for Help (Red Antoid)

Notes: A stronger and more dangerous version of the Black Antoid, but it pales in strength compared to the other baddies up here.

Violent Roach

Field: A bigger bug

Battle: A brown roach

Level: 18 HP: 209 PP: 0 Off: 30 Def: 26

Speed: 35 IQ: 24 Guts: 9 Exp: 1757 \$\$: 80

Drops: Secret Herb (1/128)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Knit Brow (X)

Attack *

Spread Wings (Hold)

Terrible Odor (Off Down)

Notes: You don't see these guys in the Grapefruit Falls area. Rather, they're in the cave that connects the area with Saturn Valley. You'll usually see them singly, so they're not a big problem.

Belch Base - Master Belch's fortress is where he enslaves the Mr.

Saturns to make his favorite, Fly Honey. He also commands the zombies that attack Threed. In addition to the enemies listed below, you'll also fight Farm Zombies.

Foppy

Field: A walking red spheroid

Battle: See above

Level: 16 HP: 120 PP: 10 Off: 29 Def: 9

Speed: 1 IQ: 3 Guts: 5 Exp: 1311 \$\$: 93

Drops: PSI Caramel (1/64)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Be Absentminded (X)

Attack *

PSI Magnet Alpha

Brainshock Alpha

Notes: These little buggers aren't much as Belch's grunts. They're neither powerful nor strong, and they can't concentrate until after four rounds of combat have gone. They do give a good amount of experince, though.

Slimy Little Pile

Field: A small pile

Battle: A small green pile

Level: 24 HP: 224 PP: 0 Off: 42 Def: 61

Speed: 15 IQ: 38 Guts: 7 Exp: 1978 \$\$: 124

Drops: Bomb (1/32)

Weakness: Paralysis

Actions: Attack *

Sticky Mucus (Hold)

Stinky Breath (All Cry)

Call for Help (Slimy Little Pile)

Notes: The ranking officers in Belch Base. These smaller versions of the Master are a bit of a pain, especially when they make your entire party cry, which makes hitting him a chore. If you fight one with other bad guys, you're best to Paralyze him.

Mostly Bad Fly

Field: A tiny buzzing fly

Battle: A purple fly

Level: 19 HP: 141 PP: 0 Off: 32 Def: 16

Speed: 15 IQ: 0 Guts: 4 Exp: 1116 \$\$: 84

Drops: Pizza (1/32)

Weakness: Fire, Freeze, Paralysis

Actions: Attack * (3/4)

Say Something Nasty (Guts Down) (1/4)

Notes: These bugs are more annoying than harmful. There's a chance of fighting more than one at a time.

Master Belch

Field: A large pile with a face

Battle: A large green pile with a face

Level: 27 HP: 650 PP: 0 Off: 50 Def: 88

Speed: 16 IQ: 61 Guts: 20 Exp: 12509 \$\$: 664

Weakness: Hypnosis

Actions: Edge Closer (X)

Continuous Attack * (Twice)

Nauesating Breath (Nausea)

Call for Help (Slimy Little Pile)

Notes: Belch is a total pushover if you have the Jar of Fly Honey from

Threed. Just toss it at him and he'll "lose his mind" by wolfing it down, and you can just attack to your heart's content.

Cave of Milky Well - After cleaning up Belch Base (not to mention yourself), you can go behind the Hot Springs in Saturn Valley to find the third Your Sanctuary location to find some plant-like bad guys.

Ranboob

Field: A walking cactus/plant guy

Battle: See above

Level: 24 HP: 232 PP: 42 Off: 41 Def: 63

Speed: 20 IQ: 9 Guts: 1 Exp: 2486 \$\$: 158

Drops: Picnic Lunch (1/64)

Weakness: Fire

Actions: Attack * (1/2)

Shield Alpha (1/4)

Powder (Sleep) (1/4)

Notes: This humanoid plant is the main attacker of this cave. He has a decent attack and his Shield ability will protect him, but there's nothing particularly special about him.

Tough Mobile Sprout

Field: A sprout with legs

Battle: A grey sprout with legs

Level: 21 HP: 179 PP: 13 Off: 33 Def: 27

Speed: 18 IQ: 1 Guts: 6 Exp: 1865 \$\$: 119

Drops: Sprig of Parsley (1/16)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack *

Lifeup Alpha

PSI Magnet Alpha

Sow Seeds (Tough Mobile Sprout)

Notes: An upgrade to the counterparts in the Peaceful Rest Valley. They don't know any more techniques, but they're generally more powerful.

Struttin' Evil Mushroom

Field: A walking mushroom

Battle: A yellow walking mushroom

Level: 17 HP: 157 PP: 0 Off: 29 Def: 22

Speed: 22 IQ: 1 Guts: 7 Exp: 1492 \$\$: 95

Drops: Rust Promotor (1/16)

Weakness: Fire, Freeze, Brainshock

Actions: Attack * (1/2)

Scatter Spores (Poison) (1/4)

Scatter Spores (Mushroom) (1/4)

Notes: A tougher version of the dreaded Ramblin'. They can poison now, but the big problem is still their mashroomizing...

Trillionage Sprout

Field: A shining spot

Battle: A gold sprout with a ton of dirt below it and a face

Level: 29 HP: 1048 PP: 240 Off: 54 Def: 88

Speed: 16 IQ: 71 Guts: 21 Exp: 30303 \$\$: 1358

Weakness: Fire

Actions: Attack **

PSI Shield Alpha

Paralysis Alpha

Glare (Diamondize)

Notes: This used to be a normal sprout until mutated by the power of Giygas. Now, it seems to have animated the very dirt it grew out of. The paralysis and glare don't work or happen very often, but being on the receiving end if they do work will put you out of commission for the rest of the battle. If you still have Jeff's Big Bottle Rocket from when you started, now's the time to use it. Oh, it's all worth it to note that it shows up with two Tough Mobile Sprouts.

=====

F. Dusty Dunes Desert

The desert is a hotbed of monstrous activity. There are only a couple of dungeons besides the main area, but you won't be able to explore them unless you head to Fourside first...

Desert - There are quite a few different enemies in the sands, and it's pretty dangerous. If you're trying to avoid enemies, you're better off sticking to the road.

Crested Booka

Field: A yellow striped lizard

Battle: See above

Level: 28 HP: 265 PP: 0 Off: 53 Def: 73

Speed: 17 IQ: 37 Guts: 24 Exp: 3011 \$\$: 130

Drops: Picnic Lunch (1/32)

Weakness: Hypnosis

Actions: Grin (X) (1/4)

Attack * (1/2)

War Cry (Off/Def Down) (1/4)

Notes: This weird animal fella doesn't have much that makes him stand out, besides his silly appearance, except for his decent stats.

Skelpion

Field: A scorpion

Battle: A yellow scorpion

Level: 24 HP: 137 PP: 21 Off: 41 Def: 23

Speed: 37 IQ: 7 Guts: 80 Exp: 1823 \$\$: 140

Drops: Vial of Serum (1/32)

Weakness: Fire, Freeze, Hypnosis

Actions: Edge Closer (X)

Attack *

PSI Thunder Alpha

Poison Stinger (Poison)

Notes: A low HP count and relatively low stats don't cover up the fact that this is one of the first nasties that'll use Attack PSI on you. Take him out quick before he can use it.

Smilin' Sphere

Field: A floating sphere with a smiling mouth

Battle: A brown floating sphere with a smiling mouth

Level: 27 HP: 233 PP: 60 Off: 50 Def: 65

Speed: 17 IQ: 13 Guts: 5 Exp: 2218 \$\$: 191

Drops: Meteorium (1/128)

Weakness: Fire, Hypnosis

Actions: Laugh Maniacally (1/4)

Attack * (1/2)

PSI Fire Alpha (1/4)

Notes: This is one of the more dangerous enemies in the desert. Not only does it have a particularly painful Fire attack, but when you defeat it, it explodes, damaging your party members severely. Take him out last in any fracas.

Cute Li'l UFO

Field: Circling UFO

Battle: A white flying saucer with a ribbon

Level: 27 HP: 162 PP: 25 Off: 49 Def: 32

Speed: 58 IQ: 70 Guts: 1 Exp: 1519 \$\$: 110

Drops: Fresh Egg, Hamburger

Weakness: Brainshock

Actions: Beam ** (3/4)

Lifeup Alpha (1/4)

Notes: A speedy UFO, but not all that much different from the one in Peaceful Rest Valley, except for a bit more power.

Bad Buffalo

Field: A large slow buffalo

Battle: See above

Level: 34 HP: 341 PP: 0 Off: 64 Def: 104

Speed: 11 IQ: 5 Guts: 5 Exp: 4108 \$\$: 172

Drops: Wet Towel (1/32)

Weakness: Fire, Paralysis

Actions: Knit Brow (X) (1/4)

Trample ** (1/2)

Tear Into You *** (1/4)

Notes: He doesn't move very fast, but he has some serious power and knock you out quick, so be wary...

Desert Wolf

Field: A mad-looking brown dog

Battle: A wolf

Level: 30 HP: 247 PP: 0 Off: 57 Def: 67

Speed: 33 IQ: 11 Guts: 2 Exp: 3740 \$\$: 114

Drops: Sudden Guts Pill (1/64)

Weakness: Fire, Freeze

Actions: Howl (X) (1/4)

Bite * (1/2)

Bite with Poison Fangs * (Poison) (1/4)

Notes: This poisonous lupus isn't a big pain singularly, but the poison can add up over time, and it's annoying to heal it.

Criminal Caterpillar

Field: A green caterpillar

Battle: See above

Level: 23 HP: 230 PP: 168 Off: 37 Def: 16

Speed: 134 IQ: 0 Guts: 0 Exp: 30384 \$\$: 0

Actions: PSI Fire Alpha

Notes: These guys are pretty rare, and they appear in the center of the desert one at a time. Not only that, but they usually book it when you catch sight of them. As you can see, they pack a LOT of exp points, so chase them down.

Gold Mine - Once you catch the show at the Topolla Theater, you can head into the mine in the desert to clean out the five big moles that were discovered. In addition to these, you'll find Mad Ducks in the

Mine, too.

Thirsty Coil Snake

Field: A green snake

Battle: A purple snake

Level: 28 HP: 270 PP: 0 Off: 52 Def: 80

Speed: 18 IQ: 7 Guts: 5 Exp: 2786 \$\$: 276

Drops: Chick (1/16)

Weakness: Freeze, Paralysis

Actions: Bite ** (1/2)

Bite with Poison Fangs * (Poison) (1/4)

Coil and Attack (Hold) (1/4)

Notes: This upgrade to the snake can be a pain with the poison, but it's not a huge threat. Fortunately, they'll only appear singly.

Noose Man

Field: A walking piece of rope

Battle: See above

Level: 26 HP: 237 PP: 0 Off: 47 Def: 52

Speed: 18 IQ: 4 Guts: 5 Exp: 1990 \$\$: 220

Drops: Carton of Cream (1/8)

Weakness: Fire, Brainshock

Actions: Attack * (3/4)

Bind (Hold) (1/4)

Notes: This piece of animated rope isn't a huge threat on its own, but it tends to attack in groups. Even so, it's not a big deal...

Gigantic Ant

Field: A large yellow ant

Battle: See above

Level: 30 HP: 308 PP: 81 Off: 54 Def: 112

Speed: 17 IQ: 6 Guts: 5 Exp: 3980 \$\$: 304

Drops: Double Burger (1/32)

Weakness: Fire, Freeze

Actions: Menacing Smile (X)

Bite **

PSI Magnet Alpha

Paralysis Alpha

Poison Stinger (Poison)

Call for Help (Gigantic Ant)

Notes: A cousin of the Titanic Ant. These are probably the more nasty guys in the mine, and what you should avoid if you want enough power to handle the moles. If you face more than one, either run or lay on the Freeze powers.

Guardian Digger

Field: A large gray mole

Battle: See above

Level: 32 HP: 386 PP: 110 Off: 59 Def: 129

Speed: 17 IQ: 55 Guts: 21 Exp: 17301 \$\$: 1467

Weakness: Flash

Actions: Attack * (1/3)

Claw ** (1/6)

Tear Into You *** (1/6)

Lifeup Alpha (1/6)

Shield Beta (1/6)

Notes: Nasty, and you have to fight five of them. They have high defense, high attack power, and a power shield already activated. You'll probably want to open up with a Freeze Gamma from Paula, and not attack with a powerful attack unless you're sure you'll finish

him, or that it's weak enough that the retaliation won't be too much trouble.

Talah Rama's Cave - After returning from Moonside, you'll head to this cave. It's not big on the enemies. You'll find Tough Mobile Sprouts and Struttin' Evil Mushrooms, but you should be deal with them very easily.

=====

G. Fourside

The big city is a hotbed of activity. Gigyas' control here has been in the form of the businessman, Geldegarde Monotoli. He controls the city, the cops, everything. There is a seriously dark side to this city, though, and it stems from the source of Monotoli's power.

City Outskirts - Like most towns, the enemies on the surface aren't too big a problem. Also, like all of them, they appear on the edge of the city.

Annoying Reveler

Field: A man with a black mustache and a blue face

Battle: A man with a black mustache and a pink suit

Level: 31 HP: 288 PP: 0 Off: 58 Def: 77

Speed: 17 IQ: 15 Guts: 50 Exp: 2373 \$\$: 268

Drops: Protein Drink (1/16)

Actions: Is Wobbly (X)

Attack *

Grumble About Today's Youth (Guts Down)

Lecture (Guts Down)

Notes: The upgrade to the Annoying Old Party Man isn't much of an upgrade. No more than a nuisance.

Extra Cranky Lady

Field: A lady with a shopping bag and a blue face

Battle: A lady with a black coat and blonde hair

Level: 27 HP: 277 PP: 0 Off: 48 Def: 70

Speed: 17 IQ: 32 Guts: 5 Exp: 3651 \$\$: 134

Drops: Handbag Strap (1/8)

Actions: Shopping Bag **

Continuous Attack * (X2)

Say Something Scary (Hold)

Scowl Sharply (Guts Down)

Notes: Another human converted by Giygas. She's got some power in her shopping bag attack, but not much...

Crazed Sign

Field: A moving sign

Battle: See above

Level: 34 HP: 295 PP: 98 Off: 64 Def: 96

Speed: 17 IQ: 11 Guts: 5 Exp: 3618 \$\$: 244

Drops: Big Bottle Rocket (1/64)

Weakness: Hypnosis

Actions: Attack * (1/2)

Hypnosis Alpha (1/4)

Paralysis Alpha (1/4)

Notes: This animated sign has the power of Paralysis, and that's one of the few things that actually make him dangerous.

Mad Taxi

Field: A moving yellow taxi

Battle: See above

Level: 28 HP: 253 PP: 0 Off: 53 Def: 68

Speed: 38 IQ: 8 Guts: 5 Exp: 2336 \$\$: 216

Drops: Xterminator Spray (1/128)

Weakness: Paralysis

Actions: Rev and Accelerate **

Exhaust Fumes (All Cry)

Notes: Between his two attacks, the Taxi can be a pain to take down, so you're best off avoiding it.

Fourside Department Store - Once you're finally allowed inside the Dept. Store, the lights will go out and Paula will be captured. Ness and Jeff will need to fight their way to the top floor.

Musica

Field: A moving gift box

Battle: A guitar with eyes and legs

Level: 35 HP: 292 PP: 0 Off: 69 Def: 85

Speed: 21 IQ: 8 Guts: 20 Exp: 3748 \$\$: 341

Drops: Sudden Guts Pill (1/128)

Actions: Attack * (1/4)

Haunting Melody (All Sleep) (1/4)

Electrical Shock (Thunder Beta) (1/2)

Notes: This guitar has some nasty electrical powers. You're best off avoiding him, as well as most enemies in the Dept. Store.

Mystical Record

Field: A moving gift box

Battle: A record with a face

Level: 33 HP: 263 PP: 35 Off: 63 Def: 78

Speed: 20 IQ: 7 Guts: 12 Exp: 2736 \$\$: 310

Drops: Pizza (1/64)

Actions: Attack * (1/4)

Charge Forward ** (1/2)

Lifeup Alpha (1/4)

Notes: Another kooky animated object in Giygas' lineup. Its attacks are pretty fierce, so avoid the enemies in the Dept. Store.

Scalding Coffee Cup

Field: A moving gift box

Battle: A coffee cup with coffee flying around

Level: 30 HP: 190 PP: 0 Off: 55 Def: 20

Speed: 23 IQ: 1 Guts: 5 Exp: 2462 \$\$: 280

Drops: Cup of Coffee (1/2)

Actions: Steaming Hot Espresso ** (All)

Notes: The only attack the Cup has is the Espresso, which causes a decent amount of damage. Yet another reason to avoid the enemies in the Dept. Store.

Dept. Store Spook

Field: A tentacled alien

Battle: A green tentacled alien

Level: 42 HP: 610 PP: 290 Off: 82 Def: 135
Speed: 19 IQ: 62 Guts: 24 Exp: 24291 \$\$: 1648

Actions: PSI Fire Alpha (1/6)
PSI Freeze Alpha (1/3)
Lifeup Alpha (1/6)
PSI Magnet Omega (1/6)
Brainshock Alpha (1/6)

Notes: This is a member of one of the alien species under Giygas' control, greatly skilled in psychic abilities. If you got any Big Bottle Rockets from the Arms Dealer in the store, use one on him, then follow up with regular attacks.

Moonside - One might consider this place one of EarthBound's biggest claims to fame. When you explore the back of Jackie's Cafe, you'll be taken to an incredibly trippy version of Fourside, filled with even more wacky monsters than you're used to...

Robo-pump

Field: A ball of fire

Battle: A gas pump with arms

Level: 36 HP: 431 PP: 0 Off: 70 Def: 113
Speed: 19 IQ: 4 Guts: 5 Exp: 4797 \$\$: 349

Drops: Super Bomb (1/64)

Actions: 3 (X)
2 (X)
1 (X)
Bomb **
Replenish Fuel Supply (Max HP)
Say Tick-tock (X)

Notes: This moving gas pump performs actions in the exact order listed, starting with the countdown. As you can probably guess, you're best off demolishing it before the Bomb is thrown.

Dali's Clock

Field: A floating melting clock

Battle: See above

Level: 34 HP: 296 PP: 0 Off: 65 Def: 66
Speed: 4 IQ: 4 Guts: 5 Exp: 2503 \$\$: 314

Drops: PSI Caramel (1/128)

Weakness: Hypnosis

Actions: Freeze Time (3/4)
Say Tick-tock (X) (1/4)

Notes: Salvador Dali's famous melting clock makes a cameo appearance as an enemy. Freeze Time allows the clock to get in a number of free attacks before time starts up again.

Enraged Fire Plug

Field: A ball of fire

Battle: A fire hydrant with eyes

Level: 32 HP: 309 PP: 0 Off: 60 Def: 81
Speed: 14 IQ: 4 Guts: 5 Exp: 4321 \$\$: 346

Drops: Sudden Guts Pill (1/128)

Weakness: Freeze, Brainshock

Actions: Attack * (1/4)
Blast of Water ** (All) (3/4)

Notes: Another kooky resident of Fourside, the Blast of Water can hurt pretty darn good, so be ready for the pain if you fight it.

Abstract Art

Field: A floating painting

Battle: See above

Level: 35 HP: 301 PP: 60 Off: 67 Def: 79

Speed: 19 IQ: 7 Guts: 7 Exp: 4361 \$\$: 255

Drops: Refreshing Herb (1/32)

Weakness: Paralysis

Actions: Attack * (3/4)

Hypnosis Alpha (1/4)

Notes: As far as I know, this strange painting does naught but attack, so it's not that big of a problem...

Evil Mani-Mani

Field: A golden statue

Battle: A pink glowing statue

Level: 45 HP: 860 PP: 88 Off: 86 Def: 145

Speed: 15 IQ: 80 Guts: 1 Exp: 28139 \$\$: 1852

Actions: Attack * (1/3)

PSI Magnet Alpha (1/6)

Paralysis Alpha (1/6)

Pale Green Light (Neutralizer) (1/6)

Glorious Light (PSI Flash Gamma) (1/6)

Notes: The golden statue which you've seen in Onett and Happy Happy Village will face off against you here in Moonside. Giygas uses it as a control and illusion device to control Monotoli. Again, if you have a Big Bottle Rocket, smack him down with it. The Pale Green Light acts the same as a Neutralizer. See Tools if you don't know what I'm on about.

Monotoli Building - After visiting Talah Rama, you'll be able to enter the upper floors of the Monotoli Building to rescue Paula.

Sentry Robot

Field: A robot with skimmer legs

Battle: See above

Level: 39 HP: 372 PP: 0 Off: 77 Def: 105

Speed: 17 IQ: 4 Guts: 10 Exp: 5034 \$\$: 392

Drops: Big Bottle Rocket (1/64)

Actions: Say Tick-tock (X)

Beam *

Bottle Rocket **

Call for Help (Sentry Robot)

Notes: There are a finite number of these robots in the building, and many of them can be avoided. The Bottle Rockets cause a good amount of damage, so be ready to Lifeup.

Clumsy Robot

Field: A small robot with a big head and little legs

Battle: See above

Level: 46 HP: 962 PP: 0 Off: 88 Def: 137

Speed: 83 IQ: 49 Guts: 30 Exp: 32378 \$\$: 2081

Actions: Clean the Area (X)

Reapply a Bandage (X)

Is Wobbly (X)

Is Reeling (X)

Want to Get a Battery (X)

Lose Gear and Bolts (X)

Eat a Bologne Sandwich (HP Max)

Stumble and fire a Beam (Hold)

Missile ***

Notes: The missile causes a HUGE amount of damage. Of course, with a larger number of do nothings than any other enemy, your odds are that you'll get its HP down far enough. Once you do so, you'll get some outside help.

Sewers to Magnet Hill - After picking up Poo in Summers, and getting Venus' autograph at the Topolla Theater, you can head below Fourside and take on the nasty nasties in the sewers. Yes, this is technically out of order, but I don't feel like making a separate Fourside section just for this.

Stinky Ghost

Field: A walking trash can

Battle: A thin yellow ghost coming out of a trash can

Level: 46 HP: 444 PP: 0 Off: 90 Def: 179

Speed: 18 IQ: 7 Guts: 4 Exp: 13179 \$\$: 541

Drops: Large Pizza (1/64)

Weakness: Fire, Flash, Hypnosis, Paralysis

Actions: Big Grin (X)

Attack *

Terrible Odor (Off Down)

Possess (Possession)

Notes: Much like the Smelly Ghost, particularly in terms of the high defense. Take them out last in a ruckus.

Deadly Mouse

Field: A mouse with a red nose

Battle: A brown and dirty mouse

Level: 38 HP: 416 PP: 0 Off: 63 Def: 98

Speed: 18 IQ: 13 Guts: 225 Exp: 9225 \$\$: 406

Drops: Rust Promotor DX (1/64)

Weakness: Fire

Actions: Bite * (3/4)

Bite with Poison Fangs * (Poison) (1/4)

Notes: Like the Rowdy Mouse, this rodent has a really high Guts level, so many of its attacks will be SMAAAAAASHes. Take care...

Filthy Attack Roach

Field: A sizable bug

Battle: A purple roach

Level: 42 HP: 399 PP: 0 Off: 84 Def: 33

Speed: 77 IQ: 24 Guts: 9 Exp: 10543 \$\$: 432

Drops: Secret Herb (1/16)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Knit Brow (X)

Attack *

Continuous Attack * (X2)

Spread Wings (Hold)

Notes: The least of the threats in the sewers is this bug. Low defense and nothing special in the way of attacks helps this...

Plague Rat of Doom

Field: A shining spot

Battle: A giant rat with a big grin

Level: 47 HP: 1827 PP: 60 Off: 71 Def: 180

Speed: 19 IQ: 45 Guts: 250 Exp: 115272 \$\$: 4464

Actions: Grin (X) (1/6)
Attack ** (1/2)
Bite *** (1/6)
Bite with Poison Fangs ** (Poison) (1/6)

Notes: Yeah, that's all this overgrown and sadistic rat can do to you, but like the Rowdy and Deadly Mouses, they have high Guts, so they SMAAASH a lot. Very dangerous. Hit it with your hardest Bottle Rockets and PSI as soon as possible. Defeat him to gain access to the fifth Your Sanctuary, Magnet Hill.

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H. Winters (pt. 2)

After rescuing Paula in the Monotoli Building, the gang heads up to Winters to reprogram the Sky Runner to take them to Summers. While there, you'll visit the Your Sanctuary in the area.

Stonehenge Area - In addition to the Cave Boys, the following now run around ruins...

Mighty Bear Seven

Field: A blue bear

Battle: See above

Level: 42 HP: 367 PP: 0 Off: 85 Def: 76

Speed: 11 IQ: 4 Guts: 1 Exp: 8884 \$\$: 440

Drops: Super Plush Bear (1/128)

Actions: Attack * (1/2)

Bite ** (1/4)

Claw *** (1/4)

Notes: An upgrade to the original Mighty Bear, which makes it pretty nasty, but nothing really special to mention.

Cave of Rainy Circle - In anticipation for a stronger opposition, the weaklings in this cave have taken an upgrade. Fortunately, you enter this area sitting right on top of the Shining Spot.

Arachnid!

Field: A sizable bug

Battle: A yellow spider

Level: 32 HP: 216 PP: 0 Off: 61 Def: 30

Speed: 23 IQ: 0 Guts: 3 Exp: 4933 \$\$: 296

Drops: Jar of Hot Sauce (1/8)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack * (1/2)

Spider Silk (Hold) (1/4)

Poison Stinger (Poison) (1/4)

Notes: Does all things that a spider can. Not a particularly dangerous foe, though.

Strong Crocodile

Field: A walking crocodile

Battle: A blue-green crocodile

Level: 43 HP: 417 PP: 0 Off: 85 Def: 131

Speed: 17 IQ: 6 Guts: 5 Exp: 10122 \$\$: 495

Drops: Super Bomb (1/64)

Actions: Edge Closer (X)
Attack *
Swing Tail Hard **
Bite ***

Notes: The nasty croc is back, and he's more than Plain, he's Strong.
Powerful attacks and a decent defense make this guy a tough customer.

Elder Batty

Field: A bat

Battle: A yellow bat

Level: 35 HP: 294 PP: 0 Off: 66 Def: 72

Speed: 33 IQ: 4 Guts: 8 Exp: 4177 \$\$: 371

Drops: Double Burger (1/32)

Weakness: Paralysis, Brainshock

Actions: Attack *

Bite **

Become Friendly and Affectionate (Hold)

Size Up the Situation (Batty Feels Strange)

Notes: Elder doesn't mean wiser, since these weak little Batties still
come after you with a vengeance, yet they won't stand up to much
punishment.

Shroom!

Field: A shining spot

Battle: A large mushroom with a face

Level: 48 HP: 1700 PP: 112 Off: 95 Def: 154

Speed: 18 IQ: 72 Guts: 32 Exp: 96323 \$\$: 4086

Weakness: Fire

Actions: Attack * (1/6)

Lifeup Alpha (1/6)

Scatter Spores (Poison) (1/6)

Scatter Spores (Mushroomize) (1/3)

Disrupt Senses (Lose Concentration) (1/6)

Notes: This gigantic version of the most annoying enemy, the mushroom,
will get on your nerves. Shake and bake him quickly before he gets
too many shrooms on your collective heads...

=====

I. Summers

This resort town is a peaceful place. You won't find very many
enemies here at all, and those that you do are relatively simple to
defeat.

Summers Streets - Although peaceful, enemies do exist here. In
addition to the following, you'll find Mad Taxis and Crazy Signs.

Tough Guy

Field: A blue-faced blonde guy with a Hawaiian shirt

Battle: See above, only without the blue face

Level: 37 HP: 342 PP: 0 Off: 72 Def: 92

Speed: 18 IQ: 16 Guts: 20 Exp: 9310 \$\$: 525

Drops: Chick (1/4)

Actions: Come Out Swinging * (3/4)

Lose Temper (Off Up) (1/4)

Notes: This is the guy that kicks sand on you at the beach. Yup.
Fortunately, he's picking on the wrong kids. Teach him a lesson.

Overzealous Cop

Field: A blue-faced Captain Strong look-alike

Battle: A cop with a purple coat and a mustache

Level: 36 HP: 325 PP: 0 Off: 69 Def: 75

Speed: 18 IQ: 16 Guts: 7 Exp: 7448 \$\$: 420

Drops: Double Burger (1/32)

Actions: Come Out Swinging *

Submission Hold **

Guard

Lose Temper (Off Up)

Notes: Apparently it's so boring here, the cops pick on whoever they want, including delinquent kids like yourself. Show them your own sense of brutality.

Shattered Man

Field: A moving casket

Battle: A brown mummy

Level: 51 HP: 694 PP: 0 Off: 104 Def: 138

Speed: 18 IQ: 38 Guts: 25 Exp: 44690 \$\$: 2630

Drops: Mummy Wrap (1/2)

Weakness: Paralysis

Actions: Attack *

Lunge Forward ***

Icy Hand (Hold)

Hug (Hold)

Notes: There are only two of these guys in the Scaraba Cultural Museum, and you'll face them one at a time after Poo gives his Ruby to the guard. Use your most powerful PSI on them to deal with them quickly.

Kraken

Field: A large green sea snake with a big mouth and no eyes

Battle: See above

Level: 54 HP: 1097 PP: 176 Off: 105 Def: 166

Speed: 21 IQ: 32 Guts: 1 Exp: 79267 \$\$: 3049

Actions: Breathe Fire (PSI Fire Beta) (1/3)

Crashing Boom Bang (PSI Thunder Beta) (1/6)

Tornado *** (1/6)

PSI Flash Beta (1/6)

Pale Green Light (Neutralizer) (1/6)

Notes: The terror of the seas between Summers and Scaraba. The Kraken is a standalone boss, so go in full power and hit him full power. His first two attacks are very similar to the PSI counterparts in parentheses, but they don't use PP, so the Kraken can use them indefinitely.

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J. Dalaam

This peaceful Eastern country has no monsters in the town itself, but there's a small cave guarded by rabbit statues that has many strange monsters behind it.

Cave of Pink Cloud - The sixth Your Sanctuary area is accessible after you get the Carrot Key from Magnet Hill. There are enemies in here both strange and/or electrical, so make sure you take the Franklin Badge with you in here. I suggest giving it to Paula, but that's just

me.

Thunder Mite

Field: A floating ball of electricity

Battle: A cloud with eyes and a lightning bolt

Level: 43 HP: 293 PP: 200 Off: 85 Def: 83

Speed: 20 IQ: 8 Guts: 13 Exp: 10798 \$\$: 430

Drops: Bottle of Water (1/32)

Weakness: Fire, Freeze

Actions: PSI Thunder Alpha

PSI Thunder Beta

Notes: This living cloud has nothing but shocking on his mind. If you meet one of these in a group, kill it first, as Thunder can potentially cause a lot of damage.

Tangoo

Field: A floating ball of electricity

Battle: A snaky type guy with a flute

Level: 48 HP: 371 PP: 5 Off: 96 Def: 99

Speed: 19 IQ: 16 Guts: 20 Exp: 14718 \$\$: 572

Drops: Snake (1/8)

Weakness: Flash

Actions: Attack * (1/4)

Breathe In Through Flute (Sleep) (1/2)

Poison Flute (Poison) (1/4)

Notes: This strange fellow isn't as big of a threat as the other guys in this cave. The flute can cause status ailments.

Kiss of Death

Field: A floating ball of electricity

Battle: A pair of red lips

Level: 46 HP: 333 PP: 0 Off: 91 Def: 100

Speed: 19 IQ: 16 Guts: 7 Exp: 10354 \$\$: 528

Drops: Jar of Delisauce (1/64)

Weakness: Hypnosis

Actions: Attack * (3/4)

Kiss of Death (Poison) (1/4)

Notes: This strange pair of lips will poison you with its Kiss of Death, but it's not a big threat at all.

Conducting Menace

Field: A floating ball of electricity

Battle: A skeleton glowing purple

Level: 52 HP: 445 PP: 238 Off: 107 Def: 107

Speed: 20 IQ: 8 Guts: 5 Exp: 14792 \$\$: 574

Drops: Bottle of Water (1/32)

Actions: PSI Flash Alpha

PSI Flash Beta

PSI Thunder Alpha

PSI Thunder Beta

Notes: This guy is indeed the menace of this cave. Some nasty PSI should make him the first target in a fight. Be wary.

Thunder & Storm

Field: A shining spot

Battle: A white wind guy with a yellow thunder guy

Level: 56 HP: 2065 PP: 70 Off: 111 Def: 178

Speed: 21 IQ: 55 Guts: 35 Exp: 129026 \$\$: 4736

Actions: Deep Breaths (X)

Attack *

Intertwine ***

Storm (PSI Flash Beta)

Crashing Boom Bang (PSI Thunder Beta)

Notes: This embodiment of the wrath of the heavens is nasty if you don't have the power to take them out quickly. Have Paula and Poo use their Freeze powers in hopes of freezing them solid so they'll miss a turn. Usually, they'll take deep breaths just after intertwining, so use that time to heal from the massive damage.

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K. Scaraba

This desert country has plenty of action, as advertised. In addition to desert-like enemies, you'll also find some of Giygas' cronies buzzing around here.

South of Scaraba - Although the city itself is perfectly safe, past the main gates you'll find lots of monsters on your road to the Pyramid.

High-Class UFO

Field: Circling UFO

Battle: A pink flying saucer

Level: 47 HP: 433 PP: 72 Off: 93 Def: 103

Speed: 60 IQ: 24 Guts: 15 Exp: 12385 \$\$: 456

Drops: Skip Sandwich DX (1/32)

Weakness: Fire, Brainshock

Actions: Beam ** (1/2)

PSI Shield Alpha (1/4)

Disrupt Senses (Lose Concentration) (1/4)

Notes: This UFO has developed a personality to think he's better than other UFOs. In a sense, he is, as far as combat capabilities. Note that he'll already have a PSI Shield up, in addition to be able to cast it.

Great Crested Booka

Field: A yellow-striped lizard

Battle: A purple lizard thing

Level: 49 HP: 452 PP: 0 Off: 100 Def: 110

Speed: 20 IQ: 40 Guts: 28 Exp: 16365 \$\$: 604

Drops: Beef Jerky (1/64)

Weakness: Hypnosis

Actions: Grin (X)

Attack *

Charge Forward **

War Cry (Off/Def Down)

Notes: This stronger Booka isn't a big threat, but it can hurt you if you don't take care of him.

Dread Skelpion

Field: A scorpion

Battle: A purple scorpion

Level: 41 HP: 214 PP: 125 Off: 82 Def: 57

Speed: 40 IQ: 8 Guts: 88 Exp: 9908 \$\$: 609

Drop: Ketchup Packet (1/8)

Weakness: Fire, Freeze, Hypnosis

Actions: Attack *

PSI Thunder Beta

Poison Stinger (Poison)

Notes: Who knows how these guys got Thunder powers. Just take care of them before they can poison you or get out the Thunder.

Master Criminal Worm

Field: A red caterpillar

Battle: See above

Level: 37 HP: 377 PP: 300 Off: 73 Def: 40

Speed: 136 IQ: 0 Guts: 0 Exp: 82570 \$\$: 0

Actions: PSI Fire Alpha (3/4)

PSI Fire Beta (1/4)

Notes: An upgrade to the Criminal Caterpillar. These guys run at first sight, so chase them down to get the large exp load from them.

They're very rare. If you can't find one when exploring the Scaraba deserts, just enter a building (like the Pyramid) and come back out.

Pyramid - The passages of the ancient Pyramid are teeming with infestations and ancient guardians. It's a tough run, but it's doable.

Guardian Heiroglyph

Field: A black outline of a walking jackal

Battle: See above

Level: 48 HP: 470 PP: 126 Off: 94 Def: 106

Speed: 20 IQ: 38 Guts: 20 Exp: 13064 \$\$: 470

Drops: Pharaoh's Curse (1/16)

Weakness: Fire, Hypnosis

Actions: PSI Flash Alpha

PSI Thunder Alpha

PSI Thunder Beta

Hacking Cough (Cold)

Notes: The ancient heiroglyphs jump right off the wall and attack.

This one attacks mostly with PSI, so make sure you have the Franklin Badge.

Lethal Asp Heiroglyph

Field: A black outline of a snake

Battle: See above

Level: 46 HP: 458 PP: 0 Off: 89 Def: 94

Speed: 21 IQ: 36 Guts: 5 Exp: 11321 \$\$: 625

Drops: Pharaoh's Curse (1/32)

Weakness: Freeze, Paralysis, Hypnosis

Actions: Bite ** (3/4)

Coil and Attack (Hold) (1/4)

Notes: This heiroglyph is less of a threat than the Guardian, but the bite hurts good.

Petrified Royal Guard

Field: A moving casket

Battle: A yellow guard made out of stone

Level: 53 HP: 573 PP: 0 Off: 106 Def: 173

Speed: 12 IQ: 5 Guts: 5 Exp: 19163 \$\$: 628

Drops: Sudden Guts Pill (1/32)

Weakness: Paralysis

Actions: Come Out Swinging ** (1/2)

Charge Forward *** (1/4)

War Cry (Off/Def Down) (1/4)

Notes: This rocky fella is a tough customer, particularly due to his

high defense. If you get stuck with another enemy besides him, use Paralysis to effectively get rid of him.

Fierce Shattered Man

Field: A walking mummy

Battle: A pink mummy

Level: 50 HP: 516 PP: 0 Off: 101 Def: 116

Speed: 12 IQ: 4 Guts: 5 Exp: 17423 \$\$: 577

Drops: Mummy Wrap (1/2)

Weakness: Paralysis

Actions: Attack **

Continuous Attack * (X2)

Big Hug (Hold)

Icy Hand (Hold)

Notes: This mummy (or daddy) isn't a big threat, but he has some decent physical attacks, making him a good middle of the road bad guy.

Arachnid!!!

Field: A sizable bug

Battle: A purple spider

Level: 45 HP: 344 PP: 0 Off: 87 Def: 86

Speed: 20 IQ: 0 Guts: 4 Exp: 10449 \$\$: 412

Drops: Beef Jerky (1/32)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack * (1/2)

Spider Silk (Hold) (1/4)

Poison Stinger (Poison) (1/4)

Notes: Not much different from his palette-swapped cousin, except in higher stats. He's more of a nuisance than anything.

Guardian General

Field: A coffin

Battle: A purple guard made out of stone

Level: 55 HP: 831 PP: 6 Off: 109 Def: 214

Speed: 21 IQ: 7 Guts: 1 Exp: 95390 \$\$: 3235

Actions: Attack * (1/3)

Come Out Swinging ** (1/6)

Charge Forward *** (1/6)

War Cry (Off/Def Down) (1/6)

Make Something Spin Around (PP Down) (1/6)

Notes: You'll find this guy's coffin guarding a doorway in the depths of the Pyramid. His good defense prevents him from too much physical damage, so use PSI.

Southern Desert - Once you pass the Pyramid, you'll emerge on the surface to a bunch of bad guys. In addition to those below, you'll find High Class UFOs, Great Crested Bookas, and Master Criminal Worms.

Marauder Octobot

Field: A spinning blue diamond

Battle: A gray sphere with tentacles

Level: 49 HP: 482 PP: 0 Off: 99 Def: 121

Speed: 23 IQ: 24 Guts: 8 Exp: 14475 \$\$: 499

Weakness: Fire

Actions: Beam ** (1/2)

Coil and Attack (Hold) (1/4)

Steal (1/4)

Notes: This is the scouter version of a series of Giygas' Octobots.
They're mainly used for attack purposes.

Beautiful UFO

Field: Circling UFO

Battle: A pink UFO with a bow

Level: 44 HP: 339 PP: 15 Off: 86 Def: 87

Speed: 59 IQ: 71 Guts: 1 Exp: 8257 \$\$: 426

Drops: Vial of Serum, Protein Drink (1/32)

Weakness: Brainshock

Actions: Beam * (3/4)

Lifeup Alpha (1/4)

Notes: Convinced that he/she's the most beautiful UFO ever. This UFO
dons a bow. Unfortunately for them, they're not good fighters. Just
a little bit of Lifeup PSI to set them apart...

Dungeon Man - Inside Dungeon Man, you'll meet several enemies. Most
you've seen before: Mystical Record, Worthless Protoplasm, Scalding
Coffee Cup. You'll also find Lesser Mooks on the second floor. I'll
cover them in the Winters pt. 3 section.

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L. Deep Darkness

A large amount of enemies await you in the swamp, as well as a familiar
face. With the amount of different enemies, there's a chance you won't
face off against all of them.

The Swamp - See above. There's really only one area to the Deep
Darkness.

Zap Eel

Field: A small green eel

Battle: See above

Level: 48 HP: 370 PP: 0 Off: 97 Def: 93

Speed: 29 IQ: 8 Guts: 5 Exp: 12170 \$\$: 611

Weakness: Fire

Actions: Electrical Shock (PSI Thunder Beta)

Notes: This eel patrols the waters of the swamp. They only have one
attack, so take them out quick before they can be a pain.

Hard Crocodile

Field: A walking crocodile

Battle: A pink crocodile

Level: 55 HP: 522 PP: 0 Off: 110 Def: 128

Speed: 23 IQ: 4 Guts: 10 Exp: 19484 \$\$: 692

Drops: Super Plush Bear (1/64)

Weakness: Fire

Actions: Attack * (1/2)

Swing Tail ** (1/4)

Bite *** (1/4)

Notes: The ultimate crocodile, and as well defended as the last ones
were. Be prepared for a lot of damage when fighting one.

Hostile Elder Oak

Field: A moving tree

Battle: A tree with a face and purple leaves

Level: 59 HP: 609 PP: 76 Off: 134 Def: 146

Speed: 14 IQ: 5 Guts: 11 Exp: 17567 \$\$: 690

Drops: Viper (1/8)

Weakness: Fire

Actions: Attack * (1/2)

PSI Magnet Alpha (1/4)

Brainshock Alpha (1/4)

Notes: This is an upgrade to the Territorial Oak. They aren't that big a problem to beat up, but they burst into flames once killed and they damage your party severely. Take them out last in a group fight.

Demonic Petunia

Field: A large red and yellow flower with eyes

Battle: See above

Level: 50 HP: 478 PP: 0 Off: 102 Def: 111

Speed: 26 IQ: 9 Guts: 5 Exp: 15171 \$\$: 724

Weakness: Fire

Actions: Edge Closer (X) (1/2)

Extinguishing Blast *** (All) (1/4)

Pollen (Numbness) (1/4)

Notes: Most of the Petunia's attacks are edging closer, but when it does attack, look out. The Blast is nasty, and being Numb is no fun.

Pitbull Slug

Field: A small bug

Battle: A pink slug

Level: 39 HP: 217 PP: 11 Off: 79 Def: 77

Speed: 2 IQ: 7 Guts: 5 Exp: 9994 \$\$: 543

Drops: Salt Packet (1/4)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack * (1/2)

Hypnosis Alpha (1/4)

Vacuum Attack (Off/Def Down) (1/4)

Notes: This sluggy is not much more of a threat than the Attack Slugs of old. They start battle not being able to cast PSI, but regain concentration after four rounds of battle.

Manly Fish

Field: A walking fish

Battle: A walking green fish

Level: 42 HP: 500 PP: 0 Off: 83 Def: 114

Speed: 22 IQ: 20 Guts: 9 Exp: 15826 \$\$: 624

Drops: Beef Jerky (1/32)

Actions: Spear *

Notes: This anthropomorphic fish doesn't have much claim to fame besides his spear.

Manly Fish's Brother

Field: A walking fish

Battle: A walking purple fish

Level: 56 HP: 526 PP: 210 Off: 114 Def: 123

Speed: 24 IQ: 24 Guts: 11 Exp: 15970 \$\$: 686

Drops: Horn of Life (1/128)

Actions: PSI Freeze Beta

Healing Omega

Hypnosis Alpha

Paralysis Alpha

Notes: Yeah, you can take down the fish, but can you stand up to his

big brother? He's definitely a serious threat, and he usually shows up with the original. He uses nothing but PSI, which can seriously put a cramp in your day.

Big Pile of Puke

Field: A large pile with a face

Battle: A large brown pile with a face

Level: 57 HP: 631 PP: 0 Off: 120 Def: 158

Speed: 16 IQ: 32 Guts: 26 Exp: 19659 \$\$: 728

Drops: Meteorite (1/64)

Actions: Attack *

Sticky Mucus (Hold)

Stinky Breath (All Cry)

Nauseating Breath (Nausea)

Notes: He's a lot like Belch, only there's an indefinite number of him. No big problems here, besides the frustration that comes from uncontrollable crying.

Even Slimier Little Pile

Field: A small pile

Battle: A small purple pile

Level: 49 HP: 326 PP: 0 Off: 103 Def: 101

Speed: 22 IQ: 39 Guts: 9 Exp: 15075 \$\$: 579

Drops: Multi Bottle Rocket (1/32)

Weakness: Paralysis

Actions: Attack *

Sticky Mucus (Hold)

Stinky Breath (All Cry)

Call for Help (Even Slimier Little Pile)

Notes: Gee, are we seeing a pattern of piles here? There's not much to separate this from other piles, though.

Master Barf

Field: A large pink pile with a face

Battle: See above

Level: 60 HP: 1319 PP: 0 Off: 136 Def: 177

Speed: 24 IQ: 64 Guts: 39 Exp: 125056 \$\$: 3536

Drops: Casey Bat (1/1)

Actions: Continuous Attack * (X2) (1/3)

Stinky Breath (All Cry) (1/6)

Nauseating Breath (Nausea) (1/3)

Call for Help (Even Slimier Little Pile) (1/6)

Notes: Yes, Belch is back, and he's changed his name to Barf! Drown to death in puke, he says! You should say "Bring it on!" Hit him with the powerful attacks and PSI. Once you get him down real low, your old friend Poo will come back and demonstrate his newest power.

=====

M. Winters (pt. 3) and Stonehenge Base

Your return to Winters comes after learning of the capture of Apple Kid. You'll find it to be overrun by Giygas' toadies. It's a big mess.

Fields of Winters - You can actually face off against these guys anytime after your first visit to Summers.

Lesser Mook

Field: A spinning blue diamond

Battle: A pink tentacled alien

Level: 39 HP: 401 PP: 190 Off: 76 Def: 102

Speed: 17 IQ: 16 Guts: 7 Exp: 7640 \$\$: 467

Drops: PSI Caramel (1/64)

Weakness: Fire, Hypnosis

Actions: PSI Freeze Alpha

PSI Freeze Beta

Hypnosis Alpha

Glare with Eerie Eyes (Diamondize)

Notes: This Mook is another member of the race the same as the Dept. Store Spook. It's not as strong, but it's a normal enemy, so it's a pain to take down. Aim for him first in any fight.

Whirling Robo

Field: A spinning blue diamond

Battle: A blue round robot with two arms

Level: 39 HP: 374 PP: 36 Off: 78 Def: 90

Speed: 18 IQ: 12 Guts: 5 Exp: 5782 \$\$: 256

Drops: Meteorite (1/128)

Weakness: Freeze

Actions: Beam *

Shield Alpha

Cold Beam (Cold)

Neutralizer

Notes: This upgrade to the Spinning Robo spins many times faster. The Shield makes it tough to remove from battle, so take down these guys last in a multiple enemy fracas.

Wooly Shambler

Field: A spinning blue diamond

Battle: A pink-shrouded red-eyed alien

Level: 40 HP: 391 PP: 140 Off: 81 Def: 91

Speed: 18 IQ: 63 Guts: 5 Exp: 5397 \$\$: 458

Drops: Multi Bottle Rocket (1/64)

Actions: Beam * (1/2)

PSI Flash Alpha (1/4)

PSI Shield Alpha (1/4)

Notes: This shrouded phantasm isn't a huge threat, but the Flash can be a pain.

Stonehenge Base - The gathering place of UFOs, Stonehenge is Giygas' base of operations in this point in history. His army of Starmen are here, doing his bidding.

Mook Senior

Field: A spinning blue diamond

Battle: An orange tentacled alien

Level: 54 HP: 501 PP: 700 Off: 108 Def: 122

Speed: 25 IQ: 16 Guts: 7 Exp: 21056 \$\$: 715

Drops: PSI Caramel (1/32)

Weakness: Fire, Hypnosis

Actions: PSI Fire Alpha

PSI Freeze Beta

Lifeup Alpha

Glare With Eerie Eyes (Diamondize)

Notes: Definitely more of a pain than the Lesser Mooks, largely due to

their relatively large HP count, which means skills in one round don't come often, leaving them open for attack.

Starman

Field: A gray humanoid robot (Starman)

Battle: See above

Level: 55 HP: 545 PP: 155 Off: 103 Def: 126

Speed: 24 IQ: 16 Guts: 25 Exp: 23396 \$\$: 720

Drops: Brain Food Lunch (1/128)

Actions: Beam ** (1/3)

PSI Magnet Alpha (1/6)

Shield Alpha (1/6)

Guard (1/6)

Sudden Guts Pill (1/6)

Notes: The rank and file soliders of Giygas' army. These boys warp around the area, and they're very easy to get behind when they do so.

Atomic Power Robot

Field: A spinning blue diamond

Battle: A gray globular robot with hoses

Level: 56 HP: 594 PP: 0 Off: 119 Def: 133

Speed: 25 IQ: 12 Guts: 8 Exp: 26937 \$\$: 730

Drops: Super Bomb (1/16)

Actions: Beam * (1/4)

Replenish Fuel Supply (Max HP) (3/4)

Notes: This robot is responsible for maintenance in the base. It's body contains a rather limitless fuel supply, and it tends to use that more often than not. You should still save them until last in tussles, since they explode, damaging your party.

Starman Super

Field: A gray humanoid robot (Starman)

Battle: A yellow humanoid robot

Level: 56 HP: 568 PP: 310 Off: 112 Def: 129

Speed: 24 IQ: 16 Guts: 25 Exp: 30145 \$\$: 735

Drops: Sword of Kings (1/128)

Actions: Beam ** (1/3)

Healing Omega (1/6)

PSI Shield Beta (1/6)

Guard (1/6)

Call for Help (Starman) (1/6)

Notes: This is an upgraded version of the Starman line, with great healing powers and an ability to call for help from other Starmen. Of course, the SS is very special, as 1 out of every 128 has the Sword of Kings for Poo. Also, in addition to being able to use PSI Shield, the SS will already have one up at the beginning of battle.

Military Octobot

Field: A spinning blue diamond

Battle: A yellow sphere with tentacles

Level: 61 HP: 604 PP: 0 Off: 138 Def: 147

Speed: 26 IQ: 18 Guts: 8 Exp: 25607 \$\$: 637

Drops: Meteotite (1/128)

Weakness: Fire

Actions: Beam * (1/2)

Coil and Attack (Hold) (1/4)

Steal (1/4)

Notes: Much like the Marauder Octobot, only built for station defense.

Starman Deluxe

Field: A grey Starman with spikes

Battle: See above

Level: 65 HP: 1400 PP: 418 Off: 143 Def: 186

Speed: 27 IQ: 21 Guts: 43 Exp: 160524 \$\$: 3827

Actions: Beam ** (1/3)

PSI Starstorm Alpha (1/6)

PSI Shield Beta (1/6)

Call for Help (Starman, Starman Super) (1/3)

Notes: The commander of Stonehenge Base. This is a prototype for a new Starman line. The Starstorm, as you'll find out, is brutal on the receiving end. Make sure you use Jeff's Neutralizer to start with so you don't have PSI attacks reflected back at you.

=====

N. Tenda Village

Once you take care of the Stonehenge Base and cure the Tendas of their shyness, you can head down under the village.

Cave to Lumine Hole - Under the village, you'll find the passage to the seventh Your Sanctuary, not to mention a loooong hole that'll deposit you in the Lost Underworld.

Fobby

Field: A small walking sphere guy

Battle: An orange sphere guy

Level: 48 HP: 240 PP: 19 Off: 98 Def: 84

Speed: 5 IQ: 3 Guts: 5 Exp: 18348 \$\$: 620

Drops: PSI Caramel (1/32)

Weakness: Fire, Freeze, Paralysis, Brainshock

Actions: Attack *

PSI Magnet Alpha

Brainshock Alpha

HP-Sucker

Notes: A somewhat stronger cousin of the Foppy, which isn't saying much. Like Foppies, these guys can't concentrate until after four rounds have passed.

Uncontrollable Sphere

Field: A floating sphere with a smile

Battle: A black sphere with a smile

Level: 56 HP: 577 PP: 180 Off: 116 Def: 134

Speed: 27 IQ: 15 Guts: 5 Exp: 20389 \$\$: 796

Drops: Broken Antenna (1/128)

Weakness: Fire, Hypnosis

Actions: Attack *

PSI Fire Alpha

PSI Fire Beta

Laugh (Hold)

Notes: This rather insane sphere is a lot tougher than the original Smilin' Sphere, but it's worth fighting them to see if you can earn a Broken Antenna, which can be repaired to be the Gaia Beam.

Conducting Spirit

Field: A floating ball of electricity

Battle: A skeleton glowing yellow

Level: 59 HP: 587 PP: 329 Off: 130 Def: 139

Speed: 26 IQ: 8 Guts: 5 Exp: 30390 \$\$: 804

Drops: Brain Food Lunch (1/128)

Actions: PSI Flash Alpha

PSI Flash Beta

PSI Thunder Beta

PSI Thunder Gamma

Notes: This shocking being has really nasty electricity-related powers, like his cousin, the Menace. He should be your first target in a scrap.

Hyper Spinning Robo

Field: A spinning blue diamond

Battle: A white round robot with two arms

Level: 56 HP: 553 PP: 83 Off: 122 Def: 130

Speed: 28 IQ: 12 Guts: 5 Exp: 28866 \$\$: 756

Drops: Meteorite (1/128)

Weakness: Freeze

Actions: Beam * (1/2)

Shield Beta (1/4)

Disrupt Senses (Lose Concentration) (1/4)

Notes: Not much is special about this upgrade to the Spinning Robo line, except its ability to erect a power shield as opposed to a normal one.

Electro Specter

Field: A shining spot

Battle: A blocky gray metal robot

Level: 67 HP: 3092 PP: 80 Off: 148 Def: 203

Speed: 29 IQ: 56 Guts: 47 Exp: 261637 \$\$: 6564

Actions: Electrical Shock (PSI Thunder Beta) (1/2)

Hungry HP-Sucker (1/6)

Shield Killer (1/6)

Neutralizer (1/6)

Notes: As you can see, the Electro Specter was pieced together from many tools and animated by Giygas. It's actually not as big of a problem as the other Sanctuary guardians, particularly if you've loaded Jeff down with Multi Bottle Rockets.

=====

O. Lost Underworld

This strange place that time forgot makes one seem quite small, particularly with all the huge dinosaurs stomping around. Ness' quest will reach a critical turning point in this place, as he strives for the final Your Sanctuary.

Plains of the Lost Underworld - If you're not "outside" of the cage erected by the Tenda, you're in danger of being attacked by these big guys.

Wetnosaur

Field: A green dinosaur

Battle: See above

Level: 59 HP: 1030 PP: 0 Off: 126 Def: 172

Speed: 17 IQ: 16 Guts: 2 Exp: 33098 \$\$: 745

Drops: Luxury Jerky (1/64)

Weakness: Fire

Actions: Stomp *
Bite **
Tail ***
Rumble (?)

Notes: This dinosaur seems a bit more docile than the Chomposaur. I'm not quite sure what the Rumble does, but it never worked on me, so I suggest not worrying about it.

Ego Orb

Field: A yellow sphere with a face

Battle: See above

Level: 58 HP: 592 PP: 0 Off: 125 Def: 140

Speed: 17 IQ: 8 Guts: 1 Exp: 24180 \$\$: 836

Drops: Skip Sandwich DX (1/16)

Weakness: Freeze

Actions: Attack * (1/2)
Tear Into You ** (1/4)
Lunge Forward *** (1/4)

Notes: This giant globe is the easiest enemy to take down in this place. Nothing but physical attacks, regardless of how damaging they are, can be healed easily.

Chomposaur

Field: A purple dinosaur

Battle: See above

Level: 62 HP: 1288 PP: 320 Off: 139 Def: 183

Speed: 17 IQ: 16 Guts: 3 Exp: 44378 \$\$: 896

Drops: Magic Fry Pan

Actions: Stomp * (1/6)
Tail ** (1/6)
PSI Fire Alpha (1/6)
PSI Fire Beta (1/3)
PSI Fire Gamma (1/6)

Notes: The terror of the Lost Underworld. This lizard also has a power shield up, in addition to the abilities listed, so physical attacks will be a problem in the beginning. Use your strongest PSI if you can't avoid a fight with it.

Cave of Fire Spring - This liquid hot area is home to the most fiery and tempermental beings on the planet. Hope you brought sunscreen.

Soul Consuming Flame

Field: A ball of fire

Battle: A blob of fire with a face

Level: 59 HP: 602 PP: 0 Off: 131 Def: 6

Speed: 30 IQ: 8 Guts: 14 Exp: 37618 \$\$: 768

Drops: Meteotite (1/64)

Weakness: Freeze

Actions: Edge Closer (X)
Breathe Fire ** (All)
Spray Fire *** (All)
Fireball ****

Notes: As you can see, this hideous blob has some really nasty attacks. The good news is that it has a very low defense, so if you concentrate your attacks, you should be able to defeat it in one round.

Evil Elemental

Field: A ball of fire

Battle: A transparent ghost face

Level: 57 HP: 564 PP: 0 Off: 121 Def: 136

Speed: 30 IQ: 16 Guts: 7 Exp: 35737 \$\$: 853

Weakness: Fire, Flash, Hypnosis

Drops: Luxury Jerky (1/64)

Actions: Attack * (1/2)

Possess (Possession) (1/4)

Disrupt Senses (Lose Concentration) (1/4)

Notes: This specter is probably the least of your worries in the Fire Spring. The only annoying part is the possibility for being possessed.

Psychic Psycho

Field: A ball of fire

Battle: A red-clothed guy on fire

Level: 58 HP: 591 PP: 252 Off: 124 Def: 144

Speed: 30 IQ: 24 Guts: 1 Exp: 30094 \$\$: 682

Drops: PSI Caramel (1/32)

Weakness: Brainshock

Actions: PSI Fire Alpha

PSI Fire Beta

Notes: This burning individual is rife with fire powers, and he likes to show them off. He's dangerous, but not too hard to put on ice.

Major Psychic Psycho

Field: A ball of fire

Battle: A purple-clothed guy on fire

Level: 65 HP: 618 PP: 574 Off: 145 Def: 152

Speed: 31 IQ: 24 Guts: 1 Exp: 39247 \$\$: 862

Drops: Star Pendant (1/128)

Actions: PSI Fire Beta

PSI Fire Gamma

PSI Shield Omega

Paralysis Alpha

Notes: It's not often that Giygas throws both ranks of an enemy at you, but you'll have to deal with the PP's much stronger friend, with nastier attacks and defenses. Take him out quick if you value your livelihood.

Carbon Dog

Field: A shining spot

Battle: A dog on fire

Level: 70 HP: 1672 PP: 0 Off: 159 Def: 174

Speed: 31 IQ: 53 Guts: 52 Exp: 0 \$\$: 0

Actions: Howl (X) (1/3)

Bite * (1/6)

Fireball ** (1/6)

Spray Fire *** (All) (1/6)

Charge Forward **** (1/6)

Notes: The final guardian of the final Sanctuary is a malicious fiery canine. Those ranks of his attacks are if you don't have protection against fire, of course. Bite and Charge are basic physical attacks. Lay into him with your strongest attacks and PSI. Once you wear down his HP, he'll immediately turn into.....

Diamond Dog

Field: N/A

Battle: A dog made out of diamond

Level: 70 HP: 3344 PP: 154 Off: 167 Def: 230

Speed: 31 IQ: 47 Guts: 10 Exp: 337738 \$\$: 6968

Actions: Howl (X) (1/6)

Bite Hard ** (1/6)
Bite *** (1/3)
Shield Beta (1/6)
Glorious Light (PSI Flash Gamma) (1/6)

Notes: Less fire attacks, yes, but this rock-hard canine is still very deadly. He also immediately has a power shield up when he appears, so if your blow that knocked down the Carbon Dog was physical, look out. Neutralize his shield, then hit him with everything you've got to put the last guardian away and complete your melody.

=====

P. Magicant

Having drawn the melodies from all eight power spots in the world, Ness has completed the Sound Stone's song and was drawn to the world that exists in his mind: Magicant. Here, he'll find his true power.

Path to the Sea of Eden - After leaving the protected part of his mind, Ness heads towards the center of his evil thoughts, in the Sea of Eden. The path along the way is littered with strange bad guys, naturally.

Loaded Dice

Field: A gift box

Battle: A die with a top hat

Level: 59 HP: 307 PP: 0 Off: 146 Def: 113

Speed: 77 IQ: 6 Guts: 75 Exp: 10672 \$\$: 703

Drops: PSI Caramel (1/32)

Actions: Call for Help (High Class UFO, Carefree Bomb, Beautiful UFO)

Call for Help (Uncontrollable Sphere, Electro Swoosh, Fobby)

Notes: That's all he can do. It's pretty annoying, really, especially when he calls up a Carefree Bomb. More on them, later. Anyway, even if he calls up ten Electro Swooshes, I still suggest taking out the Loaded Dice first. The two different Calls are because there are technically two different kinds of Dice, one with each call list.

Electro Swoosh

Field: A pair of floating eyes

Battle: Eyes with lightning bolts

Level: 62 HP: 543 PP: 338 Off: 140 Def: 156

Speed: 40 IQ: 10 Guts: 5 Exp: 17075 \$\$: 791

Drops: Sudden Guts Pill (1/32)

Actions: Send a Greeting (X)

Electrical Shock (PSI Thunder Beta)

Electrical Shock (PSI Thunder Beta)

Charge Forward **

Notes: Seeing as how it's just you, the odds are that the shock won't hit, so this guy isn't all that dangerous. His attack occur in the order listed.

Carefree Bomb

Field: A question mark

Battle: A sphere body and a conical head on white appendages

Level: 60 HP: 504 PP: 0 Off: 135 Def: 215

Speed: 31 IQ: 8 Guts: 15 Exp: 14941 \$\$: 641

Drops: Super Bomb (1/32)

Actions: Bomb ** (3/4)

Super Bomb *** (1/4)

Notes: This little guy really doesn't look a thing like a bomb, but they're what he uses, so c'est la vie. They don't use Super Bombs that often, so I guess you've got that goin' for you...

French Kiss of Death

Field: A question mark

Battle: A brown pair of lips

Level: 70 HP: 588 PP: 0 Off: 160 Def: 160

Speed: 30 IQ: 16 Guts: 7 Exp: 19210 \$\$: 879

Drops: Horn of Life (1/64)

Actions: Kiss of Death (Poison)

Notes: Regardless of the fact that the original KoD could attack directly, this one uses nothing but Kiss of Death attack...

Mr. Molecule

Field: A question mark

Battle: A molecular model

Level: 56 HP: 280 PP: 21 Off: 118 Def: 97

Speed: 18 IQ: 4 Guts: 5 Exp: 8708 \$\$: 659

Drops: Magic Tart (1/64)

Actions: PSI Fire Alpha

PSI Flash Alpha

PSI Freeze Alpha

PSI Thunder Alpha

Notes: These guys normally appear in groups. That attack list may look disconcerting, but the good news is that Mr. Molecules are just like Foppies, Fobbies, and Slugs. They can't concentrate until four rounds of combat have passed, so you're in good shape.

The Sea of Eden - The Kraken lives on in Ness' memory, and patrols the waters of the Sea of Eden. Fight as many as you want before approaching the object that looks like the Mani Mani Statue.

Ness's Nightmare

Field: A golden statue

Battle: See above

Level: 71 HP: 1654 PP: 882 Off: 172 Def: 253

Speed: 31 IQ: 80 Guts: 1 Exp: 89004 \$\$: 4442

Actions: PSI Special Alpha (1/3)

PSI Special Omega (1/6)

Lifeup Beta (1/6)

Shield Beta (1/6)

Glorious Light (PSI Flash Omega) (1/6)

Notes: Your nightmare uses your own special power against you. In the opening of the match, it'll have a psychic power shield up, so do NOT use your PSI attack powers on it. Just normally attack until it invokes Shield Beta, after which you can attack it with the full force of your mind. Be sure to Lifeup if your HP gets too low. Once you defeat it, you'll become one with the earth and receive an extra 300000 experience points.

=====

Q. Endgame

Giygas has failed in his quest to stop you. You have succeeded in becoming one with the earth, and your physical and mental strength is far greater than anything any human could imagine. It's time to take

the fight to Giygas now and rid the world of this evil.

Return to Onett - To power the Phase Distorter to take you to Giygas, you'll need a piece of the meteorite in Onett. Giygas sensed you needed this and deployed some of his fiercest soldiers to stop you from reaching the summit of the hill.

Ghost of Starman

Field: A spinning blue diamond

Battle: A black and purple Starman

Level: 68 HP: 750 PP: 462 Off: 152 Def: 170

Speed: 46 IQ: 16 Guts: 43 Exp: 48695 \$\$: 807

Drops: Goddess Ribbon (1/128)

Actions: PSI Starstorm Alpha

Menacing Smile (X)

3 (X)

2 (X)

1 (X)

PSI Starstorm Omega

Notes: Giygas ripped the silicon souls of deceased Starmen, and amplified their power many times. This beast will attack in the exact order described above. It'd be wise to destroy him before he gets to Starstorm Omega, even though you could just use Lifeup Omega to stop the dying.

Evil Eye

Field: A spinning blue diamond

Battle: A pink eye with legs

Level: 63 HP: 720 PP: 400 Off: 141 Def: 162

Speed: 38 IQ: 16 Guts: 25 Exp: 46376 \$\$: 896

Drops: Meteorite (1/16)

Weakness: Freeze

Actions: Attack *

Paralysis Omega

Brainshock Omega

Glare with Eerie Eyes (Diamondize)

Notes: Not a big threat compared to the Ghost of Starman, but a nasty bugger, especially if he diamondizes you.

Mechanical Octobot

Field: A spinning blue diamond

Battle: A green sphere with tentacles

Level: 66 HP: 768 PP: 0 Off: 147 Def: 176

Speed: 43 IQ: 24 Guts: 8 Exp: 41738 \$\$: 744

Drops: Meteorite (1/128)

Actions: Beam * (1/2)

Steal (1/4)

Mysterious Electric Field (?) (1/4)

Notes: Compared to the other bad guys in Onett, this one's a pushover. I'm not sure what the Field does, but it hasn't worked when I've been around.

Cave to the Past - Your brain has been transferred into a robot so you could survive the journey to the past and destroy Giygas. Giygas is naturally furious at this intrusion and has created the most powerful creatures to stop you before you get to him. You'll also meet some

more Ghosts of Starman while you're here.

Nuclear Reactor Robot

Field: A spinning blue diamond

Battle: A purplish globular robot with hoses

Level: 64 HP: 798 PP: 0 Off: 142 Def: 185

Speed: 46 IQ: 12 Guts: 8 Exp: 53142 \$\$: 820

Drops: Super Bomb (1/8)

Actions: Beam * (1/4)

Fuel Supply (Full HP) (3/4)

Notes: The second in the power robot line doesn't do anything different, but he's tougher to remove from the fight, particularly with the HP restoring.

Wild n' Wooly Shambler

Field: A spinning blue diamond

Battle: A white-shrouded purple-eyed alien

Level: 65 HP: 722 PP: 212 Off: 144 Def: 171

Speed: 38 IQ: 63 Guts: 5 Exp: 33818 \$\$: 906

Drops: Multi Bottle Rocket (1/16)

Actions: Beam * (1/2)

PSI Flash Beta (1/4)

PSI Shield Beta (1/4)

Notes: A relatively easy enemy, the more powerful phantasmic Shambler has the psychic power shield, but any smart person would save his PSI for later, so it's not a big deal.

Ultimate Octobot

Field: A spinning blue diamond

Battle: A pink sphere with tentacles

Level: 70 HP: 792 PP: 0 Off: 163 Def: 181

Speed: 44 IQ: 24 Guts: 8 Exp: 47876 \$\$: 815

Drops: PSI Caramel (1/8)

Actions: Beam ** (1/4)

Steal (1/4)

Mysterious Electric Field (?) (1/2)

Notes: I still don't know what the Field does. This final product in the Octobot series is still not a big problem compared to the other enemies.

Squatter Demon

Field: A spinning blue diamond

Battle: A purple face (Boogey Tent-like)

Level: 69 HP: 774 PP: 60 Off: 158 Def: 192

Speed: 45 IQ: 32 Guts: 25 Exp: 48311 \$\$: 897

Drops: Horn of Life (1/64)

Weakness: Fire

Actions: Bite Hard **

Bite with Poison Fangs ** (Poison)

Hypnosis Alpha

Shield Killer

Notes: This face will remind you of your battles with the Boogey Tent way back in Threed. Despite the odd nature of this disembodied face, he's not a big threat.

Bionic Kraken

Field: A spinning blue diamond

Battle: A purple sea snake with no eyes and a big mouth

Level: 70 HP: 900 PP: 60 Off: 155 Def: 195

Speed: 42 IQ: 32 Guts: 1 Exp: 50308 \$\$: 960

Drops: Gutsy Bat (1/128)

Actions: Crashing Boom Bang (PSI Thunder Beta)

Breathe Fire (PSI Fire Beta)

Tornado *** (All)

Pale Green Light (Neutralizer)

Notes: This reconstructed Kraken (proof that Giygaz himself created the beast) is rare, but harsh, especially when it whips out the tornado attack. Fortunately, the BK will always face off against you alone.

Final Starman

Field: A spinning blue diamond

Battle: A pinkish-goldish Starman with spikes

Level: 71 HP: 840 PP: 860 Off: 178 Def: 187

Speed: 47 IQ: 24 Guts: 25 Exp: 61929 \$\$: 915

Drops: PSI Caramel (1/32)

Actions: Menacing Smile (X)

PSI Starstorm Alpha

PSI Starstorm Omega

Healing Omega

Shield Beta

Brainshock Omega

Notes: The ultimate form of the fabled Starman series. Giygaz has pulled out all the stops in creating his greatest Starman force. The wealth of psychic attacks is bad enough, but it also comes equipped with a psychic power shield.

The Final Battle

Giygas (Devil's Machine)

Battle: A horrific tentacled beast with the face of Ness

Level: 80 HP: 9999 PP: 999 Off: 255 Def: 255

Speed: 80 IQ: 255 Guts: 5 Exp: 0 \$\$: 0

Weakness: Brainshock

Actions: PSI Special Alpha

PSI Special Beta

Notes: The universal cosmic destroyer. Giygaz mocks you by assuming your very likeness and using your own powers. Even though I know you're itching to lay as much smack down on Giygaz as you can now, you MUST NOT ATTACK HIM. Giygaz' Devil's Machine will reflect all attacks back at your own party. Focus instead on your other target...

Heavily Armed Pokey

Battle: Pokey in a mechanical spider thingy

Level: 80 HP: 2000 PP: 999 Off: 145 Def: 255

Speed: 60 IQ: 255 Guts: 5 Exp: 0 \$\$: 0

Weakness: Brainshock

Actions: Charge Forward *** (1/4)

Tear Into You *** (1/4)

Stinky Gas (All Off/Def Down) (1/2)

Notes: A thorn in your side the entire adventure. The worst person in your neighborhood is now your worst enemy. Now, he assists Giygaz in his horrible plans, which he believes gives Giygaz the edge over you. Focus your attacks on Pokey. When you drain Pokey's HP, he will turn off Giygaz' Devil's Machine, revealing his true, terrifying form.

Giygas (benign)

Battle: He's....red

Level: 80 HP: 2000 PP: 0 Off: 255 Def: 255

Speed: 80 IQ: 255 Guts: 5 Exp: 0 \$\$: 0

Weakness: Brainshock

Actions: ?????? (All Freeze)
?????? (Thunder X 2)
?????? (Flash Omega)

Notes: The Devil's Machine served many purposes. It protected Giygas from attack. It disguised his true form. Unfortunately, it also contained him and his horrible power. Now, his power has expanded to the point where it destroyed his mind, making him, as Pokey puts it, an all-mighty idiot. The power disrupts you to the point that you can't determine what kind of attacks Giygas is using. Use all your best powers on him, now that he's no longer protected. Once you cause about 2500 damage, Pokey will come by once more to taunt you.

Giygas (final)

Battle: He's....red....and TICKED

Level: 80 HP: 9999 PP: 0 Off: 255 Def: 255

Speed: 80 IQ: 255 Guts: 5 Exp: 0 \$\$: 0

Weakness: Brainshock

Actions: ?????? (All Freeze)
?????? (Thunder X 2)
?????? (Flash Omega)

Notes: It's hopeless. Giygas is far too powerful to beat with just the four of you in pathetic little robot shells. Pokey knows this, too. Your only hope is to reach out across the space-time continuum. It'll take the combined prayers of all across the world to defeat Giygas. Have Paula Pray.

- 1st time: Dr. Andonuts, Apple Kid, and the Mr. Saturns
- 2nd time: The Runaway Five
- 3rd time: Paula's family and the Polestar Preschool
- 4th time: Tony, Maxwell, and the Snow Wood Boarding School
- 5th time: Women of Dalaam
- 6th time: Frank Fly
- 7th time: Mom, Tracy, and King
- 8th time: Paula's call

is absorbed

by the darkness...

9th time: A familiar person will step in and pray for Ness and his friends, even having never met them before, which will destroy Giygas.

Although you'll never be able to return to your old lives, you can rest in your broken robot shells, knowing you've saved the world...

5. Standard Guide Stuff

A. Legal

This FAQ was made 100% by me, and is Copyright © 2001-2002 Scott "Cyriz" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. I've put a lot of time into this. Give me some credit...

These are the only three sites that may have my guide.

www.gamefaqs.com
www.gamewinners.com
www.starmen.net

The first two are the best FAQ sites online, and the last is the best EarthBound site.

B. E-mail Guidelines

If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it concerns the fighting or enemies of EarthBound. I won't answer other things about the game. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though...
- Make sure you say EarthBound at one point in your e-mail. I have more than one FAQ, and asking a generic question such as "How do I fight?" doesn't tell me much.
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

C. Credits

CJayC and Al Amaloo and Starmen.net for having this on their sites.

The Nintendo Power EarthBound Strategy Guide, which has a lot of info about the enemies that one can't get anywhere else.

PK Hack and the lovely folks who created this application, which allows one to view the values of enemy stats in the EarthBound ROM. Great job, people! ^_^

D. Version Updates

Version 1.0 - Hee hee... Yeah, so I lied a bit in the ending... Hey, a few surprises are always nice, eh? ^_^ Anyway, all the enemies are down, but I could really use Drops if anyone wants to help with that.

Version 1.1 - Well, now that I've learned about PK Hack, I've got everyone's correct stats up. Still dunno what Mysterious Electric Field or Does Something Mysterious does... *shrugs*

E. The Final Word

I'd like to say thanks again to the guys who threw together PK Hack.
It was the biggest help... ^_^

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