

Chrono Trigger Enemy AI Script Guide

by GirkDently

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This walkthrough was originally written for Chrono Trigger on the SNES, but the walkthrough is still applicable to the PSX version of the game.

Chrono Trigger Enemy AI Scripts

Version 1.0

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>--Section 0. Boring Stuff and Version History--<

I'm sure some errors have slipped through the cracks here. Email me if something looks off.

Feel free to distribute this guide outside of GameFAQs as long as content is not modified.

Give credit where credit it due - if you wish to use portions of this guide in your work, please reference this guide as your source.

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Version History

Version 1.0 - Initial Version

>--Section 1. About This Guide--<

This guide provides human-readable artificial intelligence ("AI") scripts for enemies in Chrono Trigger. The goal of this guide is to serve as a quick reference for players, showing you what each monster will do and how it reacts to your play. Struggling with a particular boss? Want to avoid gnarly counters like the Scouter's Delta Force? Looking for little-known quirks, like Atropos's "Cricket Chirp" tech? The information in this guide should give you ideas on how to proceed.

Currently, the guide provides information for each enemy that actually appears in the SNES version of the game. I do not include information on enemies that

are in the game code but never appear, such as Johnny. At this point I also do not have information on enemies added in the Nintendo DS release of the game, although that may change in future versions of the guide.

Lastly, I have not integrated enemy stats or damage formulas into the guide, as there are already excellent bestiaries and algorithm guides out there for Chrono Trigger.

The starting point for this guide is the excellent AI information on the Chrono Compendium website. Relevant links (active as of November 2020) are:

-Raw Enemy AI Data

https://www.chronocompendium.com/Term/Enemy_AI_Listings.html

-Condition, Action, and Targeting Routines

Byte Meanings: https://www.chronocompendium.com/Term/Enemy_AI.html

-Monster List

https://www.chronocompendium.com/Term/Text_List_of_Enemies.html

-Enemy Tech List

<https://www.chronocompendium.com/Term/Attacks.html>

>--Section 2. Reading Chrono Trigger Enemy AI--<

NOTE: Most of this I did not discover personally. Credit is due to the enterprising people who disassembled the game, like Geiger, Chickenlump, and the community at Chrono Compendium. Please message me if there are others I haven't cited appropriately.

Let's dive right in, shall we? Raw enemy AI in Chrono Trigger is just a string of bytes, or pairs of hexadecimal digits. For example, here's Azala's AI in the Black Tyrano fight:

```
0B 17 3E C0 FE 00 00 06 04 FE 00 00 00 00 FE 00 00 06 05 02 82 05 00 00 46 02 81
05 00 00 3B 00 00 06 05 02 81 05 00 00 3B 00 00 06 05 02 82 05 00 00 46 00 00 06
05 02 8B 05 00 00 3A 00 00 06 05 FE FF 20 00 00 00 FE 02 1F 05 00 00 43 FE 00 00
00 00 FE 00 00 06 00 FE FF
```

Clear as day, right? Don't worry, that's what this guide is for.

Enemy AI is split into two sections: an action section and a reaction section. The byte FF marks the end of each section. Therefore Azala's action section is:

```
0B 17 3E C0 FE 00 00 06 04 FE 00 00 00 00 FE 00 00 06 05 02 82 05 00 00 46 02 81
05 00 00 3B 00 00 06 05 02 81 05 00 00 3B 00 00 06 05 02 82 05 00 00 46 00 00 06
05 02 8B 05 00 00 3A 00 00 06 05 FE FF
```

The action and reaction sections are further split into sequences of conditions and actions, divided by the byte FE. So we can organize Azala's action section as follows:

```
0B 17 3E C0 (Condition 1)
    00 00 06 04 (Action if Condition 1 is met)
00 00 00 00 (Condition 2)
    00 00 06 05 (First action if Condition 2 is met)
    02 82 05 00 00 46 (Second action if Condition 2 is met)
    02 81 05 00 00 3B (etc...)
    00 00 06 05
```

```
02 81 05 00 00 3B
00 00 06 05
02 82 05 00 00 46
00 00 06 05
02 8B 05 00 00 3A
00 00 06 05
```

Conditions are almost always a group of four bytes, although a handful of monsters use compound conditions. The game checks each condition sequentially, takes the first one that is satisfied, and then starts executing the associated actions. As you'll notice above, the length of action blocks is not fixed.

The full list of conditions and actions is given in Section 6, but for now you can trust that Azala's action section translates as follows:

```
If Nearest Enemy Def is <= 192
  *Wander
If True
  *Wander
  *Tech 82 (Psychokinesis) on Random PC, message "Psychokinesis..."
  *Tech 81 (Teleportation / Teleports a rock!) on Random PC, message
"Teleportation / Teleports a rock!"
  *Wander
  *Tech 81 (Teleportation / Teleports a rock!) on Random PC, message
"Teleportation / Teleports a rock!"
  *Wander
  *Tech 82 (Psychokinesis) on Random PC, message "Psychokinesis..."
  *Wander
  *Tech 8B (Telepathy / Sleep) on Random PC, message "Telepathy / Sleep"
  *Wander
```

You can see that Azala does nothing if the nearest enemy's defense is below 192 (i.e. if BlackTyrano has removed his defense), and otherwise has a long string of attacks.

The format above is how the AI is presented in Section 4. You'll notice that I have not altered the AI to say "If BlackTyrano's Def is <= 192..." While that would be easier to read, I wanted to remain faithful to the structure of the game's code. Azala does not check BlackTyrano's defense explicitly, BlackTyrano just happens to be the nearest enemy in the fight. If you put Azala in a fight with a different monster, she would check that monster's defense instead.

```
-----
>--Section 3. A Note on Naming Conventions--<
-----
```

The AI scripts include enemy names, tech names, and attack names. Presenting these names in a coherent fashion was more difficult than I expected.

Take techs for example. Sometimes the game gives the same name to different techs. There are two versions of Dark Bomb in this game. One, Tech 6A, is used by Magus (and Lavos in Magus form). The other, tech B5, is used by Spekkio in Masamune form and the Lavos Spawn in the Black Omen. As far as I know, no one's sure if these techs vary in any meaningful way, but they are stored in different places in the game's memory.

Second, sometimes the game gives different names to the same tech. For example, both Lavos and Synchrites use Tech 89, which causes Stop. When Synchrites use it, the game uses the message "Time Stop / Stop", whereas when Lavos uses it, the game says "Freeze / Stop".

Throughout this guide I have attempted to adhere to naming conventions on the Chrono Compendium website. My enemy names are a bit more descriptive (e.g. "Lavos (Third Form, Core)" instead of "Lavos"), and occasionally my tech names deviate. For example, both Zombor (the upper half) and Slash use Tech 1D, in which they suck a player in close and hit them repeatedly. Chrono Compendium calls this move "Fang" for Zombor and "Rapid Punch" for Slash, whereas I stick with Proto K and Chickenlump's notes and call it "Telekinetic Attack".

To avoid confusion, I provide as much context as possible: I include attack/tech bytes, my name for them, and any message presented along with them. But if you're wondering why I called something X instead of Y, it turns out there's more degrees of freedom in naming in this game than you might have expected.

>--Section 4. Enemy AI Scripts--<

Here we go. This section is LONG, so I've included an alphabetized index to help navigation. CTRL+F is your friend - you can search using an enemy's name or their hexadecimal index. Enemy scripts are not alphabetized; they are listed in the order they are stored in the game's memory.

The scripts should be largely self-explanatory. "Wander" is a catch-all phrase for when a monster isn't doing anything. Depending on the monster it might stand still or move around, but I haven't attempted to catalogue that here.

- >Acid, Index 69
- >Alien, Index 85
- >Alkaline, Index 6A
- >Amphibite, Index 4E
- >Anion, Index 6C
- >Atropos XR, Index C0
- >Avian Chaos, Index 19
- >Avian Rex, Index 83
- >Azala, Index 9A
- >Bantam Imp, Index 1B
- >Barghest, Index 59
- >Base, Index 68
- >Basher, Index F5
- >Beast, Index 7D
- >Beetle, Index 8D
- >Bellbird, Index 08
- >BlackTyrano, Index BC
- >Blob, Index 84
- >Blue Beast, Index 7E
- >Blue Eaglet, Index 15
- >Blue Imp, Index 0C
- >Blue Scout, Index D6
- >Blue Shield, Index 3E
- >Boss Orb, Index 42
- >Bug, Index 8C
- >Bugger, Index 54
- >Byte, Index D0
- >Cave Ape, Index 7A
- >Cave Bat, Index 73
- >Chains (Magus Castle Ozzie Battle), Index F1
- >Crater, Index 5B
- >Croaker, Index 4D
- >Cybot, Index C1

>Cyrus, Index 8F
>Dalton, Index A1
>Dalton Plus, Index A2
>Debugger, Index 55
>Debuggest, Index 56
>Deceased, Index 2D
>Decedent, Index 2E
>Defunct, Index 2B
>Departed, Index 2C
>Diablos, Index 48
>Dragon Tank, Index 93
>Dragon Tank (Grinder), Index 94
>Dragon Tank (Tank Head), Index AD
>Egder, Index 2A
>Evilweevil, Index 46
>Flea, Index 9F
>Flea Plus (Ozzie/Slash/Flea Battle), Index A0
>Flea Plus (Solo Battle), Index BB
>Flea?, Index F0
>Flunky, Index 75
>Fly Trap, Index 26
>Flyclops, Index 53
>Fossil Ape, Index AC
>Free Lancer, Index 33
>Gargoyle, Index 49
>Gato, Index 92
>Giga Gaia (Body), Index D1
>Giga Gaia (Left Arm), Index D2
>Giga Gaia (Right Arm), Index D3
>Giga Mutant (Bottom Half), Index 36
>Giga Mutant (Top Half), Index 35
>Gigasaur, Index AA
>Gnasher, Index 1C
>Gnawer, Index 1D
>Goblin, Index 71
>Gold Eaglet, Index 16
>Golem, Index 95
>Golem Boss, Index F3
>Goon, Index 8E
>Great Ozzie, Index A8
>Green Imp, Index 0D
>Gremlin, Index 87
>Grimalkin, Index 4A
>Groupie, Index 76
>Guard, Index 31
>Guardian, Index D4
>Guardian (Bit), Index CF
>Heckran, Index A9
>Hench, Index 4B
>Hench (purple), Index 05
>Hetake, Index 5E
>Hexapod, Index EE
>Imp Ace, Index 1A
>Incognito, Index 40
>Ion, Index 6B
>Jinn, Index 58
>Jinn Bottle, Index 45
>Juggler, Index 39
>Kilwala, Index 03
>Krakker, Index 29

>Krawlie, Index 04
>Laser Guard, Index D9
>Lasher, Index 70
>Lavos (BlackTyrano - Support), Index DF
>Lavos (BlackTyrano), Index E6
>Lavos (Dragon Tank - Head), Index CA
>Lavos (Dragon Tank - Left Support), Index DA
>Lavos (Dragon Tank - Right Support), Index DB
>Lavos (First Form), Index EC
>Lavos (Giga Gaia - Left Support), Index 18
>Lavos (Giga Gaia - Right Support), Index 14
>Lavos (Giga Gaia), Index E7
>Lavos (Guardian - Left Support), Index DC
>Lavos (Guardian - Right Support), Index DD
>Lavos (Guardian), Index C2
>Lavos (Heckran), Index C3
>Lavos (Magus), Index C9
>Lavos (Masa & Mune), Index C5
>Lavos (Nizbel), Index C6
>Lavos (Ocean Palace), Index EB
>Lavos (Second Form, Core), Index CB
>Lavos (Second Form, Left Arm), Index CC
>Lavos (Second Form, Right Arm), Index CD
>Lavos (Third Form - Left Bit), Index ED
>Lavos (Third Form - Right Bit), Index EF
>Lavos (Third Form, Core), Index CE
>Lavos (Zombor - Lower Half), Index DE
>Lavos (Zombor - Upper Half), Index C4
>Lavos Spawn (Eye - Black Omen), Index 6E
>Lavos Spawn (Eye - Death's Peak), Index D8
>Lavos Spawn (Shell - Black Omen), Index 6F
>Lavos Spawn (Shell - Death Peak), Index D7
>Leaper, Index AB
>Lizardactyl, Index 81
>Macabre, Index 2F
>Mad Bat, Index 50
>Mage, Index 3B
>Magus, Index F9
>Magus (North Cape), Index FA
>Mammon Machine, Index 0A
>Man Eater, Index 28
>Martello, Index 07
>Masa, Index 97
>Masa & Mune, Index 99
>Meat Eater, Index 27
>Mega Mutant (Bottom Half), Index B9
>Mega Mutant (Top Half), Index B8
>Megasaur, Index 7B
>Metal Mute, Index A4
>Mohavor, Index 65
>MotherBrain (Body), Index BE
>MotherBrain (Display), Index B7
>Mud Imp, Index 0F
>Mune, Index 98
>Mutant, Index A3
>Naga-Ette, Index 1E
>Nereid, Index 63
>Nizbel, Index 9B
>Nizbel II, Index 9C
>Nu, Index 00

>Nu (Enhasa), Index 82
>Octo Blush, Index 23
>Octopod, Index 22
>Ogan, Index 74
>Omicrone, Index 7C
>Outlaw, Index 34
>Ozzie (Magus Castle and Ozzie Fort), Index A7
>Ozzie (Zenon Bridge), Index A6
>Pahoehoe, Index 62
>Panel, Index 09
>PeepingDoom, Index 41
>Poly, Index 11
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>Proto 3, Index 8A
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>Red Eaglet, Index 17
>Red Scout, Index D5
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>Reptite (purple), Index 3D
>Retinite (Bottom Half), Index B5
>Retinite (Core), Index 3A
>Retinite (Upper Half), Index B6
>Roly, Index 10
>Roly Bomber, Index F2
>Roly Rider, Index 13
>Rolypoly, Index 12
>Rubble, Index 5F
>Ruminator, Index 20
>Runner, Index 88
>Rust Tyrano, Index BD
>Save Point, Index 64
>Scouter, Index 52
>Sentry, Index 32
>Shadow, Index 66
>Shist, Index 61
>Shitake, Index 5D
>Side Kick, Index 43
>Slash (post-sword), Index 9E
>Slash (pre-sword), Index 9D
>Son of Sun, Index F6
>Son of Sun (Flames), Index F7
>Sorcerer, Index 57
>Spekkio (Kilwala), Index E1
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>Spekkio (Nu), Index E5
>Spekkio (Omicrone), Index E3
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>Super Slash (Ozzie/Slash/Flea battle), Index A5
>Super Slash (solo battle), Index BA
>Synchrite, Index 96
>T'pole, Index 4C
>Tempurite, Index 47
>TerraMutant (Bottom Half), Index 38

>TerraMutant (Top Half), Index 37
>Terrasaur, Index 02
>Thrasher, Index 6D
>Tubster, Index C8
>Turret, Index 80
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>Winged Ape, Index 79
>Yakra, Index 90
>Yakra XIII, Index C7
>Yodu De, Index 3F
>Zeal (First Form), Index 25
>Zeal (Second Form - Left Hand), Index B1
>Zeal (Second Form - Right Hand), Index B2
>Zeal (Second Form), Index B0
>Zombor (Bottom Half), Index B3
>Zombor (Upper Half), Index B4

>---Nu, Index 00---<

Actions

If True

*Attack 01 (Head Butt / HP to 1) on Random PC
*Attack 01 (Head Butt / HP to 1) on Random PC

Reactions

If True

*Wander

>---Reptite, Index 01---<

Actions

If the state counter is ≥ 1

*Wander
*Wander
*Wander
*Reset state counter

If True

*Wander
*Tech 0F (Sleep Bubble) on Random PC
*Wander
*Attack 00 (Combo Kick) on Nearest PC

Reactions

If the state counter is ≥ 1

*Message "Shocked!"

If hit by PC tech 02 (Slash)

*Wander

If hit by Lightning elemental

*Add one to state counter

If True

*Wander

>---Terrasaur, Index 02---<

Actions

If Current Enemy Def is <= 200
 *Wander
 *Wander
 *Set Def to 230, message "Revives from shock."
If True
 *Wander
 *Tech B0 (Flame) on Random PC
 *Tech B0 (Flame) on Random PC
 *Attack 01 (Horn Stab) on Nearest PC

Reactions

If Current Enemy Def is <= 200
 *Message "Shocked!"
If hit by PC tech 02 (Slash)
 *Wander
If hit by Lightning elemental
 *Set Def to 64, message "Def pwr decreases when shocked"
If True
 *Tech B0 (Flame) on Random PC

>---Kilwala, Index 03---<

Actions

If True
 *Wander
 *Attack 00 (Charge) on Nearest PC

Reactions

If True
 *Wander

>---Krawlie, Index 04---<

Actions

If True
 *Message "I'll shred ya."
 *Attack 01 (Needle / HP to 1) on Random PC
 *Wander
 *Attack 00 (Slap) on Nearest PC
 *Wander

Reactions

If True

*Wander

>---Hench (purple), Index 05---<

Actions

If RAND(0,99) < 16
 *Tech 45 (Crimson Rain) on Random PC, message "Crimson Rain / HP down"
If True
 *Wander
 *Attack 01 (Rolling Attack) on Random PC
 *Wander

Reactions

If True
 *Wander

>---Martello, Index 07---<

Actions

If True
 *Tech F1 (Laser) on Random PC

Reactions

If True
 *Wander

>---Bellbird, Index 08---<

Actions

If True
 *Wander

Reactions

If True
 *Tech 1E (Ding-a-ling / Chaos) on Random PC, message "Ding-a-ling / Chaos"

>---Panel, Index 09---<

Actions

If there are <= 1 monsters
 *Tech F1 (Laser) on PC with Lowest HP
 *Wander
If True
 *Choose randomly from the following actions:
 *Tech F2 (Missile) on Random PC

*Tech F2 (Missile) on Random PC
*Tech B1 (Invisible) on Random Enemy Other Than Self
*Tech F2 (Missile) on PC with Lowest HP

Reactions

If hit by Enemy:

*Double Tech 5B (Dark Plasma) on All PCs with Nearest Enemy

If True

*Wander

>---Mammon Machine, Index 0A---<

Actions

If True

*Set Stat 37 to 10, message "Mammon M. modifies all energy..."

*Wander

*Wander

*Wander

*Tech 8E (Beam Blast) on Random PC, set Stat 37 to 99, message "Releases stored energy!"

*Change Magic to 4, Def to 127, message "Mammon M. stands still..."

*Tech 2F (Point Flare) on PC with Lowest HP, message "Point Flare"

*Tech 2F (Point Flare) on Random PC, message "Point Flare"

Reactions

If Current Enemy's Stat 37 = 99

*Message "Mammon M. stands still..."

If hit by Non-Physical elemental

*Add 20 to Magic, message "Magic becomes attack pwr / Attack up!"

If hit by tech

*Add 48 to Def, message "Attack used to increase defense!"

If Attacking PC attacked with the Masamune

*Tech 01 (Salt) on Attacking PC, message "Masamune absorbs energy..."

If Attacking PC attacked with the Masamune

*Tech 01 (Salt) on Attacking PC, message "Masamune absorbs energy..."

If hit by Physical elemental

*Add 48 to Def, message "Attack used to increase defense!"

If True

*Wander

>---Blue Imp, Index 0C---<

Actions

If True

*Attack 00 (Kick) on Nearest PC

*Wander

*Tech 07 (Jump Attack) on Nearest PC

Reactions

If True

*Attack 01 (Pebble Punt) on Nearest PC

>---Green Imp, Index 0D---<

Actions

If True

- *Attack 01 (Pebble Throw) on Random PC
- *Tech 07 (Jump Attack) on Random PC
- *Wander

Reactions

If True

- *Tech 07 (Jump Attack) on Random PC

If True

- *Wander

>---Stone Imp, Index 0E---<

Actions

If True

- *Choose randomly from the following actions:
- *Attack 01 (Pebble Throw) on Random PC
- *Attack 01 (Pebble Throw) on Random PC
- *Tech 07 (Jump Attack) on Random PC
- *Wander

Reactions

If True

- *Wander

>---Mud Imp, Index 0F---<

Actions

If there are <= 1 monsters

- *Set Def to 127
- *Attack 01 (Pebble Throw) on Random PC
- *Tech 0F (Sleep Bubble) on Random PC
- *Attack 01 (Pebble Throw) on Random PC
- *Tech 0F (Sleep Bubble) on Random PC
- *Run Away, message "Runs away!"

If True

- *Choose randomly from the following actions:
- *Attack 01 (Pebble Throw) on Random PC
- *Attack 01 (Pebble Throw) on Nearest Enemy
- *Tech 0F (Sleep Bubble) on Random PC
- *Tech 7E (Cure) on Current Enemy

Reactions

If enemy killed

```
*Tech 7F (End Battle) on Current Enemy
If there are <= 2 monsters
  *Tech 7E (Cure) on Current Enemy
If True
  *Choose randomly from the following actions:
  *Triple Tech 6D (Cross Charge) on Random PC with Enemy 03 and Enemy 07
  *Triple Tech 6D (Cross Charge) on Random PC with Enemy 03 and Enemy 07
  *Triple Tech 6F (Earthquake) on Random PC with Enemy 03 and Enemy 07
  *Triple Tech 6F (Earthquake) on Random PC with Enemy 03 and Enemy 07
```

```
-----
>---Roly, Index 10---<
-----
```

Actions

```
If True
  *Wander
  *Attack 00 (Spin Attack) on Random PC
  *Attack 00 (Spin Attack) on Random PC
```

Reactions

```
If True
  *Wander
```

```
-----
>---Poly, Index 11---<
-----
```

Actions

```
If True
  *Attack 00 (Spin Attack) on Nearest PC
```

Reactions

```
If True
  *Attack 01 (Polyhymnia) on Attacking PC
```

```
-----
>---Rolypoly, Index 12---<
-----
```

Actions

```
If there are <= 1 monsters
  *Attack 01 (Polyhymnia) on Random PC
  *Tech 07 (Jump Attack) on Random PC
If True
  *Choose randomly from the following actions:
  *Wander
  *Wander
  *Wander
  *Tech 07 (Jump Attack) on Random PC
```

Reactions

```
If hit by Lightning elemental
  *Tech 2B (Lightning) on Attacking PC
```

```
If hit by Shadow elemental
    *Tech 12 (Absorb / Steal MP) on Attacking PC
If hit by Ice elemental
    *Tech 2A (Ice) on Attacking PC
If hit by Fire elemental
    *Tech 25 (Flame) on Attacking PC
If True
    *Wander
```

```
-----
>---Roly Rider, Index 13---<
-----
```

Actions

```
-----
If RAND(0,99) < 16
    *Attack 01 (Rollo Shoot) on Farthest PC
If True
    *Wander
    *Wander
    *Attack 00 (Charge) on Random PC
```

Reactions

```
-----
If True
    *Wander
```

```
-----
>---Lavos (Giga Gaia - Right Support), Index 14---<
-----
```

Actions

```
-----
If Lavos (Giga Gaia - Left Support) is alive
    *Tech B1 (Invisible) on Enemy 07
    *Wander
    *Tech 94 (Heal) on Enemy 03, message "Revives head with Defense parts!"
    *Tech B1 (Invisible) on Enemy 07
    *Wander
If True
    *Tech 55 (Water Rise) on Random PC, message "Water Rise / Water"
    *Wander
    *Tech 94 (Heal) on Enemy 03, message "Revives head with Defense parts!"
    *Wander
```

Reactions

```
-----
If hit by Enemy tech C1 (Invisible)
    *Double Tech 86 (Dark Plasma) on Random PC with Enemy 07, message
"Double-Part Attack: Dark Plasma"
If True
    *Wander
```

```
-----
>---Blue Eaglet, Index 15---<
-----
```

Actions

```
-----
If RAND(0,99) < 10
```

```
*Tech 03 (Scream / Slow) on Random PC
If True
  *Choose randomly from the following actions:
  *Wander
  *Attack 01 (Wing Flap) on Random PC
  *Attack 00 (Dive) on Nearest PC
  *Wander
```

Reactions

```
-----
If True
  *Wander
```

```
-----
>---Gold Eaglet, Index 16---<
-----
```

Actions

```
-----
If RAND(0,99) < 24
  *Attack 01 (Dive) on Random PC
If True
  *Wander
```

Reactions

```
-----
If hit by Fire elemental
  *Turn into Red Eaglet, Refill HP
If the state counter is >= 1
  *Turn into Red Eaglet, Do Not Refill HP
If True
  *Add one to state counter
```

```
-----
>---Red Eaglet, Index 17---<
-----
```

Actions

```
-----
If True
  *Attack 01 (Dive) on Random PC
```

Reactions

```
-----
If hit by Ice elemental
  *Turn into Gold Eaglet, Do Not Refill HP
If True
  *Tech 0A (Fire Breath) on Random PC
```

```
-----
>---Lavos (Giga Gaia - Left Support), Index 18---<
-----
```

Actions

```
-----
If Lavos (Giga Gaia - Right Support) is alive
  *Tech C1 (Invisible) on Enemy 09
  *Wander
  *Wander
If True
```

*Tech 95 (Arm Attack) on Random PC, message "Arm Attack / HP cut by 1/2"

*Wander

*Tech 3E (GaiaMagnade) on Random PC, message "GaiaMagnade / Fire"

*Wander

Reactions

If hit by Enemy tech B1 (Invisible)

*Tech 3F (Dbl. Handblaster / Fire) on Random PC, message "Two-Part Attack:
Pair Blaster"

If True

*Wander

>---Avian Chaos, Index 19---<

Actions

If RAND(0,99) < 32

*Tech 1E (Ding-a-ling / Chaos) on Nearest PC, message "Ding-a-ling / Chaos"

If True

*Wander

*Wander

Reactions

If True

*Wander

>---Imp Ace, Index 1A---<

Actions

If True

*Wander

*Wander

*Tech 03 (Scream / Slow) on Nearest PC

Reactions

If True

*Wander

>---Bantam Imp, Index 1B---<

Actions

If True

*Attack 00 (Charge) on Random PC

*Tech 45 (Crimson Rain) on Random PC, message "Crimson Rain / HP down"

Reactions

If enemy killed

*Turn into Stone Imp, Refill HP

If True
 *Wander

>---Gnasher, Index 1C---<

Actions

If True
 *Attack 00 (Bite) on Nearest PC
 *Wander
 *Attack 01 (Bite / Poison) on Nearest PC
 *Wander

Reactions

If True
 *Wander

>---Gnawer, Index 1D---<

Actions

If True
 *Attack 00 (Bite) on Nearest PC
 *Wander

Reactions

If T'pole is dead
 *Wander
If Current Enemy HP below half AND If Farthest Enemy is T'pole
 *Attack 01 (Chomp Frogs) on Farthest Enemy
If Current Enemy HP below half AND If Nearest Enemy is T'pole
 *Attack 01 (Chomp Frogs) on Nearest Enemy
If True
 *Wander

>---Naga-ETTE, Index 1E---<

Actions

If RAND(0,99) < 16
 *Tech 05 (Slow) on Random PC, message "Nagaette's (Heart) / Slow spell!"
If True
 *Wander
 *Attack 00 (Scratch) on Nearest PC
 *Wander

Reactions

If True
 *Wander

>---Ruminator, Index 20---<

Actions

If there are <= 1 monsters

*Wander

*Attack 01 (Bite / Death) on PC with Highest HP

If True

*Attack 01 (Bite / Death) on Random Enemy Other Than Self

Reactions

If True

*Wander

>---Octopod, Index 22---<

Actions

If there are only Octopod present

*Attack 01 (Suck) on Random PC

*Wander

If True

*Attack 00 (Drain Suck) on Random PC

*Wander

Reactions

If True

*Wander

>---Octo Blush, Index 23---<

Actions

If True

*Choose randomly from the following actions:

*Tech 1B (Ink / Darkness) on Random PC

*Tech 25 (Flame) on Random PC

*Attack 00 (Leech) on Random PC

*Wander

Reactions

If True

*Wander

>---Zeal (First Form), Index 25---<

Actions

If Current Enemy HP below half

*Tech B4 (Hallation) on Random PC, message "Hallation / HP goes to 1"

*Tech B4 (Hallation) on Random PC, message "Hallation / HP goes to 1"

*Tech FC (Energy Ball) on PC with Highest HP

If True

*Tech B4 (Hallation) on Random PC, message "Hallation / HP goes to 1"

*Attack 01 (Death Kiss / Absorb MP) on Nearest PC

*Tech FC (Energy Ball) on PC with Highest HP

Reactions

If True

*Wander

>---Fly Trap, Index 26---<

Actions

If True

*Wander

*Wander

Reactions

If True

*Tech 24 (Pollen) on Nearest PC

>---Meat Eater, Index 27---<

Actions

If there are <= 1 monsters

*Attack 00 (Charge) on Nearest PC

*Attack 01 (Charge) on Random PC

*Tech 24 (Pollen) on Nearest PC

If RAND(0,99) < 24

*Wander

If True

*Tech 7E (Cure) on Current Enemy

Reactions

If True

*Wander

>---Man Eater, Index 28---<

Actions

If RAND(0,99) < 16

*Tech 7E (Cure) on Random PC

If True

*Tech 77 (Chaos Breath) on Random PC, message "Blizzard / Chaos"

Reactions

```
If True
    *Wander
```

```
-----
>---Krakker, Index 29---<
-----
```

```
Actions
-----
```

```
If RAND(0,99) < 32
    *Tech E8 (Chomp) on Random PC
If True
    *Wander
```

```
Reactions
-----
```

```
If True
    *Wander
```

```
-----
>---Egder, Index 2A---<
-----
```

```
Actions
-----
```

```
If True
    *Attack 00 (Slap) on Nearest PC
    *Wander
```

```
Reactions
-----
```

```
If True
    *Wander
```

```
-----
>---Defunct, Index 2B---<
-----
```

```
Actions
-----
```

```
If Current Enemy HP below half
    *Wander
If True
    *Wander
    *Attack 00 (Charge) on Random PC
```

```
Reactions
-----
```

```
If hit by Enemy:
    *Turn into Departed, Refill HP
If Current Enemy HP below half
    *Change Def to 240,
If True
    *Wander
```

```
-----
>---Departed, Index 2C---<
-----
```

```
Actions
```

```
-----  
If True  
  *Choose randomly from the following actions:  
  *Attack 01 (Jump) on Random PC  
  *Attack 01 (Jump) on PC with Lowest HP  
  *Wander  
  *Wander
```

Reactions

```
-----  
If True  
  *Attack 01 (Jump) on Random PC
```

```
-----  
>---Deceased, Index 2D---<  
-----
```

Actions

```
-----  
If True  
  *Attack 00 (Javelin) on Random PC  
  *Wander  
  *Attack 00 (Javelin) on Random PC
```

Reactions

```
-----  
If True  
  *Wander
```

```
-----  
>---Decedent, Index 2E---<  
-----
```

Actions

```
-----  
If RAND(0,99) < 32  
  *Choose randomly from the following actions:  
  *Attack 00 (Stab) on Nearest PC  
  *Attack 01 (Jump Stab) on Nearest PC  
  *Attack 01 (Jump Stab) on Nearest PC  
  *Attack 00 (Stab) on Nearest PC  
If there are <= 1 monsters  
  *Wander  
If True  
  *Wander
```

Reactions

```
-----  
If True  
  *Wander
```

```
-----  
>---Macabre, Index 2F---<  
-----
```

Actions

```
-----  
If RAND(0,99) < 10  
  *Tech 45 (Crimson Rain) on Random PC, message "Crimson Rain / HP down"  
If True
```

*Wander

*Attack 01 (Triple Carve) on Random PC

Reactions

If True

*Wander

>---Reaper, Index 30---<

Actions

If True

*Wander

*Attack 00 (Carve) on Random PC

*Attack 00 (Carve) on Random PC

*Attack 00 (Carve) on Random PC

*Attack 01 (Triple Carve) on Random PC

*Double Tech 39 (Drain) on PC with Lowest HP with Random PC

Reactions

If True

*Wander

>---Guard, Index 31---<

Actions

If True

*Attack 00 (Strike) on Nearest PC

*Attack 01 (Smash) on Nearest PC

Reactions

If True

*Wander

>---Sentry, Index 32---<

Actions

If Current Enemy HP below half

*Tech 39 (Drain) on Random PC

If True

*Attack 01 (Strike) on Random PC

Reactions

If enemy killed

*Choose randomly from the following actions:

*Wander

*Tech 9C (Grudge) on Random PC, message "Grudge"

*Wander

*Tech 57 (MP Buster) on Random PC, message "MP Buster / Steals MP!"
If True
*Wander

>---Free Lancer, Index 33---<

Actions

If True
*Wander
*Attack 01 (Throwing Knife) on Random PC
*Attack 01 (Throwing Knife) on Random PC
*Tech 06 (Spin Kick) on Random PC

Reactions

If True
*Tech 07 (Jump Attack) on Random PC

>---Outlaw, Index 34---<

Actions

If True
*Wander
*Attack 01 (Throwing Knife) on Random PC

Reactions

If hit by Non-Physical elemental
*Wander
If Nearest Enemy is Juggler
*Double Tech 2E (Fire Wheel) on Random PC with Nearest Enemy, message
"Multiple Counterattack Technique"
If Farthest Enemy is Juggler
*Double Tech 2E (Fire Wheel) on Random PC with Farthest Enemy, message
"Multiple Counterattack Technique"
If True
*Wander

>---Giga Mutant (Top Half), Index 35---<

Actions

If True
*Choose randomly from the following actions:
*Tech 66 (Blanket Bomb) on Random PC
*Tech 42 (Shining Bit) on Random PC, message "Shining Bit / Lightning"
*Tech 84 (Mutant Gas / Sleep) on Random PC, message "Mutant Gas / Sleep"
*Tech 85 (Shadow Slay) on Random PC, message "Mutant Gas / Poison"

Reactions

If True

*Attack 01 (Absorb / Steal MP) on Attacking PC

>---Giga Mutant (Bottom Half), Index 36---<

Actions

If there are <= 1 monsters

*Tech 5C (Steel Steam) on Random PC, message "Steel Steam / HP Down"

*Tech 85 (Shadow Slay) on Random PC, message "Mutant Gas / Poison"

*Tech 3D (Life Shaver) on PC with Lowest HP, message "Life Shaver / HP goes to 1"

*Tech 3D (Life Shaver) on PC with Highest HP, message "Life Shaver / HP goes to 1"

If True

*Attack 01 (Throwing Knife) on PC with Lowest HP

*Attack 01 (Throwing Knife) on Random PC

*Tech 3D (Life Shaver) on PC with Highest HP, message "Life Shaver / HP goes to 1"

Reactions

If True

*Wander

>---TerraMutant (Top Half), Index 37---<

Actions

If there are <= 1 monsters

*Tech B4 (Hallation) on Random PC

*Tech 7F (End Battle) on Current Enemy

If True

*Tech F6 (Super Volcano Bomb) on Random PC

*Attack 01 (Drain) on Enemy 09

*Tech 58 (Chaotic Zone) on PC with Lowest HP, message "Chaotic Zone / Chaos"

*Attack 01 (Drain) on PC with Lowest HP

*Tech FC (Energy Ball) on PC with Lowest HP

*Attack 01 (Drain) on Enemy 09

*Tech EE (Burst Ball) on Random PC

*Attack 01 (Drain) on Enemy 09

*Tech F6 (Super Volcano Bomb) on Random PC

*Attack 01 (Drain) on PC with Lowest HP

*Tech 58 (Chaotic Zone) on PC with Lowest HP, message "Chaotic Zone / Chaos"

*Attack 01 (Drain) on Enemy 09

Reactions

If True

*Wander

>---TerraMutant (Bottom Half), Index 38---<

Actions

If there are <= 1 monsters
 *Tech 7F (End Battle) on Current Enemy

If True
 *Wander

Reactions

If hit by Enemy:

 *Wander

If hit by Physical elemental

 *Tech 3D (Life Shaver) on PC with Highest HP, message "Life Shaver / HP goes
to 1"

If True
 *Wander

>---Juggler, Index 39---<

Actions

If Nearest Enemy is Roly Bomber

 *Tech 25 (Flame) on Nearest Enemy

If True

 *Wander

 *Wander

 *Tech 25 (Flame) on Random PC

 *Wander

 *Wander

 *Tech 25 (Flame) on Random PC

 *Wander

 *Wander

 *Wander

 *Tech 25 (Flame) on Random PC

Reactions

If hit by Non-Physical elemental

 *Change M. Def to 100, Def to 127, message "Magic Defense ON"

If True

 *Change Def to 253, M. Def to 50, message "Physical Defense ON"

>---Retinite (Core), Index 3A---<

Actions

If there are <= 1 monsters

 *Run Away, message "Runs away!"

If True

 *Tech B1 (Invisible) on Enemy 09

 *Tech B1 (Invisible) on Enemy 06

 *Wander

 *Tech B1 (Invisible) on Enemy 09

 *Tech B1 (Invisible) on Enemy 06

 *Wander

Reactions

```
If enemy killed
    *Message "Runs away when the core is lost..."
If True
    *Wander
```

```
-----
>---Mage, Index 3B---<
-----
```

Actions

```
-----
If True
    *Choose randomly from the following actions:
    *Tech 80 (Energy Ball) on Random PC
    *Tech 02 (Lock) on Random PC, message "Lock / Can't use techniques!"
    *Attack 00 (Punch) on Nearest PC
    *Tech 02 (Lock) on Random PC, message "Lock / Can't use techniques!"
```

Reactions

```
-----
If True
    *Wander
```

```
-----
>---Reptite (purple), Index 3D---<
-----
```

Actions

```
-----
If Current Enemy Def is <= 149
    *Wander
    *Wander
    *Set Def to 150, message "Revives from shock."
If Nearest Enemy is Volcano
    *Attack 01 (Punch Volcano) on Nearest Enemy
If True
    *Wander
    *Attack 00 (Flashing Slap) on Nearest PC
```

Reactions

```
-----
If Current Enemy Def is <= 149
    *Message "Shocked!"
If hit by PC tech 02 (Slash)
    *Wander
If hit by Lightning elemental
    *Set Def to 75, message "Def pwr decreases when shocked"
If True
    *Wander
```

```
-----
>---Blue Shield, Index 3E---<
-----
```

Actions

```
-----
If RAND(0,99) < 40
    *Turn into Yodu De, Do Not Refill HP
If True
    *Wander
```

*Wander
*Wander
*Turn into Yodu De, Do Not Refill HP

Reactions

If True

*Attack 01 (Smoke) on Random PC

>---Yodu De, Index 3F---<

Actions

If RAND(0,99) < 24

*Turn into Blue Shield, Do Not Refill HP

If True

*Attack 01 (Smoke) on Random PC

*Turn into Blue Shield, Do Not Refill HP

Reactions

If True

*Wander

>---Incognito, Index 40---<

Actions

If RAND(0,99) < 40

*Turn into PeepingDoom, Do Not Refill HP

If True

*Tech 0F (Sleep Bubble) on Random PC

Reactions

If True

*Tech 02 (Lock) on Random PC, message "Counterattack: Lock"

>---PeepingDoom, Index 41---<

Actions

If True

*Wander

*Turn into Incognito, Do Not Refill HP

Reactions

If True

*Turn into Incognito, Do Not Refill HP

>---Boss Orb, Index 42---<

Actions

If the state counter is >= 1

*Tech 54 (Flame Bomber) on Random PC

If True

*Tech 60 (Lock All) on Random PC, message "Lock All / Can't use techs or items!"

*Add one to state counter

Reactions

If True

*Wander

>---Side Kick, Index 43---<

Actions

If True

*Wander

*Wander

*Wander

*Wander

*Wander

*Run Away, message "Runs away!"

Reactions

If True

*Wander

>---Jinn Bottle, Index 45---<

Actions

If True

*Choose randomly from the following actions:

*Wander

*Wander

*Tech 39 (Drain) on Random PC

*Tech 12 (Absorb / Steal MP) on Random PC, message "Absorb / Steals some MP..."

Reactions

If True

*Wander

>---Evilweevil, Index 46---<

Actions

If True

*Attack 00 (Horn Stab) on Nearest PC
*Wander

Reactions

If Nearest Enemy is Fly Trap AND If Current Enemy HP below half
 *Attack 01 (Slurp) on Nearest Enemy
If True
 *Wander

>---Tempurite, Index 47---<

Actions

If True
 *Attack 00 (Horn Stab) on Nearest PC
 *Wander
 *Attack 00 (Horn Stab) on Random PC

Reactions

If True
 *Wander

>---Diablos, Index 48---<

Actions

If RAND(0,99) < 16
 *Tech 06 (Spin Kick) on Random PC
If True
 *Attack 00 (Savate) on Nearest PC
 *Wander
 *Wander

Reactions

If True
 *Wander

>---Gargoyle, Index 49---<

Actions

If there are <= 3 monsters
 *Wander
 *Tech 3D (Life Shaver) on Random PC, message "Continuous tech / HP goes to
1"
 *Wander
 *Wander
 *Attack 00 (Savate) on Nearest PC
If True
 *Wander
 *Attack 01 (Mantra) on Random PC

*Attack 00 (Savate) on Nearest PC

Reactions

If True

*Wander

>---Grimalkin, Index 4A---<

Actions

If RAND(0,99) < 24

*Tech 06 (Spin Kick) on Random PC

If True

*Attack 00 (Savate) on Nearest PC

*Wander

Reactions

If True

*Wander

>---Hench, Index 4B---<

Actions

If True

*Attack 00 (Hammer Punch) on Nearest PC

*Wander

*Attack 01 (Rolling Attack) on Random PC

*Wander

Reactions

If True

*Wander

>---T'pole, Index 4C---<

Actions

If True

*Wander

*Attack 01 (Smush) on Random PC

Reactions

If True

*Tech 29 (Rain / Water) on Random PC

>---Croaker, Index 4D---<

Actions

If True

*Attack 00 (Tongue) on Random PC

Reactions

If True

*Wander

>---Amphibite, Index 4E---<

Actions

If True

*Attack 00 (Tongue) on Random PC

Reactions

If True

*Wander

>---Mad Bat, Index 50---<

Actions

If a character is asleep

*Attack 00 (????) on Sleeping PCs

If there are only Mad Bat present

*Attack 01 (Drain Suck) on Random PC

*Wander

If RAND(0,99) < 32

*Attack 01 (Drain Suck) on Random PC

If True

*Wander

Reactions

If True

*Wander

>---Vamp, Index 51---<

Actions

If RAND(0,99) < 16

*Choose randomly from the following actions:

*Attack 01 (Absorb / Steal HP) on Random PC

*Attack 00 (Suck) on PC with Lowest HP

*Attack 00 (Suck) on Random PC

*Wander

If True

*Wander

*Wander

*Attack 00 (Suck) on Random PC

Reactions

If RAND(0,99) < 16

*Attack 01 (Absorb / Steal HP) on Random PC

If True

*Wander

>---Scouter, Index 52---<

Actions

If True

*Wander

*Wander

*Tech 08 (Sleep) on Random PC, message "10,000 Hz / Sleep"

*Wander

*Tech 2B (Lightning) on Random PC

Reactions

If hit by Lightning elemental

*Wander

If Nearest Enemy is Blue Scout AND If Farthest Enemy is Red Scout

*Triple Tech 92 (Delta Force) on Random PC with Nearest Enemy and Farthest Enemy, message "Delta Force / 3 monster technique"

If Farthest Enemy is Blue Scout AND If Nearest Enemy is Red Scout

*Triple Tech 92 (Delta Force) on Random PC with Nearest Enemy and Farthest Enemy, message "Delta Force / 3 monster technique"

If hit by Physical elemental

*Wander

If True

*Tech 27 (Electrocution Release) on Random PC, message "Scouter fights all Mag but "Lightning.""

>---Flyclops, Index 53---<

Actions

If True

*Tech 12 (Absorb / Steal MP) on Random PC, message "Absorb / Steals some MP..."

Reactions

If True

*Wander

>---Bugger, Index 54---<

Actions

```
If Farthest Enemy is Rat
    *Tech 14 (Laser) on Farthest Enemy, message "Attacked by moving object."
    *Wander
If True
    *Wander
    *Attack 00 (Electricity) on Nearest PC
    *Wander
```

Reactions

```
If there are only Bugger present
```

```
    *Wander
```

```
If True
```

```
    *Tech 15 (Laser) on Attacking PC, message "Attacked by moving object."
```

```
-----
>---Debugger, Index 55---<
-----
```

Actions

```
If RAND(0,99) < 26
```

```
    *Tech 15 (Laser) on Random PC
```

```
If True
```

```
    *Wander
```

```
    *Attack 00 (Electricity) on Nearest PC
```

```
    *Wander
```

Reactions

```
If True
```

```
    *Wander
```

```
-----
>---Debuggest, Index 56---<
-----
```

Actions

```
If True
```

```
    *Choose randomly from the following actions:
```

```
    *Attack 00 (Electricity) on Nearest PC
```

```
    *Attack 01 (Stomp) on Nearest PC
```

```
    *Tech 14 (Laser) on Farthest Enemy
```

```
    *Tech 47 (Laser Spin) on Random PC
```

Reactions

```
If True
```

```
    *Wander
```

```
-----
>---Sorcerer, Index 57---<
-----
```

Actions

```
If True
```

```
    *Tech 7E (Cure) on Current Enemy
```

```
    *Tech 3A (Destruction Zone) on Nearest PC, message "Destruction zone"
```

*Wander

*Wander

Reactions

If True

*Wander

>---Jinn, Index 58---<

Actions

If Enemy 04 HP below half

*Tech 72 (Emblem) on Enemy 04, message "Brother Conversion / Fusion"

If Barghest is dead

*Set Def to 127

*Wander

If True

*Set Def to 253

*Wander

Reactions

If Barghest is dead AND If Current Enemy Def is \geq 128

*Set Def to 127, message "Barghest's Shield destroyed..."

If Current Enemy Def is \leq 192

*Wander

If True

*Message "Protected by Barghest Shield"

>---Barghest, Index 59---<

Actions

If Jinn is dead

*Wander

*Wander

*Tech 3A (Destruction Zone) on Nearest PC, message "Destruction zone"

If True

*Wander

*Double Tech 3C (Toss) on Random PC with Enemy 03

Reactions

If hit by Enemy tech 72 (Emblem)

*Message "Pwr up!"

If Nearest Enemy is Close Up AND If Nearest Enemy is Jinn

*Double Tech 17 (Fusion) on Random PC with Nearest Enemy, message "Muscle Fusion with nearby brothers..."

If True

*Wander

>---Crater, Index 5B---<

Actions

```
If RAND(0,99) < 8
    *Tech 11 (Volcano) on Random PC
If True
    *Wander
    *Wander
```

Reactions

```
If True
    *Wander
```

>---Volcano, Index 5C---<

Actions

```
If True
    *Choose randomly from the following actions:
    *Tech 11 (Volcano) on Random PC
    *Wander
    *Wander
    *Tech 11 (Volcano) on Random PC
```

Reactions

```
If hit by Non-Physical elemental
    *Wander
If hit by Enemy:
    *Tech 34 (Volcano) on Random PC
If True
    *Tech 35 (Volcano) on Current Enemy
```

>---Shitake, Index 5D---<

Actions

```
If there are only Shitake present
    *Run Away, message "Runs away!"
If RAND(0,99) < 16
    *Wander
    *Tech 12 (Absorb / Steal MP) on Random PC
If True
    *Wander
    *Wander
    *Tech 12 (Absorb / Steal MP) on Random PC
```

Reactions

```
If True
    *Wander
```

>---Hetake, Index 5E---<

Actions

If RAND(0,99) < 16

*Wander

If True

*Attack 01 (Charge) on Random PC

*Attack 01 (Charge) on Nearest PC

Reactions

If True

*Wander

>---Rubble, Index 5F---<

Actions

If True

*Tech 60 (Lock All) on Random PC, message "Lock All / Can't use techs or items!"

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Run Away, message "Runs away!"

Reactions

If True

*Wander

>---Shist, Index 61---<

Actions

If True

*Wander

Reactions

If True

*Turn into Pahoehoe, Do Not Refill HP

>---Pahoehoe, Index 62---<

Actions

If True

*Tech 11 (Volcano) on Random PC

Reactions

If True
 *Wander

>---Nereid, Index 63---<

Actions

If True
 *Choose randomly from the following actions:
 *Wander
 *Tech 0D (Water) on Random PC
 *Tech 2B (Lightning) on Random PC
 *Tech 0D (Water) on Random PC

Reactions

If True
 *Wander

>---Save Point, Index 64---<

Actions

If True
 *Wander

Reactions

If True
 *Wander

>---Mohavor, Index 65---<

Actions

If RAND(0,99) < 32
 *Choose randomly from the following actions:
 *Tech 75 (Sand Cyclone) on Random PC, message "Sand Cyclone"
 *Attack 00 (Punch) on Random PC
 *Tech 02 (Lock) on Random PC
 *Attack 00 (Punch) on Random PC
If True
 *Wander
 *Tech 09 (Sand Breath / Darkness) on Random PC, message "Sand Breath /
Darkness"

Reactions

If True
 *Wander

>---Shadow, Index 66---<

Actions

If RAND(0,99) < 32

*Wander

If True

*Attack 00 (Stretch) on Nearest PC

*Wander

Reactions

If Nearest PC inside 32 pixel radius

*Tech 03 (Scream / Slow) on Nearest PC

If True

*Wander

>---Base, Index 68---<

Actions

If Nearest Enemy is Defunct

*Wander

*Wander

*Wander

*Tech 72 (Emblem) on Nearest Enemy, message "Emblem / Fuses with Defunct"

If Farthest Enemy is Defunct

*Wander

*Wander

*Wander

*Tech 72 (Emblem) on Farthest Enemy, message "Emblem / Fuses with Defunct"

If True

*Wander

Reactions

If True

*Choose randomly from the following actions:

*Tech 30 (Slash) on Nearest PC

*Wander

*Wander

*Tech 9C (Grudge) on Nearest PC

>---Acid, Index 69---<

Actions

If there are <= 1 monsters

*Wander

*Tech 0A (Fire Breath) on Random PC

If RAND(0,99) < 4

*Tech 0A (Fire Breath) on Random PC

If True

*Wander

*Wander

*Wander

Reactions

If there are <= 1 monsters

*Wander

If True

*Wander

>---Alkaline, Index 6A---<

Actions

If there are <= 1 monsters

*Attack 01 (Bubble) on Nearest PC

*Wander

If RAND(0,99) < 8

*Attack 01 (Bubble) on Random PC

If True

*Wander

*Wander

Reactions

If there are <= 1 monsters

*Wander

If Nearest Enemy outside 32 pixel radius

*Wander

If Nearest Enemy is Acid

*Double Tech 17 (Fusion) on All PCs with Nearest Enemy, message "Chemically fuse with other members."

If True

*Wander

>---Ion, Index 6B---<

Actions

If True

*Attack 00 (Stretch) on Random PC

Reactions

If True

*Wander

>---Anion, Index 6C---<

Actions

If True

*Attack 00 (Stretch) on Random PC

Reactions

If True
 *Wander

>---Thrasher, Index 6D---<

Actions

If True
 *Attack 00 (Strike) on Random PC
 *Wander
 *Wander

Reactions

If there are <= 1 monsters
 *Wander
If RAND(0,99) < 32
 *Wander
If Nearest Enemy is Thrasher
 *Double Tech 67 (Twister) on Random PC with Nearest Enemy, message "Multiple Counterattack Technique"
If Farthest Enemy is Thrasher
 *Double Tech 67 (Twister) on Random PC with Farthest Enemy, message "Multiple Counterattack Technique"
If True
 *Wander

>---Lavos Spawn (Eye - Black Omen), Index 6E---<

Actions

If True
 *Choose randomly from the following actions:
 *Tech A8 (Lavos Spawn Needle: Disorder) on Random PC, message "Lavos Spawn Needle: Disorder"
 *Tech 3A (Destruction Zone) on Nearest PC, message "Destruction zone"
 *Tech FB (Water Rise) on Random PC, message "Water Rise / Water"
 *Tech B5 (Dark Bomb) on Random PC, message "Dark Bomb"

Reactions

If enemy killed
 *Tech 7F (End Battle) on Current Enemy
If True
 *Wander

>---Lavos Spawn (Shell - Black Omen), Index 6F---<

Actions

If there are <= 1 monsters
 *Tech 7F (End Battle) on Current Enemy
If True
 *Wander

Reactions

If True

*Tech F0 (Lavos Spawn Needle) on Attacking PC, message "Attacks with "Lavos
Spawn Needle""

>---Lasher, Index 70---<

Actions

If True

*Attack 00 (Strike) on Random PC
*Wander
*Wander
*Wander

Reactions

If there are <= 1 monsters

*Wander

If RAND(0,99) < 32

*Wander

If Nearest Enemy is Lasher

*Double Tech 22 (X Strike) on Random PC with Nearest Enemy, message
"Multiple Counterattack Technique"

If Farthest Enemy is Lasher

*Double Tech 22 (X Strike) on Random PC with Farthest Enemy, message
"Multiple Counterattack Technique"

If True

*Wander

>---Goblin, Index 71---<

Actions

If True

*Attack 00 (Punch) on Nearest PC
*Wander
*Attack 00 (Punch) on Random PC
*Wander

Reactions

If True

*Wander

>---Cave Bat, Index 73---<

Actions

If True

*Choose randomly from the following actions:
*Attack 00 (Blood Suck) on Nearest PC

*Attack 00 (Blood Suck) on Nearest PC
*Wander
*Tech 08 (Sleep) on Random PC

Reactions

If True

*Wander

>---Ogan, Index 74---<

Actions

If True

*Attack 00 (Hammer) on Nearest PC
*Tech 1F (Earthquake) on Random PC
*Wander

Reactions

If hit by Fire elemental

*Turn into Goblin, Do Not Refill HP

If True

*Wander

>---Flunky, Index 75---<

Actions

If True

*Wander
*Attack 01 (Poison Arrows) on Random PC
*Wander
*Attack 01 (Poison Arrows) on Random PC
*Attack 01 (Poison Arrows) on PC with Lowest HP

Reactions

If True

*Wander

>---Groupie, Index 76---<

Actions

If there are <= 1 monsters

*Tech 46 (Spincut) on Random PC

If True

*Attack 00 (Strike) on Random PC
*Wander
*Tech 30 (Slash) on Random PC

Reactions

If True
 *Wander

>---Winged Ape, Index 79---<

Actions

If number of living PCs is <= 1
 *Attack 00 (Scratch) on Nearest PC
If True
 *Double Tech 32 (Throw) on Random PC with Nearest PC
 *Wander

Reactions

If Nearest Enemy is Close Up
 *Wander
If Nearest Enemy is Shitake
 *Double Tech 32 (Throw) on Random PC with Nearest Enemy
If True
 *Wander

>---Cave Ape, Index 7A---<

Actions

If True
 *Attack 01 (Scratch) on Nearest PC
 *Wander

Reactions

If there are <= 1 monsters
 *Wander
If Nearest Enemy is Close Up
 *Double Tech 32 (Throw) on Random PC with Nearest Enemy
If hit by Non-Physical elemental
 *Tech 48 (Drop Attack) on Random PC
If True
 *Wander

>---Megasaur, Index 7B---<

Actions

If Current Enemy Def is <= 127
 *Wander
 *Set Def to 200, message "Revives from shock."
If True
 *Tech E9 (Fire Breath) on Random PC
 *Attack 00 (Horn Stab) on Nearest PC
 *Wander

Reactions

```
-----  
If Current Enemy Def is <= 199  
    *Message "Shocked!"  
If hit by PC tech 02 (Slash)  
    *Wander  
If hit by Lightning elemental  
    *Set Def to 64, message "Def pwr decreases when shocked"  
If True  
    *Wander
```

```
-----  
>---Omicrone, Index 7C---<  
-----
```

Actions

```
-----  
If True  
    *Attack 01 (Hammer) on Nearest PC  
    *Attack 01 (Hammer) on Nearest PC  
    *Message "Mortal blow!"  
    *Attack 00 (Mortal Blow) on Nearest PC
```

Reactions

```
-----  
If True  
    *Wander
```

```
-----  
>---Beast, Index 7D---<  
-----
```

Actions

```
-----  
If True  
    *Attack 00 (Horn Stab) on Nearest PC  
    *Attack 01 (Charge) on Random PC
```

Reactions

```
-----  
If True  
    *Add 32 to Offense, message "Attack pwr up!"
```

```
-----  
>---Blue Beast, Index 7E---<  
-----
```

Actions

```
-----  
If Mud Imp is dead  
    *Run Away, message "Runs away!"  
If True  
    *Wander  
    *Double Tech 6E (Beast Charge) on Random PC with Enemy 09
```

Reactions

```
-----  
If hit by Enemy:  
    *Attack 01 (Charge) on Random PC  
If hit by Ice elemental  
    *Wander
```

If Current Enemy HP below half
 *Double Tech 6E (Beast Charge) on Random PC with Enemy 09

If True
 *Wander

>---Red Beast, Index 7F---<

Actions

If Mud Imp is dead
 *Run Away, message "Runs away!"
If True
 *Wander
 *Double Tech 6E (Beast Charge) on Random PC with Enemy 09
 *Wander

Reactions

If hit by Enemy:

 *Attack 01 (Charge) on Random PC
If True
 *Wander

>---Turret, Index 80---<

Actions

If True
 *Tech 60 (Lock All) on Random PC, message "Lock All / Can't use techs or
items!"
 *Tech 15 (Laser) on Random PC
 *Tech 15 (Laser) on Random PC
 *Wander
 *Run Away, message "Self-destructed!"

Reactions

If True
 *Wander

>---Lizardactyl, Index 81---<

Actions

If True
 *Attack 00 (Grab and Drop) on Random PC
 *Attack 01 (Dive) on Random PC
 *Wander

Reactions

If hit by Non-Physical elemental
 *Tech 33 (Wing Blow / Chaos) on Random PC, message "Wing Blow / Chaos"

If True
 *Wander

>---Nu (Enhasa), Index 82---<

Actions

If True
 *Wander
 *Attack 00 (Head Butt / Damage 1) on Random PC

Reactions

If True
 *Wander

>---Avian Rex, Index 83---<

Actions

If True
 *Wander
 *Attack 00 (Grab and Drop) on Random PC
 *Wander

Reactions

If True
 *Wander

>---Blob, Index 84---<

Actions

If True
 *Wander
 *Wander

Reactions

If hit by PC tech 2D (Charm)
 *Wander
If hit by PC tech 51 (Twin Charm)
 *Wander
If hit by Non-Physical elemental
 *Tech 57 (MP Buster) on Attacking PC, message "Counterattacks with Magic!"
If True
 *Wander

>---Alien, Index 85---<

Actions

If True
 *Wander

Reactions

If number of living PCs is <= 1
 *Wander

If hit by tech
 *Wander

If hit by Non-Physical elemental
 *Wander

If True
 *Tech 63 (Death) on Attacking PC, message "Counterattacks during battle..."

>---Rat, Index 86---<

Actions

If True
 *Wander
 *Wander
 *Attack 00 (Gnaw) on Nearest PC

Reactions

If True
 *Wander

>---Gremlin, Index 87---<

Actions

If True
 *Choose randomly from the following actions:
 *Attack 00 (Bite) on Random PC
 *Attack 00 (Bite) on Random PC
 *Wander
 *Wander

Reactions

If True
 *Attack 01 (Bite) on Attacking PC

>---Runner, Index 88---<

Actions

If Current Enemy Def is <= 199
 *Wander
 *Wander
 *Wander
 *Wander

```
*Set Def to 200, message "Revives from shock."
If True
  *Attack 00 (Head Butt) on Nearest PC
  *Attack 00 (Head Butt) on Random PC
  *Wander

Reactions
-----
If Current Enemy Def is <= 199
  *Message "Shocked!"
If hit by PC tech 02 (Slash)
  *Wander
If hit by Lightning elemental
  *Set Def to 127, message "Def pwr decreases when shocked"
If True
  *Wander
```

```
>---Proto 2, Index 89---<
-----
```

```
Actions
-----
If there are <= 1 monsters
  *Choose randomly from the following actions:
  *Attack 01 (Tackle) on Random PC
  *Attack 01 (Tackle) on Random PC
  *Attack 00 (Machine Gun) on Random PC
  *Attack 00 (Machine Gun) on Random PC
If RAND(0,99) < 32
  *Attack 01 (Tackle) on Random PC
If True
  *Choose randomly from the following actions:
  *Attack 00 (Machine Gun) on Nearest PC
  *Attack 00 (Machine Gun) on Nearest PC
  *Attack 00 (Machine Gun) on Nearest PC
  *Attack 00 (Machine Gun) on Nearest PC
```

```
Reactions
-----
```

```
If True
  *Wander
```

```
>---Proto 3, Index 8A---<
-----
```

```
Actions
-----
If the state counter is >= 1
  *Choose randomly from the following actions:
  *Attack 01 (Tackle) on Random PC
  *Attack 01 (Tackle) on PC with Lowest HP
  *Attack 00 (Machine Gun) on Random PC
  *Tech 0A (Fire Breath) on Random PC
If True
  *Wander
```

```
Reactions
-----
```



```
If Current Enemy HP below half
    *Attack 00 (Machine Gun) on Random PC
If the state counter is >= 1
    *Wander
If True
    *Add one to state counter
```

```
-----
>---Proto 4, Index 8B---<
-----
```

Actions

```
-----
If True
    *Choose randomly from the following actions:
    *Attack 01 (Tackle) on Random PC
    *Tech 50 (Cure Beam) on Enemy with Lowest HP
    *Attack 01 (Tackle) on PC with Lowest HP
    *Tech 83 (Mystic Ray) on Random PC
```

Reactions

```
-----
If True
    *Wander
```

```
-----
>---Bug, Index 8C---<
-----
```

Actions

```
-----
If a character is asleep
    *Tech 16 (Missile) on Sleeping PCs
If RAND(0,99) < 26
    *Tech 08 (Sleep) on Random PC
If True
    *Choose randomly from the following actions:
    *Attack 01 (Wing Flap) on Random PC
    *Attack 01 (Wing Flap) on Random PC
    *Attack 01 (Wing Flap) on Random PC
    *Attack 01 (Wing Flap) on Random PC
```

Reactions

```
-----
If True
    *Wander
```

```
-----
>---Beetle, Index 8D---<
-----
```

Actions

```
-----
If True
    *Attack 00 (Charge) on Nearest PC
    *Attack 01 (Wing Flap) on Nearest PC
    *Wander
```

Reactions

```
-----
```

If True
 *Wander

>---Goon, Index 8E---<

Actions

If True
 *Tech F9 (The Drop) on Random PC, message "The Drop / HP down by 1/2!"
 *Tech 73 (Blade Toss) on Random PC, message "Hear ye, hear ye..."
 *Tech F7 (Hurricane) on Random PC, message "Hurricane"
 *Tech 33 (Wing Blow / Chaos) on Random PC, message "Wing Blow / Chaos"
 *Tech F9 (The Drop) on Random PC, message "The Drop / HP down by 1/2!"

Reactions

If True
 *Wander

>---Cyrus, Index 8F---<

Actions

If True
 *Tech 9C (Grudge) on Random PC

Reactions

If the state counter is >= 5
 *Tech 7F (End Battle) on Current Enemy
If True
 *Add one to state counter

>---Yakra, Index 90---<

Actions

If True
 *Attack 00 (Scratch) on Random PC
 *Attack 00 (Scratch) on Random PC
 *Wander
 *Tech 0E (NeedleSpin) on Random PC, message "NeedleSpin / Yakra's needle
attack."
 *Attack 01 (Iron Orb) on Random PC
 *Attack 01 (Iron Orb) on Farthest PC
 *Wander
 *Tech 4D (Earthquake) on Random PC, message "Drrrrrooooo..."
 *Wander
 *Wander
 *Tech 0E (NeedleSpin) on Random PC, message "NeedleSpin / Yakra's needle
attack."

Reactions

```
If number of living PCs is <= 2
    *Wander
If RAND(0,99) < 32
    *Wander
If Attacking PC is Far Away
    *Tech 4E (Charge) on Nearest PC, message "Drrrrrooooo..."
If True
    *Message "Too close, can't counterattack."
    *Wander
```

```
-----
>---Rain Frog, Index 91---<
-----
```

Actions

```
-----
If True
    *Attack 00 (Tongue) on Nearest PC
```

Reactions

```
-----
If True
    *Attack 00 (Tongue) on Nearest PC
```

```
-----
>---Gato, Index 92---<
-----
```

Actions

```
-----
If True
    *Attack 00 (Punching Glove) on Random PC
    *Wander
    *Tech 10 (Gato's Song of Love) on Random PC
```

Reactions

```
-----
If Nearest PC is Close Up
    *Attack 01 (Multi-Punch) on Nearest PC
If True
    *Message "Too far away to counterattack."
```

```
-----
>---Dragon Tank, Index 93---<
-----
```

Actions

```
-----
If Dragon Tank (Grinder) is dead
    *Tech 0C (Missile) on Random PC
    *Wander
If True
    *Wander
    *Wander
    *Tech 0C (Missile) on Random PC
    *Tech 0C (Missile) on Random PC
```

Reactions

```
-----
If Dragon Tank (Grinder) is dead
```

```
*Tech 15 (Laser) on Random PC
If True
  *Wander

-----
>---Dragon Tank (Grinder), Index 94---<
-----
```

Actions

```
-----
If Dragon Tank (Tank Head) is dead
  *Message "Energy is stored in the wheels."
  *Wander
  *Tech 0B (Dragon Charge) on All PCs
If True
  *Message "Energy is stored in the wheels."
  *Wander
  *Tech 0B (Dragon Charge) on All PCs
  *Wander
```

Reactions

```
-----
If True
  *Wander
```

```
-----
>---Golem, Index 95---<
-----
```

Actions

```
-----
If Current Enemy's Stat 37 = 1
  *Wander
  *Tech 2A (Ice) on Random PC
  *Wander
  *Tech 51 (Water 2) on Random PC
  *Wander
If Current Enemy's Stat 37 = 2
  *Wander
  *Tech 25 (Flame) on Random PC
  *Wander
  *Tech 54 (Flame Bomber) on Random PC
  *Wander
If Current Enemy's Stat 37 = 3
  *Wander
  *Tech 47 (Laser Spin) on Random PC
If Current Enemy's Stat 37 = 4
  *Wander
  *Tech 27 (Electrocution Release) on Random PC
If True
  *Tech 41 (Iron Orb) on Random PC, message "Iron Orb / Reduces HP by 1/2!"
  *Tech 80 (Energy Ball) on Random PC
```

Reactions

```
-----
If enemy killed
  *Tech 5D (Burp) on Random PC, message "Bluurp! / Copying Dalton..."
If hit by Ice elemental
  *Change Stat 37 to 1, message "Copycat Skill / Copy Ice Tech"
If hit by Fire elemental
```

```
*Change Stat 37 to 2, message "Copycat Skill / Copy Fire Tech"
If hit by Shadow elemental
  *Change Stat 37 to 3, message "Copycat Skill / Copy Shadow Tech"
If hit by Lightning elemental
  *Change Stat 37 to 4, message "Copycat Skill / Copy Lightning Tech"
If True
  *Change Stat 37 to 10, message "Copycat Ability / Copies physics!"
```

```
-----
>---Synchrite, Index 96---<
-----
```

Actions

```
-----
If the state counter is >= 2
  *Message "3"
  *Message "2"
  *Message "1"
  *Tech 57 (MP Buster) on Random PC, message "0"
  *Reset state counter
If True
  *Choose randomly from the following actions:
  *Tech F2 (Missile) on Nearest PC
  *Tech 83 (Mystic Ray) on Random PC
  *Tech 89 (Freeze) on Random PC, message "Time Stop / Stop"
  *Tech 83 (Mystic Ray) on Random PC
```

Reactions

```
-----
If True
  *Add one to state counter
```

```
-----
>---Masa, Index 97---<
-----
```

Actions

```
-----
If there are <= 1 monsters
  *Tech 7F (End Battle) on Current Enemy, message "Apart, Masa & Mune are
powerless."
If True
  *Wander
  *Tech 07 (Jump Attack) on Random PC
  *Wander
```

Reactions

```
-----
If enemy killed
  *Tech 7F (End Battle) on Current Enemy, message "Apart, Masa & Mune are
powerless."
If there are <= 1 monsters
  *Tech 7F (End Battle) on Current Enemy, message "Apart, Masa & Mune are
powerless."
If True
  *Double Tech 22 (X Strike) on Random PC with Enemy 0A
```

```
-----
>---Mune, Index 98---<
-----
```

Actions

If there are <= 1 monsters

*Tech 7F (End Battle) on Current Enemy, message "Apart, Masa & Mune are powerless."

If True

*Tech 06 (Spin Kick) on Random PC

*Wander

*Double Tech 21 (Waltz of the Wind) on Random PC with Enemy 09

*Wander

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy, message "Apart, Masa & Mune are powerless."

If there are <= 1 monsters

*Tech 7F (End Battle) on Current Enemy, message "Apart, Masa & Mune are powerless."

If True

*Wander

>---Masa & Mune, Index 99---<

Actions

If Current Enemy's Stat 37 = 1

*Wander

*Message "Pain..."

*Tech 23 (Vacuum Wave) on Random PC, set Stat 37 to 10, message "Yes indeed!"

If Current Enemy HP below half

*Attack 01 (Double Hand Chop v2) on PC with Lowest HP

*Attack 01 (Double Hand Chop v2) on Random PC

*Set Stat 37 to 1, message "Storing Tornado Energy."

If True

*Attack 00 (Double Hand Chop) on Nearest PC

*Attack 00 (Double Hand Chop) on Random PC

*Tech 40 (Hurricane) on Random PC

*Set Stat 37 to 1, message "Storing Tornado Energy."

Reactions

If Current Enemy's Stat 37 = 10

*Wander

If hit by PC tech 02 (Slash)

*Set Stat 37 to 10, message "Tornado Energy has been neutralized."

If True

*Tech 30 (Slash) on Random PC

>---Azala, Index 9A---<

Actions

If Nearest Enemy Def is <= 192

```
*Wander
If True
  *Wander
  *Tech 82 (Psychokinesis) on Random PC, message "Psychokinesis..."
  *Tech 81 (Teleportation / Teleports a rock!) on Random PC, message
"Teleportation / Teleports a rock!"
  *Wander
  *Tech 81 (Teleportation / Teleports a rock!) on Random PC, message
"Teleportation / Teleports a rock!"
  *Wander
  *Tech 82 (Psychokinesis) on Random PC, message "Psychokinesis..."
  *Wander
  *Tech 8B (Telepathy / Sleep) on Random PC, message "Telepathy / Sleep"
  *Wander
```

Reactions

```
-----
If enemy killed
  *Tech 1F (Earthquake) on Random PC, message "Azala Break / HP down"
If True
  *Wander
```

```
-----
>---Nizbel, Index 9B---<
-----
```

Actions

```
-----
If Current Enemy Def is <= 192
  *Wander
  *Wander
  *Tech 27 (Electrocution Release) on Random PC, set Def to 253, M. Def to
100, message "Releases electrocution energy."
If True
  *Choose randomly from the following actions:
  *Attack 00 (Charge) on Random PC
  *Tech 4D (Earthquake) on Random PC
  *Wander
  *Tech 4D (Earthquake) on Random PC
```

Reactions

```
-----
If Current Enemy's Def = 127
  *Wander
If hit by PC tech 02 (Slash)
  *Wander
If hit by Lightning elemental
  *Change M. Def to 50, Def to 127, message "Def pwr decreases when shocked"
If True
  *Wander
```

```
-----
>---Nizbel II, Index 9C---<
-----
```

Actions

```
-----
If Current Enemy Stat 37 is >= 3
  *Tech 27 (Electrocution Release) on Random PC, set Stat 37 to 0, Def to 127,
message "Releases absorbed electric energy."
```

If number of living PCs is <= 2
*Tech 4D (Earthquake) on Random PC
*Attack 00 (Charge) on Random PC

If True
*Wander
*Tech 4E (Charge) on Random PC
*Attack 00 (Charge) on Random PC

Reactions

If Current Enemy Stat 37 is >= 3
*Choose randomly from the following actions:
*Tech 13 (Nasal Gas) on Random PC
*Attack 01 (Hit) on Random PC
*Tech 13 (Nasal Gas) on Random PC
*Attack 01 (Hit) on Random PC

If hit by PC tech 02 (Slash)
*Add 48 to Def, message "Def pwr up when attacked."

If hit by Lightning elemental
*Add 1 to Stat 37, 0 to Stat 37, -32 to Def, message "Def pwr decreases when shocked"

If True
*Add 48 to Def, message "Def pwr up when attacked."

>---Slash (pre-sword), Index 9D---<

Actions

If True
*Wander
*Tech 1D (Telekinetic Attack) on Random PC, message "Attack, attack, attack..."

*Wander
*Attack 01 (Rising Fire Dance) on Nearest PC
*Wander
*Wander
*Tech 1D (Telekinetic Attack) on Random PC, message "Attack, attack, attack..."

*Wander
*Attack 01 (Rising Fire Dance) on Nearest PC
*Wander
*Tech 1D (Telekinetic Attack) on Random PC, message "Attack, attack, attack..."

*Wander
*Attack 01 (Rising Fire Dance) on Random PC

Reactions

If enemy killed
*Tech 54 (Flame Bomber) on Random PC

If True
*Wander

>---Slash (post-sword), Index 9E---<

Actions

If Current Enemy HP below half
 *Attack 01 (Leap Slash) on Random PC
 *Attack 00 (Strike) on Nearest PC
 *Wander
 *Tech 30 (Slash) on Farthest PC
 *Attack 00 (Strike) on Nearest PC
 *Wander
 *Attack 01 (Leap Slash) on Random PC
 *Wander
 *Attack 01 (Leap Slash) on Random PC
 *Tech 20 (Yes Indeed!) on Random PC, message "Yes indeed!"
 *Tech 30 (Slash) on Farthest PC

If True
 *Wander
 *Tech 30 (Slash) on Random PC
 *Wander
 *Tech 30 (Slash) on Random PC
 *Wander
 *Tech 30 (Slash) on Random PC
 *Tech 30 (Slash) on Random PC
 *Wander
 *Tech 30 (Slash) on Random PC
 *Wander
 *Tech 30 (Slash) on Random PC
 *Wander
 *Tech 30 (Slash) on Random PC
 *Tech 30 (Slash) on Random PC

Reactions

If Current Enemy HP is <= 592
 *Tech 20 (Yes Indeed!) on PC with Lowest HP, message "Yes indeed!"
If True
 *Wander

>---Flea, Index 9F---<

Actions

If Current Enemy's Stat 37 = 10
 *Choose randomly from the following actions:
 *Tech 68 (Prism Beam) on Random PC, set Stat 37 to 1, message "Prism Beam
(Heart) / Darkness"
 *Attack 01 (Blow Kiss / Sleep) on Random PC
 *Tech 64 (Rainbow Storm) on Random PC, set Stat 37 to 1, message "Rainbow
Storm / Wind of Poison"
 *Attack 01 (Blow Kiss / Sleep) on Random PC
If number of living PCs is <= 2
 *Attack 00 (Heart / Fire) on Random PC
 *Set Stat 37 to 10
If a character is asleep
 *Set Stat 37 to 10
If True
 *Attack 01 (Blow Kiss / Sleep) on Random PC
 *Double Tech 21 (Waltz of the Wind) on PC with Lowest HP with PC with Lowest
HP, message "Waltz of the Wind (Heart) / Chaos"
 *Set Stat 37 to 10

Reactions

If number of living PCs is <= 2

*Wander

If RAND(0,99) < 56

*Wander

If Current Enemy HP below half

*Tech 31 (The Stare) on Nearest PC, message "The Stare (Heart) / Flea's (Heart) Magic"

If True

*Wander

>---Flea Plus (Ozzie/Slash/Flea Battle), Index A0---<

Actions

If there are <= 2 monsters

*Run Away, message "Runs away!"

If True

*Attack 00 (Heart / Fire) on Random PC

*Attack 00 (Heart / Fire) on Random PC

*Attack 00 (Heart / Fire) on Random PC

*Tech 68 (Prism Beam) on Random PC, message "Prism Beam (Heart) / Darkness"

*Attack 00 (Heart / Fire) on Random PC

*Attack 00 (Heart / Fire) on Random PC

*Attack 00 (Heart / Fire) on Random PC

*Tech 64 (Rainbow Storm) on Random PC, message "Rainbow Storm / Wind of Poison"

Reactions

If there are <= 2 monsters

*Run Away, message "Runs away!"

If True

*Triple Tech 96 (Bad Impulse) on Random PC with Enemy 07 and Enemy 03, message "Bad Impulse / 3 monster technique"

>---Dalton, Index A1---<

Actions

If the state counter is >= 1

*Tech 41 (Iron Orb) on Random PC

If True

*Set Evade to 85, message "Go ahead! Try and attack...!"

*Add one to state counter

Reactions

If enemy killed

*Tech 5D (Burp) on Random PC, message "Darn! Buurrrp!"

If True

*Tech 41 (Iron Orb) on Random PC, message "Iron Orb / Reduces HP by 1/2!"

>---Dalton Plus, Index A2---<

Actions

If True

- *Tech 74 (Gale Slash) on Random PC, message "Dalton: Take this!!!!"
- *Tech 74 (Gale Slash) on Random PC, message "Dalton: Take this!!!!"
- *Tech 80 (Energy Ball) on Random PC, message "Dalton: Take this!!!!"
- *Tech 80 (Energy Ball) on Random PC, message "Dalton: Take this!!!!"
- *Tech 88 (Burst Ball) on Random PC, message "Dalton: Take this!!!!"

Reactions

If enemy killed

- *Tech 79 (Vortex) on Current Enemy, message "Go! GolemBoss...!!!"

If hit by Shadow elemental

- *Tech 9F (Lightning 2) on Attacking PC, set Evade to 1, message "Oppose magic attack."

If hit by Ice elemental

- *Tech 9D (Fire 2) on Attacking PC, set Evade to 1, message "Oppose magic attack."

If hit by Fire elemental

- *Tech 9E (Ice 2) on Attacking PC, set Evade to 1, message "Oppose magic attack."

If True

- *Tech 41 (Iron Orb) on Random PC, set Evade to 1, message "Iron Orb / Reduces HP by 1/2!"

>---Mutant, Index A3---<

Actions

If True

- *Attack 00 (Head Butt) on Nearest PC
- *Attack 01 (Tentacle Absorb) on Random PC

Reactions

If True

- *Wander

>---Metal Mute, Index A4---<

Actions

If True

- *Choose randomly from the following actions:
- *Attack 01 (Tentacle Absorb) on PC with Lowest HP
- *Tech 42 (Shining Bit) on Random PC, message "Shining Bit / Lightning"
- *Attack 01 (Tentacle Absorb) on PC with Lowest HP
- *Tech F8 (Crimson Rain) on Random PC, message "Crimson Rain / HP down"

Reactions

If True

*Wander

>---Super Slash (Ozzie/Slash/Flea battle), Index A5---<

Actions

If True

*Tech 20 (Yes Indeed!) on Random PC
*Tech 30 (Slash) on Random PC
*Tech 20 (Yes Indeed!) on Random PC
*Tech 30 (Slash) on Random PC
*Tech B1 (Invisible) on Enemy 03

Reactions

If Flea Plus (Ozzie/Slash/Flea Battle) is alive

*Double Tech 97 (HartFire Sword) on Random PC with Enemy 09

If True

*Wander

>---Ozzie (Zenon Bridge), Index A6---<

Actions

If there are <= 1 monsters

*Tech 7F (End Battle) on Current Enemy, message "Ozzie needs help!"

If True

*Wander
*Wander
*Tech 2B (Lightning) on Random PC
*Wander
*Wander
*Tech 2B (Lightning) on Random PC

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy, message "Ozzie needs help!"

If there are <= 1 monsters

*Tech 7F (End Battle) on Current Enemy, message "Ozzie needs help!"

If the state counter is >= 2

*Tech 7F (End Battle) on Current Enemy, message "Ozzie's spell is broken."

If True

*Add one to state counter

>---Ozzie (Magus Castle and Ozzie Fort), Index A7---<

Actions

If True

*Wander

Reactions

```
If True
    *Tech 18 (Explosion) on Nearest PC, message "What are you aiming at, you
fool?"
```

```
-----
>---Great Ozzie, Index A8---<
-----
```

Actions

```
-----
If True
    *Wander
```

Reactions

```
-----
If enemy killed
    *Tech 7F (End Battle) on Current Enemy
If there are <= 2 monsters
    *Wander
If hit by Enemy:
    *Triple Tech 92 (Delta Force) on Random PC with Enemy 07 and Enemy 09,
message "Delta Force / 3 monster technique"
If True
    *Triple Tech 92 (Delta Force) on Random PC with Enemy 07 and Enemy 09,
message "Delta Force / 3 monster technique"
```

```
-----
>---Heckran, Index A9---<
-----
```

Actions

```
-----
If the state counter is >= 1
    *Wander
    *Wander
    *Wander
    *Wander
    *Reset state counter, message "Brief counterattack break."
If Current Enemy HP below half
    *Tech 8A (Cyclone) on Random PC, message "Cyclone / Water"
    *Tech 8A (Cyclone) on Random PC, message "Cyclone / Water"
    *Tech 20 (Yes Indeed!) on Random PC, message "Yes indeed!"
    *Add one to state counter, message "Go ahead! Try and attack...!"
If True
    *Wander
    *Wander
    *Tech 0D (Water) on Random PC
    *Tech 0D (Water) on Random PC
    *Tech 8A (Cyclone) on Random PC, message "Cyclone / Water"
    *Add one to state counter, message "Go ahead! Try and attack...!"
```

Reactions

```
-----
If the state counter is >= 1
    *Tech 51 (Water 2) on Nearest PC, message "Water Wave!!"
If True
    *Wander
```

```
-----
>---Gigasaur, Index AA---<
```

Actions

If Current Enemy's Stat 37 = 99
 *Tech 27 (Electrocution Release) on Nearest PC, message "Ultra-electrical discharge"
 *Set Stat 37 to 10
If True
 *Tech B0 (Flame) on Random PC
 *Tech B0 (Flame) on Random PC
 *Attack 01 (Horn Stab) on Nearest PC

Reactions

If hit by PC tech 02 (Slash)
 *Wander
If hit by Lightning elemental AND If Current Enemy Def is <= 150
 *Tech 27 (Electrocution Release) on Nearest PC
If hit by Lightning elemental
 *Change Def to 127, Stat 37 to 99, message "Def pwr decreases when shocked"
If True
 *Wander

>---Leaper, Index AB---<

Actions

If Current Enemy's Stat 37 = 99
 *Wander
 *Tech 2B (Lightning) on Random PC, message "A small current..."
 *Set Stat 37 to 10
If True
 *Attack 01 (Stomp) on Nearest PC

 *Attack 01 (Stomp) on Random PC
 *Wander

Reactions

If hit by PC tech 02 (Slash)
 *Wander
If hit by Lightning elemental AND If Current Enemy Def is <= 150
 *Tech 27 (Electrocution Release) on Nearest PC, message "Ultra-electrical discharge"
If hit by Lightning elemental
 *Change Def to 127, Stat 37 to 99, message "Def pwr decreases when shocked"
If True
 *Wander

>---Fossil Ape, Index AC---<

Actions

If number of living PCs is <= 1
 *Attack 00 (Scratch) on Nearest PC

```
If True
    *Double Tech 32 (Throw) on Random PC with Nearest PC
    *Attack 00 (Scratch) on Nearest PC
```

Reactions

```
If Attacking PC is Far Away
    *Message "Too far away to counterattack."
If there are <= 1 monsters
    *Double Tech 32 (Throw) on Random PC with Nearest PC
If True
    *Wander
```

>---Dragon Tank (Tank Head), Index AD---<

Actions

```
If True
    *Tech 7E (Cure) on Current Enemy, message "Head repairs damage."
    *Tech 7E (Cure) on Current Enemy, message "Head repairs damage."
    *Tech 0A (Fire Breath) on Nearest PC
    *Tech 0A (Fire Breath) on Farthest PC
```

Reactions

```
If hit by PC tech 01 (Cyclone)
    *Tech 7E (Cure) on Current Enemy, message "Head repairs damage."
If True
    *Wander
```

>---Zeal (Second Form), Index B0---<

Actions

```
If the state counter is >= 1
    *Tech 91 (Hexagon Mist) on Random PC, message "Hexagon Mist / Water"
    *Tech 8F (Dark Gear) on Random PC, message "Dark Gear / Shadow"
    *Tech 90 (Skygate) on Random PC, message "Skygate / Lightning"
If Current Enemy HP below half
    *Tech B4 (Hallation) on Random PC, message "Hallation / HP goes to 1"
    *Tech 57 (MP Buster) on Nearest PC, message "MP Buster / Steals MP!"
    *Tech 90 (Skygate) on PC with Lowest HP, message "Skygate / Lightning"
    *Tech 90 (Skygate) on Random PC, message "Skygate / Lightning"
    *Wander
    *Add one to state counter
If True
    *Wander
    *Tech 90 (Skygate) on Random PC, message "Skygate / Lightning"
    *Tech 90 (Skygate) on Random PC, message "Skygate / Lightning"
    *Tech 91 (Hexagon Mist) on Random PC, message "Hexagon Mist / Water"
    *Tech 90 (Skygate) on Random PC, message "Skygate / Lightning"
    *Tech 90 (Skygate) on Random PC, message "Skygate / Lightning"
    *Tech 8F (Dark Gear) on Random PC, message "Dark Gear / Shadow"
```

Reactions

If enemy killed
 *Tech 7F (End Battle) on Current Enemy

If True
 *Wander

>---Zeal (Second Form - Left Hand), Index B1---<

Actions

If Zeal (Second Form) is dead
 *Tech 7F (End Battle) on Current Enemy
If True
 *Tech F1 (Laser) on Random PC
 *Wander
 *Wander

Reactions

If True
 *Tech 3D (Life Shaver) on Attacking PC, message "Counterattack: Life Shaver"

>---Zeal (Second Form - Right Hand), Index B2---<

Actions

If Zeal (Second Form) is dead
 *Tech 7F (End Battle) on Current Enemy
If True
 *Wander
 *Wander
 *Tech 83 (Mystic Ray) on Random PC

Reactions

If True
 *Tech 57 (MP Buster) on Attacking PC, message "Counterattack: MP Buster"

>---Zombor (Bottom Half), Index B3---<

Actions

If Zombor (Upper Half) is dead
 *Wander
 *Tech 48 (Drop Attack) on Random PC, message "Rrrrrrrrrr..."
 *Tech 4D (Earthquake) on PC with Lowest HP, message "Rrrrrrrrrr..."
 *Message "Doom, doom, doom, doom..."
 *Attack 01 (Heretic Death) on PC with Highest HP
If Current Enemy HP below half
 *Wander
 *Double Tech 4C (Heretic Ray) on Random PC with Enemy 09, message "Doom,
doom, doom, doom..."
 *Wander
 *Wander
 *Wander


```
If True
    *Wander
    *Wander
    *Wander
    *Double Tech 4C (Heretic Ray) on Random PC with Enemy 09, message "Doom,
doom, doom, doom..."
    *Wander
    *Wander
    *Wander
    *Wander
    *Double Tech 4C (Heretic Ray) on Random PC with Enemy 09, message "Doom,
doom, doom, doom..."
    *Wander
```

Reactions

```
-----
If enemy killed AND If Zombor (Upper Half) is alive
    *Double Tech 4C (Heretic Ray) on Random PC with Enemy 09, message "Doom,
doom, doom, doom..."
If True
    *Wander
```

```
-----
>---Zombor (Upper Half), Index B4---<
-----
```

Actions

```
-----
If there are <= 1 monsters
    *Tech 1D (Telekinetic Attack) on Random PC, message "Rrrrrrrrrr..."
If Current Enemy HP below half
    *Choose randomly from the following actions:
    *Tech 0A (Fire Breath) on Random PC, message "Rrrrrrrrrr..."
    *Tech 0A (Fire Breath) on PC with Lowest HP, message "Rrrrrrrrrr..."
    *Tech 39 (Drain) on Random PC, message "Gore, gore, gore, gore..."
    *Tech 39 (Drain) on PC with Lowest HP, message "Gore, gore, gore, gore..."
If True
    *Wander
    *Tech 0A (Fire Breath) on Random PC, message "Rrrrrrrrrr..."
```

Reactions

```
-----
If enemy killed
    *Tech 57 (MP Buster) on Random PC, message "MP Buster / Steals MP!"
If True
    *Wander
```

```
-----
>---Retinite (Bottom Half), Index B5---<
-----
```

Actions

```
-----
If there are <= 2 monsters
    *Choose randomly from the following actions:
    *Tech 75 (Sand Cyclone) on PC with Lowest HP, message "Sand Cyclone"
    *Tech 75 (Sand Cyclone) on Random PC, message "Sand Cyclone"
    *Tech 1F (Earthquake) on Random PC
    *Tech 36 (Tentacle / Absorb) on PC with Lowest HP
If True
```

*Wander
*Wander
*Tech 75 (Sand Cyclone) on Random PC, message "Sand Cyclone"
*Wander
*Wander
*Tech 1F (Earthquake) on Random PC

Reactions

If hit by Enemy:
 *Tech 39 (Drain) on Enemy 03, message "Absorbing energy from the core..."
If hit by Ice elemental
 *Change M. Def to 50, Evade to 1, Def to 127, message "Water hardens sand /
Def pwr is down!"
If Retinite (Core) is dead
 *Add 0 to Stat 37, 48 to Def, message "Def pwr up when attacked."
If hit by Non-Physical elemental
 *Wander
If Current Enemy Evade is >= 90
 *Message "It's like sand and impossible to damage!"
If True
 *Wander

>---Retinite (Upper Half), Index B6---<

Actions

If Retinite (Core) is dead
 *Choose randomly from the following actions:
 *Tech 5A (Dark Flare) on Random PC
 *Tech 47 (Laser Spin) on Random PC
 *Tech 66 (Blanket Bomb) on Random PC
 *Attack 01 (Tentacle Absorb) on PC with Lowest HP
If True
 *Wander
 *Wander
 *Tech 09 (Sand Breath / Darkness) on Random PC, message "Sand Breath /
Darkness"
 *Wander
 *Wander
 *Attack 01 (Tentacle Absorb) on PC with Lowest HP

Reactions

If hit by Enemy:
 *Tech 39 (Drain) on Enemy 03, message "Absorbing energy from the core..."
If hit by Ice elemental
 *Change Def to 150, M. Def to 50, Evade to 1, Def to 127, message "Water
hardens sand / Def pwr is down!"
If Retinite (Core) is dead
 *Add 0 to Stat 37, 32 to Def, message "Def pwr up when attacked."
If hit by Non-Physical elemental
 *Wander
If Current Enemy Evade is >= 90
 *Message "It's like sand and impossible to damage!"
If True
 *Wander

>---MotherBrain (Display), Index B7---<

Actions

If True

*Tech 50 (Cure Beam) on Enemy 03

Reactions

If True

*Wander

>---Mega Mutant (Top Half), Index B8---<

Actions

If True

*Wander

*Tech 84 (Mutant Gas / Sleep) on Random PC, message "Mutant Gas / Sleep"

*Tech F3 (Blacken) on Random PC, message "Blacken"

*Attack 01 (Tentacle Absorb) on Random PC

*Tech 85 (Shadow Slay) on Random PC, message "Mutant Gas / Poison"

*Tech F3 (Blacken) on Random PC, message "Blacken"

*Attack 01 (Tentacle Absorb) on Random PC

Reactions

If True

*Wander

>---Mega Mutant (Bottom Half), Index B9---<

Actions

If True

*Tech 58 (Chaotic Zone) on Random PC, message "Chaotic Zone / Chaos"

*Attack 01 (Attack) on Random PC

*Tech 5C (Steel Steam) on Random PC, message "Steel Steam / HP Down"

*Attack 01 (Attack) on Random PC

Reactions

If True

*Wander

>---Super Slash (solo battle), Index BA---<

Actions

If True

*Wander

*Tech 30 (Slash) on Random PC

Reactions

If True
 *Wander

>---Flea Plus (Solo Battle), Index BB---<

Actions

If True
 *Attack 00 (Heart / Fire) on Random PC

Reactions

If True
 *Wander

>---BlackTyrano, Index BC---<

Actions

If the state counter is >= 1
 *Change Def to 127, M. Def to 60, message "Removes def,and is storing pwr."
 *Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "5"
 *Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "4"
 *Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "3"
 *Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "2"
 *Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "1"
 *Tech 37 (Fire Breath) on Random PC, set Def to 200, M. Def to 80, M. Def to
60, message "0"
 *Wander
 *Wander
 *Tech 36 (Tentacle / Absorb) on Random PC
 *Reset state counter
If there are <= 1 monsters
 *Wander
 *Add one to state counter
If True
 *Wander
 *Tech 0A (Fire Breath) on Random PC
 *Tech 0A (Fire Breath) on Random PC
 *Wander
 *Tech 36 (Tentacle / Absorb) on PC with Lowest HP
 *Wander
 *Tech 0A (Fire Breath) on Random PC
 *Tech 0A (Fire Breath) on Random PC
 *Wander
 *Tech 36 (Tentacle / Absorb) on PC with Lowest HP
 *Add one to state counter

Reactions

If enemy killed
 *Tech 7F (End Battle) on Current Enemy
If True

*Wander

>---Rust Tyrano, Index BD---<

Actions

If True

*Tech 38 (Roar) on Random PC, message "5"
*Wander
*Tech 38 (Roar) on Random PC, message "4"
*Wander
*Tech 38 (Roar) on Random PC, message "3"
*Wander
*Tech 38 (Roar) on Random PC, message "2"
*Wander
*Tech 38 (Roar) on Random PC, message "1"
*Wander
*Tech 37 (Fire Breath) on Random PC, message "0"
*Wander
*Tech 36 (Tentacle / Absorb) on PC with Lowest HP
*Tech 36 (Tentacle / Absorb) on Random PC
*Set Magic to 65, message "Fire pwr up!"
*Tech 38 (Roar) on Random PC, message "5"
*Tech 38 (Roar) on Random PC, message "4"
*Tech 38 (Roar) on Random PC, message "3"
*Tech 38 (Roar) on Random PC, message "2"
*Tech 38 (Roar) on Random PC, message "1"
*Tech 37 (Fire Breath) on Random PC, message "0"
*Wander
*Tech 36 (Tentacle / Absorb) on PC with Lowest HP
*Tech 36 (Tentacle / Absorb) on Random PC
*Set Magic to 100, message "Fire pwr up!"
*Tech 38 (Roar) on Random PC, message "3"
*Tech 38 (Roar) on Random PC, message "2"
*Tech 38 (Roar) on Random PC, message "1"
*Tech 37 (Fire Breath) on Random PC, message "0"
*Tech 36 (Tentacle / Absorb) on PC with Lowest HP
*Tech 36 (Tentacle / Absorb) on Random PC
*Set Magic to 175, message "Fire pwr up!"
*Tech 38 (Roar) on Random PC, message "3,2,1"
*Tech 37 (Fire Breath) on Random PC, message "0"
*Set Magic to 253, message "Fire pwr up!"
*Tech 38 (Roar) on Random PC, message "3,2,1"
*Tech 37 (Fire Breath) on Random PC, message "0"

Reactions

If True

*Wander

>---MotherBrain (Body), Index BE---<

Actions

If Current Enemy's Stat 37 = 99

*Tech 8E (Beam Blast) on PC with Lowest HP, add 24 to Def, 20 to M. Def, 6

to Stat 12, 20 to Magic, 0 to Magic,
*Tech 60 (Lock All) on Random PC
*Tech 8E (Beam Blast) on PC with Lowest HP, add 24 to Def, 20 to M. Def, 6
to Stat 12, 20 to Magic, 0 to Magic,
*Tech 77 (Chaos Breath) on Random PC, message "Reprogramming / Chaos"
If there are <= 1 monsters
*Tech 8E (Beam Blast) on PC with Lowest HP, set Stat 37 to 99, message "The
Motherbrain left w/o the display.."
If True
*Tech 83 (Mystic Ray) on Random PC
*Tech 77 (Chaos Breath) on Random PC, message "Reprogramming / Chaos"
*Tech 47 (Laser Spin) on Random PC

Reactions

If enemy killed
*Tech 7F (End Battle) on Current Enemy, message "Break down"
If True
*Wander

>---Atropos XR, Index C0---<

Actions

If True
*Message "Hahahaha..."
*Attack 00 (Rocket Punch) on Nearest PC
*Tech 50 (Cure Beam) on Current Enemy
*Tech 47 (Laser Spin) on Nearest PC
*Tech A7 (Robo Tackle / Reduces HP by 1/2!) on Nearest PC
*Tech 50 (Cure Beam) on Current Enemy
*Attack 01 (Uzzi Punch) on Nearest PC
*Message "Hahahaha..."
*Tech A6 (Area Bomb) on Nearest PC, message "Area Bomb"
*Wander
*Tech A6 (Area Bomb) on Nearest PC, message "Area Bomb"
*Wander
*Tech A6 (Area Bomb) on Nearest PC, message "Area Bomb"
*Wander
*Tech A6 (Area Bomb) on Nearest PC, message "Area Bomb"
*Wander
*Tech A6 (Area Bomb) on Nearest PC, message "Area Bomb"
*Wander
*Tech A6 (Area Bomb) on Nearest PC, message "Area Bomb"
*Wander
*Tech A6 (Area Bomb) on Nearest PC, message "Area Bomb"
*Tech 76 (Self-destruct) on Nearest PC, message "I...AM..."

Reactions

If enemy killed
*Tech 76 (Self-destruct) on Nearest PC, message "I...AM..."
If Current Enemy's Stat 37 = 14
*Tech 8B (Telepathy / Sleep) on Random PC, set Stat 37 to 0, message
"Cricket Chirp / Sleep"
If hit by PC tech 19 (Rocket Punch)
*Add 1 to Stat 37
If True
*Wander

>---Cybot, Index C1---<

Actions

If True

*Choose randomly from the following actions:

*Tech EF (Cybot Music) on Random PC, message "[Music] / Chaos"

*Tech EF (Cybot Music) on Random PC, message "[Music] / Chaos"

*Tech 41 (Iron Orb) on Random PC

*Tech 41 (Iron Orb) on Random PC

Reactions

If True

*Wander

>---Lavos (Guardian), Index C2---<

Actions

If the state counter is ≥ 1

*Message "5"

*Message "4"

*Message "3"

*Message "2"

*Message "1"

*Message "0"

*Revive support enemies, message "Revives the Bit."

*Reset state counter

If there are ≤ 1 monsters

*Add one to state counter

If True

*Wander

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy, message "Break down"

If there are ≤ 1 monsters

*Wander

If there are ≤ 2 monsters

*Double Tech 19 (Amplifire) on Random PC with Farthest Enemy, message "AmpliFire Counterattack"

If True

*Triple Tech 1A (Delta Attack) on All PCs with Enemy 07 and Enemy 09, message "3 can join together for a Delta Attack."

>---Lavos (Heckran), Index C3---<

Actions

If the state counter is ≥ 1

*Wander

*Wander

```
*Wander
*Wander
*Reset state counter, message "Brief counterattack break."
If Current Enemy HP below half
  *Tech 8A (Cyclone) on Random PC, message "Cyclone / Water"

  *Tech 8A (Cyclone) on Random PC, message "Cyclone / Water"
  *Tech 20 (Yes Indeed!) on Random PC, message "Yes indeed!"
  *Add one to state counter, message "Go ahead! Try and attack...!"
If True
  *Wander
  *Wander
  *Tech 0D (Water) on Random PC
  *Tech 0D (Water) on Random PC
  *Tech 8A (Cyclone) on Random PC, message "Cyclone / Water"
  *Add one to state counter, message "Go ahead! Try and attack...!"
```

Reactions

```
-----
If the state counter is >= 1
  *Tech 51 (Water 2) on Nearest PC, message "Water Wave!!"
If True
  *Wander
```

```
-----
>---Lavos (Zombor - Upper Half), Index C4---<
-----
```

Actions

```
-----
If there are <= 1 monsters
  *Tech 1D (Telekinetic Attack) on Random PC, message "Rrrrrrrrrr..."
If Current Enemy HP below half
  *Choose randomly from the following actions:
  *Tech 0A (Fire Breath) on Random PC, message "Rrrrrrrrrr..."
  *Tech 0A (Fire Breath) on PC with Lowest HP, message "Rrrrrrrrrr..."
  *Tech 39 (Drain) on Random PC, message "Gore, gore, gore, gore..."
  *Tech 39 (Drain) on PC with Lowest HP, message "Gore, gore, gore, gore..."
If True
  *Wander
  *Tech 0A (Fire Breath) on Random PC, message "Rrrrrrrrrr..."
```

Reactions

```
-----
If enemy killed
  *Tech 57 (MP Buster) on Random PC, message "MP Buster / Steals MP!"
If True
  *Wander
```

```
-----
>---Lavos (Masa & Mune), Index C5---<
-----
```

Actions

```
-----
If Current Enemy's Stat 37 = 1
  *Wander
  *Message "Pain..."
  *Tech 23 (Vacuum Wave) on Random PC, set Stat 37 to 10, message "Yes indeed!"
```



```
If Current Enemy HP below half
  *Attack 01 (Attack) on PC with Lowest HP
  *Attack 01 (Attack) on Random PC
  *Set Stat 37 to 1, message "Storing Tornado Energy."
If True
  *Attack 00 (Attack) on Nearest PC
  *Attack 00 (Attack) on Random PC
  *Tech 40 (Hurricane) on Random PC
  *Set Stat 37 to 1, message "Storing Tornado Energy."
```

Reactions

```
-----
If Current Enemy's Stat 37 = 10
  *Wander
If hit by PC tech 02 (Slash)
  *Set Stat 37 to 10, message "Tornado Energy has been neutralized."
If True
  *Tech 30 (Slash) on Random PC
```

```
-----
>---Lavos (Nizbel), Index C6---<
-----
```

Actions

```
-----
If Current Enemy Def is <= 192
  *Wander
  *Wander
  *Tech 27 (Electrocution Release) on Random PC, set Def to 253, M. Def to
100, message "Releases electrocution energy."
If True
  *Choose randomly from the following actions:
  *Attack 01 (Attack) on Random PC
  *Tech 4D (Earthquake) on Random PC
  *Attack 01 (Attack) on Random PC
  *Tech 4D (Earthquake) on Random PC
```

Reactions

```
-----
If Current Enemy's Def = 127
  *Wander
If hit by PC tech 02 (Slash)
  *Wander
If hit by Lightning elemental
  *Change M. Def to 50, Def to 127, message "Def pwr decreases when shocked"
If True
  *Wander
```

```
-----
>---Yakra XIII, Index C7---<
-----
```

Actions

```
-----
If Current Enemy Stat 37 is >= 50
  *Tech 0E (NeedleSpin) on PC with Lowest HP, message "Needlespin: Version
13!"
  *Tech 0E (NeedleSpin) on Random PC, message "Needlespin: Version 13!"
  *Wander
  *Wander
```

```
*Tech 77 (Chaos Breath) on PC with Lowest HP, message "Blizzard / Chaos"
*Wander
*Wander
*Tech A8 (Lavos Spawn Needle: Disorder) on Random PC, message "Drrrrrooooo..."
*Wander
*Wander
*Wander
*Tech 0E (NeedleSpin) on PC with Lowest HP, message "Needlespin: Version
13!"
*Tech 0E (NeedleSpin) on Random PC, message "Needlespin: Version 13!"
*Tech 0E (NeedleSpin) on Random PC, message "Needlespin: Version 13!"
*Wander
*Wander
*Wander
*Wander
If Current Enemy HP below half
  *Message "Heard about it from the ancestors!"
  *Message "Your weaknesses are..."
  *Tech 0E (NeedleSpin) on PC with Lowest HP, set Offense to 253, Stat 37 to
99, message "This is it!"
  *Set Stat 37 to 99
If True
  *Tech 77 (Chaos Breath) on PC with Lowest HP, message "Blizzard / Chaos"
  *Tech 77 (Chaos Breath) on Random PC, message "Blizzard / Chaos"
  *Wander
  *Wander
  *Tech 4D (Earthquake) on PC with Lowest HP, message "Drrrrrooooo..."
  *Tech 4D (Earthquake) on Random PC, message "Drrrrrooooo..."
  *Wander
  *Wander
```

Reactions

```
-----
If enemy killed
  *Tech A8 (Lavos Spawn Needle: Disorder) on Random PC, message "D...defeated
again..."
If True
  *Wander
```

```
>---Tubster, Index C8---<
-----
```

Actions

```
-----
If True
  *Wander
  *Wander
```

Reactions

```
-----
If True
  *Attack 01 (Slap) on Attacking PC
```

```
>---Lavos (Magus), Index C9---<
-----
```

Actions

```
-----
```

```
If Current Enemy HP is <= 4500
    *Set Def to 150
    *Tech 69 (Magic Wall) on Current Enemy, set Lightning Def to 4, M. Def to
50, Water Def to 4, Fire Def to 4, Shadow Def to 4, message "Lavos casts a
spell..."
    *Wander
    *Wander
    *Tech 6B (Dark Matter) on Random PC, message "Dark Matter / Magus's
strongest attack!"
If True
    *Wander
    *Tech 6C (Geyser) on Random PC, message "Geyser / HP down"
    *Attack 00 (Attack) on Random PC
    *Wander
```

Reactions

```
-----
If Current Enemy HP is <= 4500
    *Wander
If hit by tech
    *Choose randomly from the following actions:
    *Tech 9F (Lightning 2) on Attacking PC, set Water Def to 132, Shadow Def to
132, M. Def to 50, Fire Def to 132, Lightning Def to 3, message "Barrier
change..."
    *Tech 9E (Ice 2) on Attacking PC, set Water Def to 3, Shadow Def to 132, M.
Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change..."
    *Tech 9D (Fire 2) on Attacking PC, set Fire Def to 3, Water Def to 132,
Shadow Def to 132, M. Def to 50, Lightning Def to 132, message "Barrier change..."
    *Tech 6A (Dark Bomb) on Attacking PC, set Water Def to 132, Shadow Def to 3,
M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change..."
If Current Enemy M. Def is <= 49
    *Choose randomly from the following actions:
    *Tech 9F (Lightning 2) on Attacking PC, set Water Def to 132, Shadow Def to
132, M. Def to 50, Fire Def to 132, Lightning Def to 3, message "Barrier
change..."
    *Tech 9E (Ice 2) on Attacking PC, set Water Def to 3, Shadow Def to 132, M.
Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change..."
    *Tech 9D (Fire 2) on Attacking PC, set Fire Def to 3, Water Def to 132,
Shadow Def to 132, M. Def to 50, Lightning Def to 132, message "Barrier change..."
    *Tech 6A (Dark Bomb) on Attacking PC, set Water Def to 132, Shadow Def to 3,
M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change..."
If Attacking PC attacked with the Masamune
    *Set M. Def to 20, message "The Masaume drops Lavos's M def!"
If Attacking PC attacked with the Masamune
    *Set M. Def to 20, message "The Masaume drops Lavos's M def!"
If True
    *Choose randomly from the following actions:
    *Tech 9F (Lightning 2) on Attacking PC, set Water Def to 132, Shadow Def to
132, M. Def to 50, Fire Def to 132, Lightning Def to 3, message "Barrier
change..."
    *Tech 9E (Ice 2) on Attacking PC, set Water Def to 3, Shadow Def to 132, M.
Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change..."
    *Tech 9D (Fire 2) on Attacking PC, set Fire Def to 3, Water Def to 132,
Shadow Def to 132, M. Def to 50, Lightning Def to 132, message "Barrier change..."
    *Tech 6A (Dark Bomb) on Attacking PC, set Water Def to 132, Shadow Def to 3,
M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change..."
```

```
-----
>---Lavos (Dragon Tank - Head), Index CA---<
-----
```

Actions

If Lavos (Dragon Tank - Right Support) is dead

*Tech 0C (Missile) on Random PC

*Wander

If True

*Wander

*Wander

*Tech 0C (Missile) on Random PC

*Tech 0C (Missile) on Random PC

Reactions

If Lavos (Dragon Tank - Right Support) is dead

*Tech 15 (Laser) on Random PC

If True

*Wander

>---Lavos (Second Form, Core), Index CB---<

Actions

If there are <= 1 monsters

*Tech 58 (Chaotic Zone) on Current Enemy, set M. Def to 50, Def to 127,
message "Obstacle"

*Wander

*Tech 85 (Shadow Slay) on Random PC, message "Shadow Slay"

*Wander

*Tech 25 (Flame) on Random PC, message "Flame Battle"

*Wander

*Tech 44 (Shadow Doom Blaze) on Random PC, message "Shadow Doom Blaze"

*Add 1 to Magic, message "Evil Emanation / Lavos's attack pwr up!"

*Wander

*Wander

*Wander

*Wander

*Wander

If the state counter is >= 1

*Tech 49 (Fire Dance) on Random PC

*Wander

*Tech 58 (Chaotic Zone) on Random PC, message "Obstacle"

*Wander

*Wander

If True

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Tech A5 (Invisible) on Current Enemy, set M. Def to 50, Def to 127, message

"Engaging main body..."

*Add one to state counter

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy

If True

*Wander

>---Lavos (Second Form, Left Arm), Index CC---<

Actions

If Lavos (Second Form, Core) is dead

*Tech 7F (End Battle) on Current Enemy

If there are <= 2 monsters

*Tech B7 (Span Death) on Enemy 0A, message "Span Death / Arm revives main body..."

*Tech 62 (Protective Seal) on Random PC, message "Protective Seal / Disables Def Status"

*Tech 73 (Blade Toss) on Random PC

*Tech 89 (Freeze) on Random PC, message "Freeze / Stop"

*Tech B7 (Span Death) on Enemy 0A, message "Span Death / Arm revives main body..."

*Wander

*Wander

If True

*Tech B1 (Invisible) on Enemy 03

*Tech 73 (Blade Toss) on Random PC

*Wander

*Wander

*Tech 73 (Blade Toss) on Random PC

*Wander

*Tech B1 (Invisible) on Enemy 03

*Wander

*Wander

*Wander

*Wander

*Wander

Reactions

If True

*Wander

>---Lavos (Second Form, Right Arm), Index CD---<

Actions

If Lavos (Second Form, Core) is dead

*Tech 7F (End Battle) on Current Enemy

If there are <= 2 monsters

*Tech B7 (Span Death) on Enemy 0A, message "Span Death / Arm revives main body..."

*Tech 62 (Protective Seal) on Random PC, message "Protective Seal / Disables

Def Status"

*Tech 73 (Blade Toss) on Random PC

*Tech 89 (Freeze) on Random PC, message "Freeze / Stop"

*Tech B7 (Span Death) on Enemy 0A, message "Span Death / Arm revives main body..."

*Wander

*Wander

If True

*Wander

*Tech 73 (Blade Toss) on Random PC

*Wander

*Wander

*Tech 73 (Blade Toss) on Random PC

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

*Wander

Reactions

If hit by Enemy:

*Double Tech 43 (Laser beams / Doors of doom open) on Random PC with Enemy 06, message "Laser beams / Doors of doom open"

If True

*Wander

>---Lavos (Third Form, Core), Index CE---<

Actions

If Lavos (Third Form - Right Bit) is dead

*Tech 7F (End Battle) on Current Enemy, message "nan"

If Current Enemy's Stat 37 = 1

*Tech A0 (Time Warp (65M BC)) on All PCs, message "Time warp..."

*Wander

*Tech 9B (Grand Stone) on Random PC, message "Grand Stone / Ultimate phys. attack"

*Tech A4 (Time Warp (12000 BC)) on All PCs, message "Time warp..."

*Wander

*Tech B1 (Invisible) on Enemy 07

*Tech A3 (Time Warp (600 AD)) on All PCs, message "Time warp..."

*Tech 99 (Evil Star) on Random PC, message "Evil Star / Reduces HP by 1/2"

*Tech A1 (Time Warp (1000 AD)) on All PCs, message "Time warp..."

*Tech B8 (Spell / Random Status) on Random PC, message "Spell / Random Status"

*Tech A2 (Time Warp (2300 AD)) on All PCs, message "Time warp..."

*Wander

*Tech 56 (Dreamless) on Random PC, set Stat 37 to 0, message "Dreamless / Ultimate Magic attack"

If Current Enemy's Stat 37 = 2

*Tech 98 (Crying Heavens) on Random PC, set Stat 37 to 0, message "Crying Heavens / Hidden blow"

If Current Enemy's Stat 37 = 3

*Tech A1 (Time Warp (1000 AD)) on All PCs, message "Time warp..."

*Tech B8 (Spell / Random Status) on Random PC, message "Spell / Random

Status"

*Tech A3 (Time Warp (600 AD)) on All PCs, message "Time warp..."

*Tech 99 (Evil Star) on Random PC, message "Evil Star / Reduces HP by 1/2"

*Tech A2 (Time Warp (2300 AD)) on All PCs, message "Time warp..."

*Wander

*Tech 56 (Dreamless) on Random PC, message "Dreamless / Ultimate Magic
attack"

*Tech A4 (Time Warp (12000 BC)) on All PCs, message "Time warp..."

*Wander

*Tech B1 (Invisible) on Enemy 07

*Tech A0 (Time Warp (65M BC)) on All PCs, message "Time warp..."

*Wander

*Tech 9B (Grand Stone) on Random PC, set Stat 37 to 0, message "Grand Stone
/ Ultimate phys. attack"

If Current Enemy's Stat 37 = 4

*Attack 01 (Crush) on Random PC

*Attack 01 (Crush) on Random PC

*Set Stat 37 to 0

If True

*Choose randomly from the following actions:

*Set Stat 37 to 1

*Set Stat 37 to 2

*Set Stat 37 to 3

*Set Stat 37 to 4

Reactions

If True

*Wander

>---Guardian (Bit), Index CF---<

Actions

If there are <= 2 monsters

*Double Tech 19 (Amplifire) on Random PC with Enemy 03, message "AmpliFire"

*Tech 15 (Laser) on Random PC

If True

*Choose randomly from the following actions:

*Tech 15 (Laser) on Random PC

*Wander

*Tech 16 (Missile) on Random PC

*Wander

Reactions

If True

*Wander

>---Byte, Index D0---<

Actions

If True

*Tech 16 (Missile) on Random PC

Reactions

If True

*Wander

>---Giga Gaia (Body), Index D1---<

Actions

If there are <= 2 monsters

*Wander

*Wander

*Message "Commencing arm restoration..."

*Revive support enemies

If True

*Wander

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy

If True

*Wander

>---Giga Gaia (Left Arm), Index D2---<

Actions

If Giga Gaia (Right Arm) is alive

*Tech B1 (Invisible) on Enemy 09

*Wander

*Tech 94 (Heal) on Enemy 06, message "Reviving head with Defense Arm."

*Tech B1 (Invisible) on Enemy 09

If True

*Tech 55 (Water Rise) on Random PC, message "Water Rise / Water"

*Wander

*Tech 94 (Heal) on Enemy 06, message "Reviving head with Defense Arm."

*Wander

Reactions

If hit by Enemy tech C1 (Invisible)

*Double Tech 86 (Dark Plasma) on Random PC with Enemy 09, message "2 Hand

Attack: Dark Plasma / Shadow"

If True

*Wander

>---Giga Gaia (Right Arm), Index D3---<

Actions

If Giga Gaia (Left Arm) is alive

*Tech C1 (Invisible) on Enemy 07

*Wander


```
*Wander
If True
  *Tech 95 (Arm Attack) on Random PC, message "Arm Attack / HP cut by 1/2"
  *Wander
  *Tech 3E (GaiaMagnade) on Random PC, message "GaiaMagnade / Fire"
  *Wander
```

Reactions

```
-----
If hit by Enemy tech B1 (Invisible)
  *Double Tech 3F (Dbl. Handblaster / Fire) on Random PC with Enemy 07,
  message "2 Hand Attack: Dbl. Handblaster / Fire"
If True
  *Wander
```

```
-----
>---Guardian, Index D4---<
-----
```

Actions

```
-----
If the state counter is >= 1
  *Message "5"
  *Message "4"
  *Message "3"
  *Message "2"
  *Message "1"
  *Message "0"
  *Revive support enemies, message "Revives the Bit."
  *Reset state counter
If Guardian (Bit) is dead
  *Add one to state counter
If True
  *Wander
```

Reactions

```
-----
If enemy killed
  *Tech 7F (End Battle) on Current Enemy, message "Break down"
If Guardian (Bit) is dead
  *Wander
If there are <= 2 monsters
  *Double Tech 19 (Amplifire) on Random PC with Farthest Enemy, message
  "AmpliFire Counterattack"
If True
  *Triple Tech 1A (Delta Attack) on All PCs with Enemy 07 and Enemy 08,
  message "3 can join together for a Delta Attack."
```

```
-----
>---Red Scout, Index D5---<
-----
```

Actions

```
-----
If True
  *Wander
  *Wander
  *Tech 45 (Crimson Rain) on Random PC, message "Crimson Rain / HP down"
```

Reactions

```
-----
If hit by Physical elemental
    *Wander
If hit by Fire elemental
    *Wander
If True
    *Tech 54 (Flame Bomber) on Random PC, message "Red Scout fights all mag but
"Fire.""
```

```
-----
>---Blue Scout, Index D6---<
-----
```

Actions

```
-----
If True
    *Wander
    *Wander
    *Tech 29 (Rain / Water) on Random PC
```

Reactions

```
-----
If hit by Physical elemental
    *Wander
If hit by Ice elemental
    *Wander
If True
    *Tech 51 (Water 2) on Random PC, message "Blue Scout fights all mag but
"Water.""
```

```
-----
>---Lavos Spawn (Shell - Death Peak), Index D7---<
-----
```

Actions

```
-----
If there are <= 1 monsters
    *Tech 7F (End Battle) on Current Enemy
If True
    *Wander
```

Reactions

```
-----
If there are <= 1 monsters
    *Tech 7F (End Battle) on Current Enemy
If True
    *Tech A8 (Lavos Spawn Needle: Disorder) on Random PC, message "Attacks with
"Lavos Spawn Needle""
```

```
-----
>---Lavos Spawn (Eye - Death's Peak), Index D8---<
-----
```

Actions

```
-----
If True
    *Tech A8 (Lavos Spawn Needle: Disorder) on Random PC
    *Wander
    *Tech 66 (Blanket Bomb) on Random PC
    *Tech 84 (Mutant Gas / Sleep) on Random PC, message "Lavos's sigh / Sleep"
```

*Tech 77 (Chaos Breath) on Random PC, message "Blizzard / Chaos"

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy

If True

*Wander

>---Laser Guard, Index D9---<

Actions

If RAND(0,99) < 32

*Tech 14 (Laser) on Enemy with Lowest HP

If True

*Tech 15 (Laser) on Random PC

Reactions

If True

*Tech 76 (Self-destruct) on Random PC

>---Lavos (Dragon Tank - Left Support), Index DA---<

Actions

If True

*Tech 7E (Cure) on Current Enemy, message "The parts on the left restore HP..."

*Tech 7E (Cure) on Current Enemy, message "The parts on the left restore HP..."

*Tech 0A (Fire Breath) on Nearest PC

*Tech 0A (Fire Breath) on Farthest PC

Reactions

If hit by PC tech 01 (Cyclone)

*Tech 7E (Cure) on Current Enemy, message "The parts on the left restore HP..."

If True

*Wander

>---Lavos (Dragon Tank - Right Support), Index DB---<

Actions

If Dragon Tank (Tank Head) is dead

*Message "The parts on the right store energy..."

*Wander

*Tech 0B (Dragon Charge) on All PCs

If True

*Message "Energy is stored in the wheels."

*Wander

*Tech 0B (Dragon Charge) on All PCs

*Wander

Reactions

If True

*Wander

>---Lavos (Guardian - Left Support), Index DC---<

Actions

If there are <= 2 monsters

*Double Tech 19 (Amplifire) on Random PC with Enemy 03, message "AmpliFire"

*Tech 15 (Laser) on Random PC

If True

*Choose randomly from the following actions:

*Tech 15 (Laser) on Random PC

*Wander

*Tech 16 (Missile) on Random PC

*Wander

Reactions

If True

*Wander

>---Lavos (Guardian - Right Support), Index DD---<

Actions

If there are <= 2 monsters

*Double Tech 19 (Amplifire) on Random PC with Enemy 03, message "AmpliFire"

*Tech 15 (Laser) on Random PC

If True

*Choose randomly from the following actions:

*Tech 15 (Laser) on Random PC

*Wander

*Tech 16 (Missile) on Random PC

*Wander

Reactions

If True

*Wander

>---Lavos (Zombor - Lower Half), Index DE---<

Actions

If Lavos (Zombor - Upper Half) is dead

*Wander

*Tech 48 (Drop Attack) on Random PC, message "Rrrrrrrrrr..."

*Tech 4D (Earthquake) on PC with Lowest HP, message "Rrrrrrrrrr..."

```
*Message "Doom, doom, doom, doom..."
*Attack 01 (Heretic Death) on PC with Lowest HP
If Current Enemy HP below half
  *Wander
  *Tech ED (Heretic Ray) on Random PC, message "Doom, doom, doom, doom..."
  *Wander
  *Wander
If True
  *Wander
  *Wander
  *Wander
  *Tech ED (Heretic Ray) on Random PC, message "Doom, doom, doom, doom..."
  *Wander
  *Wander
  *Wander
  *Wander
  *Tech ED (Heretic Ray) on Random PC, message "Doom, doom, doom, doom..."
  *Wander
```

Reactions

```
-----
If enemy killed AND If Zombor (Upper Half) is alive
  *Double Tech 4C (Heretic Ray) on Random PC with Enemy 03, message "Doom,
doom, doom, doom..."
If True
  *Wander
```

```
-----
>---Lavos (BlackTyrano - Support), Index DF---<
-----
```

Actions

```
-----
If Nearest Enemy Def is <= 192
  *Wander
If True
  *Wander
  *Tech 82 (Psychokinesis) on Random PC, message "Psychokinesis..."
  *Tech 81 (Teleportation / Teleports a rock!) on Random PC, message
"Teleportation / Teleports a rock!"
  *Wander
  *Tech 81 (Teleportation / Teleports a rock!) on Random PC, message
"Teleportation / Teleports a rock!"
  *Wander
  *Tech 82 (Psychokinesis) on Random PC, message "Psychokinesis..."
  *Wander
  *Tech 8B (Telepathy / Sleep) on Random PC, message "Telepathy / Sleep"
  *Wander
```

Reactions

```
-----
If enemy killed
  *Tech 1F (Earthquake) on Random PC, message "Azala Break / HP down"
If True
  *Wander
```

```
-----
>---Spekkio (Rain Frog), Index E0---<
-----
```

Actions

If True

*Choose randomly from the following actions:

*Tech 25 (Flame) on Random PC

*Tech 2B (Lightning) on Random PC

*Tech 2A (Ice) on Random PC

*Wander

Reactions

If True

*Wander

>---Spekkio (Kilwala), Index E1---<

Actions

If True

*Choose randomly from the following actions:

*Tech 25 (Flame) on Random PC

*Tech 2B (Lightning) on Random PC

*Tech 2A (Ice) on Random PC

*Tech 0D (Water) on Random PC

Reactions

If True

*Wander

>---Spekkio (Orge), Index E2---<

Actions

If True

*Choose randomly from the following actions:

*Tech 25 (Flame) on Random PC

*Tech 2B (Lightning) on Random PC

*Tech 2A (Ice) on Random PC

*Tech 0D (Water) on Random PC

Reactions

If True

*Wander

>---Spekkio (Omnicrone), Index E3---<

Actions

If Current Enemy Stat 37 is >= 5

*Choose randomly from the following actions:

*Tech 9D (Fire 2) on Random PC, set Stat 37 to 1,

*Tech 9E (Ice 2) on Random PC, set Stat 37 to 1,

*Tech 9F (Lightning 2) on Random PC, set Stat 37 to 1,
*Wander

If True

*Choose randomly from the following actions:

*Tech 25 (Flame) on Random PC, set Stat 37 to 10,

*Tech 2A (Ice) on Random PC, set Stat 37 to 10,

*Tech 2B (Lightning) on Random PC, set Stat 37 to 10,

*Wander

Reactions

If True

*Wander

>---Spekkio (Masamune), Index E4---<

Actions

If True

*Tech 58 (Chaotic Zone) on Random PC

*Tech 9D (Fire 2) on Random PC

*Tech B5 (Dark Bomb) on Random PC

*Tech 9E (Ice 2) on Random PC

*Tech B5 (Dark Bomb) on Random PC

*Tech 9F (Lightning 2) on Random PC

*Tech 63 (Death) on Random PC

Reactions

If True

*Wander

>---Spekkio (Nu), Index E5---<

Actions

If Current Enemy Stat 37 is >= 5

*Choose randomly from the following actions:

*Tech A9 (Flare) on Random PC, set Stat 37 to 1,

*Tech BB (Luminaire) on Random PC, set Stat 37 to 1,

*Tech 6B (Dark Matter) on Random PC, set Stat 37 to 1,

*Tech 01 (Salt) on PC with Lowest HP, message "Salt"

If True

*Wander

*Tech B4 (Hallation) on Random PC, set Stat 37 to 10,

*Wander

Reactions

If True

*Wander

>---Lavos (BlackTyrano), Index E6---<

Actions

If the state counter is >= 1

*Change Def to 127, M. Def to 60, message "Removes def,and is storing pwr."

*Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "5"

*Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "4"

*Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "3"

*Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "2"

*Tech 38 (Roar) on Random PC, set Def to 127, M. Def to 60, message "1"

*Tech 37 (Fire Breath) on Random PC, set Def to 200, M. Def to 80, M. Def to 60, message "0"

*Wander

*Wander

*Tech 36 (Tentacle / Absorb) on Random PC

*Reset state counter

If there are <= 1 monsters

*Add one to state counter

If True

*Wander

*Tech 0A (Fire Breath) on Random PC

*Tech 0A (Fire Breath) on Random PC

*Wander

*Tech 36 (Tentacle / Absorb) on PC with Lowest HP

*Wander

*Tech 0A (Fire Breath) on Random PC

*Tech 0A (Fire Breath) on Random PC

*Wander

*Tech 36 (Tentacle / Absorb) on PC with Lowest HP

*Add one to state counter

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy

If True

*Wander

>---Lavos (Giga Gaia), Index E7---<

Actions

If there are <= 2 monsters

*Wander

*Wander

*Message "Commencing parts restoration..."

*Revive support enemies

If True

*Wander

Reactions

If enemy killed

*Tech 7F (End Battle) on Current Enemy

If True

*Wander

>---Lavos (Ocean Palace), Index EB---<

Actions

If True

*Tech 9A (Destruction Rains From the Heavens!) on Random PC, message
"Destruction rains from the heavens!"
*Tech 58 (Chaotic Zone) on Random PC, message "Chaotic Zone / Chaos"
*Tech F0 (Lavos Spawn Needle) on Random PC

Reactions

If True

*Wander

>---Lavos (First Form), Index EC---<

Actions

If True

*Tech 9A (Destruction Rains From the Heavens!) on Random PC, message
"Destruction rains from the heavens!"
*Tech 58 (Chaotic Zone) on Random PC, message "Chaotic Zone / Chaos"
*Tech F0 (Lavos Spawn Needle) on Random PC
*Wander
*Tech 9A (Destruction Rains From the Heavens!) on Random PC, message
"Destruction rains from the heavens!"
*Tech 1F (Earthquake) on Random PC
*Tech F0 (Lavos Spawn Needle) on Random PC
*Wander
*Tech 9A (Destruction Rains From the Heavens!) on Random PC, message
"Destruction rains from the heavens!"
*Tech F0 (Lavos Spawn Needle) on Random PC
*Tech 9A (Destruction Rains From the Heavens!) on Random PC, message
"Destruction rains from the heavens!"

Reactions

If True

*Wander

>---Lavos (Third Form - Left Bit), Index ED---<

Actions

If Lavos (Third Form - Right Bit) is dead

*Tech 7F (End Battle) on Current Enemy, message "nan"

If Current Enemy's Stat 37 = 1

*Tech 94 (Heal) on Enemy 03

*Tech BA (Jump Attack) on Random PC

*Tech 12 (Absorb / Steal MP) on Random PC

If Enemy 09 HP is <= 29999

*Wander

*Tech 62 (Protective Seal) on Random PC, message "Protective Seal / Disables

Def Status"

*Set Stat 37 to 1

```
If True
    *Set Stat 37 to 1
```

Reactions

```
-----
If Lavos (Third Form, Core) is dead
    *Double Tech F4 (X Strike) on Random PC with Enemy 09, message "Attack /
Will attack with no center bit."
```

```
If hit by Enemy:
```

```
    *Double Tech 4A (Invading Light) on Random PC with Enemy 03, message
"Invading Light / Slow"
```

```
If True
```

```
    *Wander
```

```
-----
>---Hexapod, Index EE---<
-----
```

Actions

```
-----
If True
```

```
    *Attack 00 (Slap) on Nearest PC
    *Attack 01 (Needle) on Random PC
```

Reactions

```
-----
If Current Enemy's Def = 64
```

```
    *Wander
```

```
If hit by Ice elemental
```

```
    *Set Def to 64, message "Water hardens sand / Def pwr is down!"
```

```
If True
```

```
    *Wander
```

```
-----
>---Lavos (Third Form - Right Bit), Index EF---<
-----
```

Actions

```
-----
If Current Enemy's Def = 127
```

```
    *Wander
```

```
    *Wander
```

```
    *Wander
```

```
    *Tech 7A (Life 2), set Stat 37 to 99, M. Def to 50, Def to 127, message
"Active Life / Revives the Lavos Bit!"
```

```
    *Wander
```

```
    *Wander
```

```
    *Wander
```

```
    *Wander
```

```
    *Tech 69 (Magic Wall) on Current Enemy, set Def to 253, M. Def to 100, Stat
37 to 10, message "The Lavos Core's Def pwr restored!"
```

```
If there are <= 2 monsters
```

```
    *Tech 69 (Magic Wall) on Current Enemy, set M. Def to 50, Def to 127,
message "Lavos Core shuts off def"
```

```
If True
```

```
    *Wander
```

```
    *Tech B9 (Ball Attack) on Random PC
```

```
    *Wander
```

```
    *Tech BA (Jump Attack) on Random PC
```

Reactions

If enemy killed
 *Tech 7F (End Battle) on Current Enemy
If Current Enemy's Stat 37 = 99
 *Message ""Active Life" decreases Def pwr."
If Current Enemy Def is <= 192
 *Message "Defense down!"
If hit by Non-Physical elemental
 *Wander
If True
 *Message "Lavos Core is defended!"

>---Flea?, Index F0---<

Actions

If True
 *Tech 25 (Flame) on Random PC

Reactions

If enemy killed
 *Tech 57 (MP Buster) on Random PC, message "MP Buster / Steals MP!"
If True
 *Wander

>---Chains (Magus Castle Ozzie Battle), Index F1---<

Actions

If True
 *Wander

Reactions

If enemy killed
 *Tech 7F (End Battle) on Current Enemy
If True
 *Tech 7F (End Battle) on Current Enemy

>---Roly Bomber, Index F2---<

Actions

If True
 *Wander

Reactions

If enemy killed
 *Tech 18 (Explosion) on Random PC
If hit by PC:

```
*Tech 2C (Self-destruct) on Current Enemy
If True
  *Wander
```

```
-----
>---Golem Boss, Index F3---<
-----
```

Actions

```
-----
If True
  *Wander
  *Message "GolemBoss "Chew on this!""
  *Message "GolemBoss "5""
  *Message "GolemBoss "4""
  *Message "GolemBoss "3""
  *Message "GolemBoss "2""
  *Message "GolemBoss "1""
  *Wander
  *Message "Golem Boss: Um..."
  *Wander
  *Message "GolemBoss "5""
  *Message "GolemBoss "4""
  *Message "GolemBoss "3""
  *Message "GolemBoss "2""
  *Message "GolemBoss "1""
  *Wander
  *Add one to state counter, message "GolemBoss "Impossible! I'm...s...scared!""
  *Wander
  *Wander
  *Wander
  *Wander
  *Wander
  *Wander
  *Wander
  *Run Away
```

Reactions

```
-----
If the state counter is >= 1
  *Message "GolemBoss "I HATE heights!""
If True
  *Wander
```

```
-----
>---Basher, Index F5---<
-----
```

Actions

```
-----
If RAND(0,99) < 10
  *Attack 01 (????) on Random PC
If True
  *Attack 00 (Strike) on Random PC
  *Wander
```

Reactions

```
-----
If True
  *Wander
```

>---Son of Sun, Index F6---<

Actions

If Current Enemy HP is <= 10000

*Message "Son of Sun's losing its fire..."

*Tech 7F (End Battle) on Current Enemy

If True

*Tech B1 (Invisible) on Random Enemy Other Than Self

*Tech AD (Roulette Shuffle) on All PCs, message "Roulette Shuffle"

*Tech A9 (Flare) on Random PC, message "Flare"

*Tech 83 (Mystic Ray) on Random PC

Reactions

If Current Enemy HP is <= 10000

*Wander

If hit by Enemy:

*Wander

If True

*Tech A9 (Flare) on Random PC, message "Counterattack: Flare"

>---Son of Sun (Flames), Index F7---<

Actions

If True

*Wander

*Wander

Reactions

If hit by Enemy tech B1 (Invisible)

*Change Stat 37 to 99,

If hit by Enemy tech AD (Roulette Shuffle) AND If Current Enemy's Stat 37 = 99

*Change Stat 37 to 1, M. Def to 98,

If hit by Enemy tech AD (Roulette Shuffle)

*Change M. Def to 99, Stat 37 to 1,

If hit by Enemy tech 7F (End Battle)

*Wander

If Current Enemy's M. Def = 99

*Tech 0A (Fire Breath) on Other Enemies, message "Miss: Flame Counterattack"

If hit by tech

*Wander

If True

*Attack 01 (Attack Body) on Enemy 03

>---R Series, Index F8---<

Actions

If number of living PCs is <= 1

*Attack 00 (Wired Punch) on Random PC

*Wander

If there are <= 3 monsters
*Choose randomly from the following actions:
*Attack 00 (Wired Punch) on Random PC
*Wander
*Attack 00 (Wired Punch) on PC with Lowest HP
*Attack 00 (Wired Punch) on Random PC

If in the right row
*Attack 01 (Punch) on Random PC
*Wander

If True
*Wander
*Wander
*Attack 00 (Wired Punch) on Random PC

Reactions

If number of living PCs is <= 1
*Tech 15 (Laser) on Nearest PC
If there are <= 1 monsters
*Tech 18 (Explosion) on Random PC
If there are <= 4 monsters
*Double Tech 4F (Robo Pitch) on Random PC with Farthest Enemy
If True
*Wander

>---Magus, Index F9---<

Actions

If Current Enemy HP is <= 4500
*Set Def to 150
*Tech 69 (Magic Wall) on Current Enemy, set Lightning Def to 4, M. Def to 50, Water Def to 4, Fire Def to 4, Shadow Def to 4, message "Magus risks casting a spell!"
*Wander
*Wander
*Tech 6B (Dark Matter) on Random PC, message "Dark Matter / Magus's strongest attack!"
If True
*Wander
*Tech 6C (Geyser) on Random PC, message "Geyser / HP down"
*Attack 00 (Scythe) on Random PC
*Wander

Reactions

If Current Enemy HP is <= 4500
*Wander
If hit by tech
*Choose randomly from the following actions:
*Tech 9F (Lightning 2) on Attacking PC, set Water Def to 132, Shadow Def to 132, M. Def to 50, Fire Def to 132, Lightning Def to 3, message "Barrier change / Only Lightning damages."
*Tech 9E (Ice 2) on Attacking PC, set Water Def to 3, Shadow Def to 132, M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change / Only Water damages."
*Tech 9D (Fire 2) on Attacking PC, set Fire Def to 3, Water Def to 132, Shadow Def to 132, M. Def to 50, Lightning Def to 132, message "Barrier change /

Only Fire damages."

*Tech 6A (Dark Bomb) on Attacking PC, set Water Def to 132, Shadow Def to 3, M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change / Only Shadow damages."

If Current Enemy M. Def is <= 49

*Choose randomly from the following actions:

*Tech 9F (Lightning 2) on Attacking PC, set Water Def to 132, Shadow Def to 132, M. Def to 50, Fire Def to 132, Lightning Def to 3, message "Barrier change / Only Lightning damages."

*Tech 9E (Ice 2) on Attacking PC, set Water Def to 3, Shadow Def to 132, M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change / Only Water damages."

*Tech 9D (Fire 2) on Attacking PC, set Fire Def to 3, Water Def to 132, Shadow Def to 132, M. Def to 50, Lightning Def to 132, message "Barrier change / Only Fire damages."

*Tech 6A (Dark Bomb) on Attacking PC, set Water Def to 132, Shadow Def to 3, M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change / Only Shadow damages."

If Attacking PC attacked with the Masamune

*Set M. Def to 20, message "Masamune decreases Magus's M def."

If True

*Choose randomly from the following actions:

*Tech 9F (Lightning 2) on Attacking PC, set Water Def to 132, Shadow Def to 132, M. Def to 50, Fire Def to 132, Lightning Def to 3, message "Barrier change / Only Lightning damages."

*Tech 9E (Ice 2) on Attacking PC, set Water Def to 3, Shadow Def to 132, M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change / Only Water damages."

*Tech 9D (Fire 2) on Attacking PC, set Fire Def to 3, Water Def to 132, Shadow Def to 132, M. Def to 50, Lightning Def to 132, message "Barrier change / Only Fire damages."

*Tech 6A (Dark Bomb) on Attacking PC, set Water Def to 132, Shadow Def to 3, M. Def to 50, Fire Def to 132, Lightning Def to 132, message "Barrier change / Only Shadow damages."

>---Magus (North Cape), Index FA---<

Actions

If Current Enemy HP below half

*Choose randomly from the following actions:

*Tech 9F (Lightning 2) on Random PC

*Tech 9E (Ice 2) on Random PC

*Tech 9D (Fire 2) on Random PC

*Attack 00 (Scythe) on PC with Lowest HP

If True

*Wander

*Attack 00 (Scythe) on Nearest PC

Reactions

If Current Enemy HP below half

*Choose randomly from the following actions:

*Tech 9F (Lightning 2) on Random PC

*Tech 9E (Ice 2) on Random PC

*Tech 9D (Fire 2) on Random PC

*Attack 00 (Scythe) on PC with Lowest HP

If True

>--Section 5. Fun Discoveries--<

This is a small section where I document some of the things I've learned about the game as a result of this work. I don't think any of this was unknown, but much of this is easy to miss in a casual play through.

Enemies that interact or use group techniques are pretty cool. For instance, the Double Handblaster and Dark Plasma attacks used by Giga Gaia's arm are actually counterattacks. The left arm uses an invisible attack on the right arm (Tech B1), which prompts the right arm to trigger the Double Handblaster tech. This was presumably the easiest way to verify that both arms were still active. Other interactive fights that use this approach include Lavos's second and third forms, Retinite, Son of Sun, the Black Omen Panels, and others. CTRL+L for "if hit by enemy" to find cool examples.

Nizbel II: If you attack Nizbel II after three lightning attacks but before his electrical discharge he will sometimes use a poison-based counterattack.

Atropos: If you hit Atropos with Rocket Punch five times she'll use the technique "Cricket Chirp / Sleep". If you were to hit her with it 15 more times she would do it again, but the fight is over at that point.

Ozzie: This is probably well known, but if you attack Ozzie three times on Zenan Bridge the fight will automatically end.

Rolypoly: They actually have a rather complicated reaction AI, but their HP is so low it's very difficult to trigger.

Mad Bat: The bats in the Cathedral have an attack that they only use if a character is asleep, but I have not discovered a way to actually make a character fall asleep in one of these fights.

Scouters: In the Scouter/Blue Scouter/Red Scouter fight, only the Scouter can trigger Delta Force, and will not if you hit them with Lightning.

Proto 3: They will never attack you without being attack first. But if you first attack does more than half their HP, they will retaliate but never attack unprompted.

>--Section 6. Condition, Action, and Targeting Routines--<

This section shows how to interpret condition and action strings. It is only required reading if you want to understand how I produced the scripts above. With the tables below it's easy to write up a computer program to parse all of the AI strings and spit out the scripts up.

This information is essentially a copy/paste from from Chrono Compendium, though I've included a few notes of my own on some of the action bytes.

6.1 Conditions

Source: https://www.chronocompendium.com/Term/Enemy_AI.html

Conditions are a string of four bytes. The game has 41 conditions (\$00-28), but

conditions 06, 0A, 0D, 0E, 0F, 14, 16, 19, 1C, 1D, 1E, 21, and 22 are not used for any monsters appearing in the game and are excluded here.

xx - unused,
tt - targeting byte
?? - unknown

Condition	Description
00 xx xx xx	Default, always passes.
01 tt xx xx	Check if HP less than half tt - target, usually set to 03 for current enemy
02 tt oo bb	Check for status tt - target, 00 for PCs, 01 for enemies oo - offset from battle data 0x1D (start of status flags) bb - bits to check. Note: only used by Mad Bug, Bat, and Flea.
03 tt mm xx	Checks if something moved tt - target mm - Monster/PC index
04 xx mm ss	Checks status of monster mm - monster index ss - Status - 00 Alive, 01 - Dead.
05 nn xx xx	Checks for maximum number of living enemies. nn - number of enemies. Note: checks if no. enemies <= nn
07 vv cc xx	Check custom mode. vv - value cc - Compare type - 00 >=, 01 <= Note: monsters like BlackTyrano use this as part of their state changes
08 tt hh hh	Check if HP <= value. hh - HP to compare. Value is little endian (lowest byte stored first).
09 tt ss vv	Check if stat is less than value. ss - stat offset. vv - value
0B tt ss vv	Check if stat is less than or equal to value ss - stat offset vv - value.
0C tt ff xx	Check if target is inside or outside of a 32 pixel radius. ff - 00 Inside, 01 Outside Note: only used by Shadow and Alkaline.
10 -- SV NC	Needlessly complicated simple value. NC is the 2 bit, and SV is the 1 bit. (0-3) If vertical position of the current enemy is in a certain range. 0 - 128px or more from the top of the screen. 1 - less than 128px from the top of the screen.

		2 - less than 80px from the left of the screen.	
		3 - 176px or more from the left of the screen.	
		Note: only used by R Series, so that the front and back	
		rows use different attacks	

11 ee xx mm		Check if hit by tech type.	
		ee - 00 player tech, 01 enemy tech.	
		mm - 00 ==, 01 !=	

12 ee aa mm		Check if hit by specific tech.	
		ee - 00 player tech, 01 enemy tech	
		aa - tech index.	
		mm - 00 ==, 01 !=	

13 aa xx mm		Check Attacker.	
		aa - 00 player, 01 enemy.	
		mm - 0 ==, 01 !=	

15 ee xx ff		Checks element of attack	
		ff - 00 ==, 01 !=	
		ee - element 20 Ice, 10 Fire, 80 Lightning, 40 Shadow,	
		02 Magic, 04 Physical	

17 pp xx xx		Percent chance	
		pp - percent	

18 vv tt ss		Check if stat is equal.	
		vv - value	
		ss - stat offset.	

1A mm aa ss		Check if monster type is alone or not.	
		mm - monster index, aa - 0 - alone, 1 - with other types.	
		ss - If with other types, should the condition succeed?	
		0 - fail, 1 - succeed.	

1B pp xx xx		Count of living PCs is at most pp.	

1F tt ff xx		Check if target is inside or outside of a 48 pixel radius.	
		ff - 00 Inside, 01 Outside	

20 xx xx xx		Final Attack.	
		Note: Checks if enemy killed.	

Conditions 23 through 28 are the same as condition 18.

6.2 Actions

Source: https://www.chronocompendium.com/Term/Enemy_AI.html

There are a total of 23 Actions (\$00-16), but actions 03, 05, 06, 08, 09, 0E, and 13 are unused by any characters appearing in the game and are not reported here.

jj - multipurpose byte, 80 copy flag: 7EAE8 to 7EAECC, 7F subroutine index

There are a few places where I have come to different conclusions from the information reported on Chrono Compendium. I have made note of all such instances.

Action	Description
00 ?? jj ??	wander mode
01 aa jj ??	attack mode aa - attack index
02 tt jj jj jj ss	tech mode tt - tech index ss - battle enemy message string Note: From my testing I believe the third byte is a targeting byte, and the fourth and fifth bytes indicate which monsters are involved in double/triple techs
04	random action uses a random number to determine which action in current section to start on
07 mm aa hh	become monster mm - monster to turn into aa - animation? hh - hp Note: hh - 01 = refill HP, 00 = don't refill HP)
0A aa ss	run away aa - action to show ss - battle enemy message string
0B oo vv mm ss	set stat. oo - offset from enemy stat set start vv - value to set/bitwise OR mm - mode, 00 set value 01 bitwise OR ss - battle enemy message string
0C oo vv ss	stat math oo - offset from enemy stat set start vv - multipurpose byte, 80 subtract flag, 7F amount to add/sub ss - battle enemy message string Note: for 0C, 12 and 14, the bitwise and of vv with 80 gives the subtract flag (0 = add, !0 = subtract), and BITAND(vv,7F) gives the amount to add or subtract
0D ?? ss	unknown, state change? ss - battle enemy message string Note: Action 0D is used with Condition 07 to perform state changes like BlackTyrano's defense. Byte 2 is always 04 (add one to state) or 40 (set state to 0).
0F ss	display text ss - battle enemy message string
10 vv ee ss	revive support enemies vv - unknown stored to temp 7E000E ee - battle sound effect ss - battle enemy message string
11 oo vv oo vv oo vv	multi stat set oo - offset from enemy stat set start

```

|   oo vv ss | vv - value to set
|             | ss - battle enemy message string
|-----|
|12 ?? ?? jj | special multi stat set
|   jj oo vv | oo - offset from enemy stat set start
|   oo vv oo | vv - value to set
|   vv oo vv | ss - battle enemy message string
|   oo vv ss | Note: Byte 3 is tech index, byte 2 the target
|-----|
|14 oo vv oo | multi stat math
|   vv oo vv | oo - offset from enemy stat set start
|   oo vv ss | vv - multipurpose byte, 80 subtract flag,
|             |       7F amount to add/sub
|             | ss - battle enemy message string
|             | Note: only used by Nizbel II ( and Retinite
|-----|
|15 ?? ?? jj | special multi stat math
|   jj oo vv | oo - offset from enemy stat set start
|   oo vv oo | vv - multipurpose byte, 80 subtract flag,
|             |       7F amount to add/sub
|   vv oo vv | ss - battle enemy message string
|   oo vv ss | Note: Second byte is tech index, third byte is target.
|             | Only used by MotherBrain
|-----|
|16 -- tt oo | multi revive and set stat
|   vv oo vv | tt - tech/tech animation related index
|   oo vv oo | oo - offset from enemy stat set start
|   vv ss    | vv - value to set
|             | ss - battle enemy message string
|             | Note: Only used by Lavos (Third Form - Right Bit) when
|             |   reviving the other bits
|-----|

```

6.3 Targeting Routines

Source: https://www.chronocompendium.com/Term/Enemy_AI.html

Used by Conditions: 01, 03, 08, 09, 0A, 0B, 0C, 0D, 0E, 0F, 18, 1C, 1D, 1F, 22, 23-28
 Used by Actions: 00, 01, 02, 12, 13, 15

Condition 1C does not treat the data obtained the from the routines the same way as the others, so it will have unexpected results.

jj - Multiply x2 + 0x01B8BB to obtain the pointer

Some of the targeting commands are a bit funny. For example, Lavos's "Destruction Rains From the Heavens!" attack is technically targeted at a random PC, but it is a multi-targeting attack. I try not to worry too hard about these things :).

```

|-----|
|Target Index | Description
|-----|
|00           | Nothing
|-----|
|01           | All PCs
|-----|
|02           | All enemies
|-----|
|03           | Current enemy
|-----|

```

04	Attacking PC
05	Random PC
06	Nearest PC
07	Farthest PC
08	PC with lowest HP. This routine does not properly check PC1's HP. To fix, replace 0x01A50C (unheadered US or Japanese ROM) with D0 05 EA EA
09	PCs with any flags on battle data 0x1D set. 80 is used for a dead PC, others are unknown
0A	PCs with any negative status.
0B	PCs with any flags on battle data 0x1F (unknown)
0C	PCs with any positive status from set 1 (2x Evade/Unknown Status/2.5x Evade/Haste)
0D	PCs with any positive status from set 2 (Attack Power Up/Shield (Defense Up)/Max Attack Power Up/MP Regen/ Barrier (M. Defense Up)/Berserk)
0E	Sleeping PCs
0F	Stopped PCs
10	Confused PCs
11	Shielded (Defense Up) PCs
12	Barrieroed (M. Defense Up) PCs
13	PCs with bit 10 of positive status set 2 (unused)
14	PCs with bit 8 of battle data 01 (unknown)
15	Other enemies
16	Living enemies
17	Nearest enemy
18	Farthest enemy
19	Enemy with lowest HP
1A	Other enemies with any battle data 0x1D flags set
1B	All enemies with any battle data 0x1D flags set
1C	Other enemies with any negative status
1D	All enemies with any negative status
1E	Other enemies with any flags on battle data 0x1F (unknown)

1F	All enemies with any flags on battle data 0x1F (unknown)
20	Other Sleeping enemies
21	Other Stopped enemies
22	Other Confused enemies
23	Other Barriered (M. Defense Up) enemies
24	Other enemies with 0x1D bitflag 2 set
25	Other enemies with 0x19 bitflag 1 set
26	Enemy with lowest HP other than self
27	Enemy 03. This and the following routines are mostly used with multi-part bosses. Enemy index is determined by event commands.
28	Enemy 04
29	Enemy 05
2A	Enemy 06
2B	Enemy 07
2C	Enemy 08
2D	Enemy 09
2E	Enemy 0A
2F	Random enemy with \$7E:AF15 bit 80 set
30	PC 1. This and the following routines were most likely designed for condition 1C, check for specific PC. If used in that condition, it would check for Crono.
31	PC 2
32	PC 3
33	Enemy 3
34	Enemy 4
35	Enemy 5
36	Enemy 6
37	PC with highest HP
38	Random enemy other than self

Square - for making this awesome game

Nintendo - for licensing it and bringing it to the US

The Chrono Compendium community - for all the detailed info and hacking work that made this possible. Particularly Geiger, Chickenlump, and Proto K.

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