

## Monster Rancher 2 FAQs

### Tournament Opponents

#### Rank S Opponents

Aqualine (Cpandora/Jell) L705 P361 I561 Sk524 Sp466 D398  
Daphiel (Gali/Golem) L475 P518 I665 Sk442 Sp351 D645  
Goliath (Mammoth/Golem) L595 P668 I285 Sk318 Sp258 D602  
Mahoroty (Crab/Golem) L465 P442 I358 Sk388 Sp470 D789  
Ordorf (Gaboo/Naga) L751 P723 I251 Sk364 Sp701 D279  
Prometheus (Henger/Dragon?) L434 P655 I645 Sk655 Sp416 D355  
Thanatos (Joker/Joker) L505 P431 I727 Sk710 Sp351 D645  
Zagref (Zuum/Dragon) L455 P529 I532 Sk591 Sp504 D415

#### Rank A Opponents

Arculon (Arrow Head/Henger) L383 P401 I302 Sk418 Sp425 D500  
Bernerd (Phoenix/Phoenix)  
Bigfoot (Jill/Jill) L412 P534 I318 Sk446 Sp340 D187  
Caplan (Ducken/??) L218 P345 I417 Sk471 Sp585 D181  
Catalina (Suezo/Mocchi) L346 P338 I571 Sk515 Sp205 D157  
Goatrek (Whale/Whale) L485 P611 I219 Sk174 Sp206 D321  
Kitty (Pixie/Hare) L286 P278 I627 Sk501 Sp519 D225  
Lamsweet (Mocchi/Mocchi) L370 P415 I451 Sk509 Sp541 D446  
Sharkin (Naga/Gali) L404 P481 I527 Sk542 Sp199 D288  
Siva (Dragon/Dragon) L364 P607 I615 Sk351 Sp223 D333  
Volcane (Phoenix/Phoenix) L348 P339 I357 Sk469 Sp314 D216

#### Rank B Opponents

Aspin (Hopper/Pixie) L270 P246 I369 Sk491 Sp312 D189  
Baluum (Mammoth/Tiger) L420 P456 I345 Sk291 Sp144 D190  
Dewless (Mono/Golem) L205 P334 I326 Sk255 Sp025 D490  
Epsilon (Henger/??) L290 P375 I311 Sk369 Sp357 D242  
Ghoulshine (Tiger/Gali) L244 P257 I455 Sk469 Sp340 D177  
Liquel (Hare/Gali) L225 P405 I213 Sk366 Sp310 D144  
Pirrateau (Crab/Mocchi) L188 P229 I182 Sk171 Sp165 D270  
Robeneal (Worm/Mono) L398 P312 I366 Sk295 Sp145 D270  
Sanjuras (Gali/Gali) L225 P356 I481 Sk256 Sp222 D287  
Tiravail (Plant/Suezo) L320 P149 I345 Sk237 Sp166 D115

#### Rank C Opponents

Gunburn (Suezo/Hare) L165 P245 I338 Sk324 Sp245 D119  
Hyoue (Kato/Hare) L127 P128 I399 Sk144 Sp375 D101  
Nicolle (Mew/Mew) L251 P166 I185 Sk333 Sp340 D095  
Ofrey (Ghost/Ghost) L111 P075 I293 Sk321 Sp369 D044  
Pivorus (CPandora/CPandora) L424 P115 I108 Sk287 Sp255 D045

Recknen (Gaboo/Jell) L260 P255 I177 Sk170 Sp290 D095  
Rockgeiger (Golem/Golem) L201 P442 I129 Sk066 Sp051 D314  
Susvain (Naga/Zuum) L199 P295 I043 Sk366 Sp117 D175  
Zamber (Zuum/Mono) L262 P275 I184 Sk266 Sp190 D309  
Waranmo (Ape/Plant) L355 P308 I135 Sk195 Sp178 D199

#### Rank D Opponents

Capella (Jell/Naga) L123 P165 I158 Sk195 Sp111 D217  
Hailfall (Arrow Head/Arrow Head) L136 P150 I103 Sk098 Sp074 D278  
Harrimaoh (Hopper/Hopper) L110 P145 I165 Sk272 Sp177 D089  
Milliam (Pixie/Pixie) L066 P089 I285 Sk222 Sp236 D070  
Palmer (Plant/Plant) L215 P031 I168 Sk169 Sp113 D040  
Pup Face (Tiger/Hare) L234 P223 I338 Sk375 Sp349 D065  
Rapid Fist (Hare/Hare) L101 P344 I133 Sk197 Sp322 D111  
Sakura Art (Mocchi/Pixie) L161 P188 I194 Sk215 Sp167 D202  
Sleetbomb (Mammoth/??) L275 P223 I047 Sk099 Sp049 D182  
Winston (Tiger/Jell) L086 P104 I225 Sk258 Sp211 D082

#### Rank E Opponents

Harikicks (Zuum/Suezo) L156 P107 I094 Sk149 Sp138 D133  
Junomoule (Mocchi/Tiger) L152 P135 I127 Sk161 Sp158 D138  
Leone (Tiger/Hare) L088 P103 I127 Sk152 Sp144 D077  
Lontar (Suezo/Plant) L121 P096 I150 Sk129 Sp085 D095  
Nats (Hare/Hare) L057 P139 I057 Sk104 Sp141 D047  
Oakleyman (Gaboo/Gaboo) L199 P158 I023 Sk055 Sp147 D081

#### unknown ranked opponents

Carahan (Zuum/Hare) L368 P511 I395 Sk477 Sp508 D176  
Minutes (Hopper/Tiger) L191 P187 I214 Sk655 Sp418 D088  
Regretti (Gaboo/Gaboo) L575 P511 I123 Sk147 Sp456 D098  
Satya (Pixie/Hare) L269 P319 I355 Sk403 Sp420 D157  
Tsumuji (Kato/Tiger) L257 P198 I542 Sk406 Sp578 D233

#### Monster Stats

This option gives detailed information about your monster's abilities.

Page 1 consists of Life, Power, Skill, Intelligence, Speed and Defense level. There's also a Fame Indicator and the Monster Type and Level icons. You can also see your monster's name and age here.

Page 2 consists of number of Wins, Losses and KOs. There's also purse showing how many money your monster has earned, and a table indicating how many times

your monster has been sick, injured, run away from the ranch or resist from you (the last 2 may happen only if you treat it badly).

Page 3 consists of Form (fat/skinny), Nature (good/bad), Style (not fighting style but manners on you), Likes and Dislikes (the monster can dislike YOU if you're too hard on it...)

Page 4 consists of the monster's fighting techniques. For starting, usually every monster only got 2 techniques (at least that's what I got from my starting Suez and Zuum). To gather new techniques, you must join the Errantry Training

### Trainer Stats

This option gives detailed information about your achievements and abilities in raising monsters (how succesful you are in monster ranching).

Page 1 shows the sum number of Wins, Losses and KOs of all your monsters so far. There's also purse showing cumulative amount of money you got from all monsters and also your rank (1st to 10th/MAS, lowest to highest), your name and your money . It also lists the number of monsters you have at certain ranks.

Page 2 shows how many monsters you have trained, and how many monsters you have sorted by monsters type

### Cards Collection

This card collection actually shows what monsters you have raised while playing Monster Rancher 2. Actually, you don't have to raise the monster to acquire their card. To gain cards, here's what to do :

1. Gain a monster at the Market or Shrine [Town].
2. After you're asked to try it or not, choose try it.
3. Give a name when you're asked to --> monster added to card collection.
4. Raise it on the Ranch [Ranch],

Sell the monster for no money [Market], or

Freeze the monster [Lab] --> Choose this if you want to grow it later. And you can skip step 4 coz you dont have to raise it, you can sell it right away if you want.

There are an exact number of 408 monsters available in Monster Rancher 2, thus there are 408 cards to collect here. If you don't like hard work (opening CD case, changing CDs, giving names, freezing), you can take a shortcut here by using the "get all monster card code". Note I do not have this code on my site cause all the ones I tryed did not work.