

## Monster Rancher 2 Info

### Opponents At The Errantries

#### Special Opponent-

BigHand (S) (Jill/???) L623 P785 I681 Sk484 Sp457 D565

#### Defense Course (Only available at rank B or above)

Magma Heart (A) (Dragon/??) (#392) L554 P789 I741 Sk579 Sp357 D512

Punisher (A) (Naga/??) (#406) L468 P666 I181 Sk589 Sp171 D456

Blue Sludge (B)

Cold Blood (B) (Naga/Zuum) L298 P336 I154 Sk443 Sp262 D384

Terry (B)

Knuckle (C) (Hopper/Hopper) L213 P231 I294 Sk465 Sp284 D154

One Eyed (C)

Toxin (C)

Glassie (D)

Goldie (D) (Zuum/Suezo) L191 P206 I175 Sk215 Sp170 D182

Mucus (D)

Armstrong (E) (Gaboo/Gaboo) L274 P260 I015 Sk063 Sp144 D062

Peeper (E)

Sprinter (E) (Zuum/Zuum) L171 P169 I110 Sk190 Sp135 D131

#### Intelligence Course

Mad Clay (A) (Gaboo/???) (#403) L777 P687 I111 Sk183 Sp555 D151

(Note Also called "Mad Gaboo")

Wild Saurion (A) (Zuum/???) (#395) L459 P395 I276 Sk583 Sp454 D485

Hardie (B)

Lobby (B) (Zuum/Arrow Head) L348 P392 I278 Sk479 Sp299 D413

Scaly Grass (B)

Clear Lizard (C)

Mire (C)

Stinky (C)

Executioner (D)

Huntie (D) (Zuum/Plant) L300 P158 I127 Sk246 Sp234 D196

Spring Legs (D) (Hopper/Hopper) L190 P172 I231 Sk374 Sp253 D088

Ambusher (E)

Blower (E)

Fly Trapper (E)

#### Power Course

Burning Wall (A)

Sand Golem (A)

Dark Cutter (B)

Gazer (B)

Red Shell (B)  
Brutus (C)  
Momo (C)  
Rock Block (C)  
Glutton (D)  
Heat Eye (D) (Suezo/Monol?) L165 P179 I233 Sk217 Sp143 D166  
Hell Wall (D)  
Big Rock (E)  
Bug Eyed (E) (Suezo/Suezo) L133 P177 I277 Sk247 Sp155 D144  
Plate (E)

#### Skill Course

Bloody Eye (A)  
Silverface (A) (Arrow Head/??) L466 P495 I314 Sk489 Sp257 D781  
Frabber (B)  
Maddie (B)  
Searock (B) (Arrow Head/Golem) L343 P584 I212 Sk281 Sp255 D622  
Clear Hare (C)  
Tom Cat (C)  
Yellowhead (C)  
Nortie (D)  
Rocky Jell (D)  
Scratcher (D) (Zuum/Zuum) L220 P265 I146 Sk345 Sp265 D215  
Amoeba (E) (Jell/Jell) L144 P159 I222 Sk217 Sp119 D298  
Bustler (E)  
Tatchy (E) (Mocchi/Mocchi) L165 P187 I187 Sk284 Sp250 D248

#### Speed Course

Crescent (A) (Kato/???) L361 P151 I742 Sk482 Sp724 D286  
Kamui (A) (Tiger/???) L466 P376 I614 Sk788 Sp654 D188  
Dasher (B)  
Horny (B) (Hare/Tiger) L343 P421 I218 Sk442 Sp604 D144  
Houndoll (B) (Mew/Tiger) L342 P264 I389 Sk354 Sp377 D258  
Hayate (C) (Kato/Tiger) L213 P130 I423 Sk373 Sp444 D185  
Rusher (C) (Hopper/??) L198 P155 I268 Sk490 Sp324 D114  
Stone Wolf (C) (Tiger/Golem) L201 P264 I308 Sk343 Sp258 D296  
Pup Face (D)  
Rapid Fist(D)  
Stray Mew (D) (Mew/Mew) L379 P133 I181 Sk355 Sp229 D084  
Haze (E) (Kato/Hare) L119 P099 I251 Sk115 Sp279 D134  
Pezzy (E) (Tiger/Tiger) L149 P073 I211 Sk255 Sp179 D064  
Puncher (E) (Hopper/Hopper) L109 P145 I200 Sk239 Sp159 D064

#### How To Get Monsters

Pixie - Available at the start of the game.

Dragon - If your monster is Class B (not higher or lower), he might get invited to an Invitational fight on August 2nd. It's a single fight against a dragon. If you win, you receive the Dragon Tusk. Use this item as a seasoning when combining any two monsters together to get the Dragon.

Centaur - Several years into the game when you have a monster of Class B or higher performing the Mandy Desert errantry, the monster might return having found a Spear. Upon returning, a Centaur will attack your monster. You don't need to win this fight. Use the Spear as a seasoning when combining any two monsters together to get the Centaur.

ColorPandora - Available at the start of the game.

Beaclon - This one's tough. You need to get a Worm (possibly a purebreed worm/worm, which is what I used, but not sure) to live up to 4 years, then on the 4th week of June, so long as the Worm has a loyalty of 80 or above, is rank C or less, and is "very well" meaning that it's completely rested, it will spin itself into a "Cocoon of Worm", emerging from the cocoon the next week as the Beaclon. This new monster will have the same stats, rank, name, loyalty, etc of your old worm.

Henger - Compete in (don't need to win) the IMA-Fimba Meet. (see Chap 5)

Wracky - Your monster must have a fame of 90 or above during or after the year 1005. Upon winning one (or maybe all) of the big four tournaments, a fan will send you a strange doll that will disappear the next week. The next time a monster dies at the ranch, after the funeral (if you gave it one) instead of returning to town, the Wracky (Think Chucky) comes alive and is named by Colt. She named mine Charles.

Golem - Several years into the game after you've built up a goodly sum of money, you'll begin to be offered a chance to build your house and stable on the 4th week of May. Once you've built up your stable large enough, you can then breed Golems and Bakus.

Zuum - Available at the start of the game.

Durahan - Having reached the monster class of A (no higher or lower), gone on the Parepare expedition and found the Old Sheath (Might need to have kept it in your inventory), and heard about the stolen swords from the item lady (If I'm recalling who you hear the story from correctly), you will be invited to a special Invitational on February, 4th week. The prize is a Double Edged which can be used as a seasoning when combining any two monsters together to get a Durahan.

Arrow Head - Available at the start of the game.

Tiger - Available at the start of the game.

Hopper - Available at the start of the game.

Hare - Available at the start of the game.

Baku - Several years into the game after you've built up a goodly sum of money, you'll begin to be offered a chance to build your house and stable on the 4th week of May. Once you've built up your stable large enough, you can then breed Golems and Bakus.

Gali - Compete in (don't need to win) the IMA-Fimba Meet. (see Chap 5)

Kato - Available at the start of the game.

Zilla - Must have a class B or higher monster (and possibly the larger stable) 6 or so years into the game. While starting a Torble Sea errantry, you will be told of a giant creature sometimes seen during it. Succeed in the errantry and you will fight a random monster that may now include the Zilla King. Fight and defeat it to get the Zilla Beard. Use this item as a seasoning when combining any two monsters together to get the Zilla.

Bajarl - Several years into the game after you've built up a goodly sum of money, you'll begin to be offered a chance to build your house and stable on the 4th week of May. Once you have finished the last building on your house, you and Colt secretly watch the builder at work. Confronting him, you are given a Pot. Use this item as a seasoning when combining any two monsters together to get the Bajarl. Players of MR1 who have the Magic can transfer it over as a special Bajarl breed.

Mew - Compete in (don't need to win) the IMA-Fimba Meet. (see Chap 5)

Phoenix - Your monster must visit the Kawrea Volcano expedition at least twice. The first time, upon reaching the cave, will cause an eruption that frees a Phoenix. The next time you visit the area it will be greatly changed. Find the Fire Feather. Use this item as a seasoning when combining any two monsters together to get the Phoenix.

Ghost - Having had monsters die, you must twice have built up the altar to them when given the chance on the 3rd week of March. Sometime after that when Colt is cleaning the Altar, she will find a Stick. Use this item as a seasoning when combining any two monsters together to get the Ghost.

Metalner - At least a decade into the game, 1010, on September, 1st week, you will see a UFO. (It's also possible you need to have answered yes about believing in aliens if you got that question at the start of the game.) The

third time you see the UFO, it gives you a crystal you need to take to the Shrine in town. Take it and the crystal will disappear. You can now get Metalner's from CD disks.

Suezo - Available at the start of the game.

Jill - Having found the Big Footstep during the Torles Mountain expedition, sometime during a Torles Mountain errantry with a Class B or higher monster you'll be told of a creature wandering around. As a random monster you can fight after succeeding in all 4 errantries, you fight the Big Hand. From it you get the Big Boots. Use this item as a seasoning when combining any two monsters together to get the Jill.

Mocchi - Available at the start of the game.

Joker - Simply find the Mask during a Kawrea Volcano expedition. Use this item as a seasoning when combining any two monsters together to get the Joker.

Gaboo - Available at the start of the game.

Jell - Available at the start of the game.

Undine - Must train a Hopper up to Class B or higher. The Hopper will occasionally dig up items for it's trainer. During one dig, it will cause an old hot springs to erupt, giving you a Slate item you use as a seasoning when combining any two monsters together. This gives you the Undine.

Niton - As with the Undine, when the Hopper has dug up the hot springs, Nitons when then become available for releasing from discs. Players of MR1 who have the Disc can transfer it over as a special Niton breed.

Mock - A couple years into the game while visiting the items lady, you'll be given some Mystery Seeds. From them over the course of several years a tree will grow. Sometime later, it seems that another tree grows (I thought it was the same one but Colt seemed to think it was another) and it blooms one week then dies the next. Select yes to water it. The next time a monster dies, thus freeing up the slot at the ranch, you should be approached by the Mock. Colt names it for you. She picked Gonzalez for my Mock.

Ducken - Yes, you knew those Diamond stars from the Jelly Cup would be for something. Get 5 of them for a Fun Cup, which contains a Quack Doll that your monster will ask for. Before you get the 5th Diamond, you need to get some Strong Glue from the Torles Mountain expedition so it can

be made into the seasoning item to produce the Ducken. Do NOT give the Quack Doll to your monster.

Plant - Available at the start of the game.

Monol - Available at the start of the game.

Ape - Available at the start of the game.

Worm - Compete in (don't need to win) the IMa-Fimba Meet. (see Chap 5)

Naga - Available at the start of the game.

### Main Controller Settings

L1/L2 - Move one page left on the (Stats Section)

R1/R2 - Move one page right on the (Stats Section)

Directional Pad - Move around choices in the menu

Triangle Button - Cancel a selection/Return to previous menu

Square Button - Enter 'Stats Section' mode

X Button - Accept/Make a selection

Circle Button - Ask help from Coltia about a menu ite