

Monster Rancher 2 Training

Drill

whether improving a particular ability in a monster is easy or hard depends on the type of monster. Keep that in mind while you are raising your monster. This is where you do a single session of training it only takes one week to do it and it still raises your stats, although it doesn't raise them as much as an errantry will, although it works great when you have only 2 or 3 weeks before a tournament.

Domino: pow. up/ftg. up

Shoot: ski. up/ftg. up

Study: int. up/ ftg. up

Dodge: spd. up/ftg. up

Run: lif. up/ftg. up

Endure: def. up/ftg. up

pull: pow. way up/lif. up/ spd down/ ftg way up

leap: spd way up/ int up/ pow. down/ ftg way up

Meditate: int. way up/ ski. up/ def. down/ ftg way up

Swim: def way up/ lif up/ int. down/ ftg way up

Errantry

During the errantry, your monster can learn new techniques, and improve its abilities more than it would improve them through drill. However, differing from drill, the errantry will take 4 weeks to finish and you will have to pay a fee to send your monster to the errantry. The fee is usually 2000g but it's worth it if your monster learns a new technique and/or raises its stats way up.

Papas(tec Sharp tec.): spd way up/ lif up/ ftg way up

Mandy(tec. heavy tec.):pow way up./lif up/ ftg way up

Parepare(tec. withering):int way up/lif up/ ftg way up

Torble sea(tec, hit tec.):ski way up/lif up/ ftg way up

(this is for each individual week)