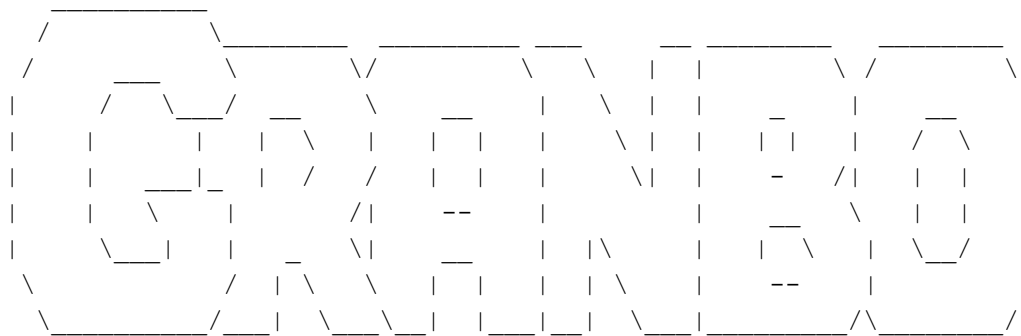


Granbo (Import) FAQ/Walkthrough

by koalaclement

Updated to v1.10 on Feb 26, 2004



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| [Granbo - FAQ/Comprehensive Walkthrough] |  
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|           [Walkthrough V. 1.10]        |  
|           [Last Updated: 2/26/04]      |  
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| | 1. Legal Information | |
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| | 2. Update History | |
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February 29, 2004 [02.29.2004] Version 1.1
- Finished Walkthrough up to Chapter 5

February 28, 2004 [02.28.2004] Version 1.1
- Started Sections 9, 12, and 3.7
- Finished Sections 12, 3.7, and Walkthrough up to Chapter 4
- Added more to Section 4

February 27, 2004 [02.27.2004] Version 1.0
- This FAQ/Walkthrough accepted by GameFaqs.

February 17, 2004 [02.17.2004] Version 1.0
- Started Section 4
- Finished up to end of Chapter 2 of walkthrough

February 16, 2004 [02.16.2004] Version 1.0
- Finished Sections 3.6, 10, and 11
- Started walkthrough and completed up to mid-chapter 1

February 11, 2004 [02.11.2004] Version 1.0

- Finished Sections 3.4.5, 3.4.6, and 3.5

February 10, 2004 [02.10.2004] Version 1.0

- Finished Title Art, Sections 0, 1, 3.1, 3.4.1 - 3.4.3, and 11

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| | 3. Basic Information | |
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Name: Granbo

Genre: Training Role-playing Game (Training RPG)

Developer/Publisher: Capcom

Editor: Capcom

System: Gameboy Advance

Language: Japanese

Multiplayer: No

Estimated Price: 5300 Yen

Release Date [Japan]: 12/28/2001

Release Date [US]: N/A

Release Date [Europe]: N/A

Granbo is an RPG that could be described as a clone of Pok騨on. You play the role of a young boy who embarks on an adventure to save a girl named Shizuku, abducted by a group of evildoers called Skyshock.

The major difference in this game is the replacement of Pok騨on by Granbo: mechanical egg species in which one inserts Data Balls to transform them into robot-animal, robot-insect, etc... There are many different Data Balls which can be gotten via engagements against Granbo enemies. So the game Granbo is not exactly Pok騨on, but resembles it.

Granbo is most well-known for its graphic success, as the world of Granbo presents many beautiful landscapes, evidence of the talented members of Capcom.

(Thanks to www.gbcorner.com, www.zdnet.co.jp for that information)

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=====
- 3.1 Controls -
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DIRECTIONAL PAD - MENU - Scroll through directories
TOWN - Move character
BATTLE - Scroll through commands
SHOPS - Scroll, increase/decrease

A - MENU - Confirms choices, selects items
TOWN - Start conversations, check for items
BATTLE - Confirm choices
NAMING SCREEN - Confirm letter

B - MENU - Go back, exit menu
BATTLE - Access menu
NAMING SCREEN - Delete a letter

START - TITLE SCREEN - Start!

TOWN - Map

SELECT - TOWN - Map

L - TOWN - Map

DATABASE of BASIC MENU - Scroll up

SHOPS - Scroll up

R - TOWN - Map

DATABASE of BASIC MENU - Scroll down

SHOPS - Scroll down

=====

- 3.2 Starting A New Game -

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It's not that hard, actually. At the title menu, press START twice, and you will be prompted to enter your name (See Section 3.4.1 for more details). Since the default name is Kakeru, that is the name I will be using for this walkthrough (I will also sometimes call Kakru by Hero, since he's technically the hero of the game). Then you will be shown a short cutscene with a lady and a villain-type man. Then the game begins. (See Section 5 for the walkthrough).

=====

- 3.3 Characters -

=====

Kakeru - Hero of the game. He's the grandson of the legendary Yaiba.

Genji - Kakeru's grandfather, the legendary Yaiba.

Shizuku - Mysterious girl that arrives unexpectedly one day in Kakru's village.

Akari

Daigorou - Friend of Kakeru who likes to eat

Grachie - Daigoro's father scientist

Captain Kalibu - Villain

Bermuda - Villain

Egge - Villain

Baruto - Villain

=====

- 3.4 Game Menus -

=====

(3.4.1 Naming Screen)

This "menu" is only seen when naming a character or Granbo robot. The default screen shows letters of the Japanese Hiragana alphabet. Unless you know Japanese, this will not be of much use to you. So move your cursor over to the "ABC" choice and press A to get the English alphabet, which you can actually read. :)

And just for reference, not that you would need any of these, the choices on the right, from top to bottom, are:

1. [Blank] - Insert a space into your name
2. [Clear] - Delete a letter. Not really necessary since B will delete also...
3. [Hiragana] - Switch to the Japanese Hiragana alphabet
4. [Katakana] - Switch to the Japanese Katakana alphabet

5. [ABC] - Switch to the English alphabet
6. [End] - Quit the naming screen and confirm the name you chose

After you've chosen your name and selected [End], a question will be asked of you:

Do you want your name to be [xxx]?

If you want the name, select yes (left choice), and if you do not want the name and want to rename yourself, choose no (right choice). You will be redirected to the naming screen if you choose to rename.

(3.4.2 Basic Menu)

This menu is reached when you press B in a town or on the world map. On the right are your Granbos, and on the left are your choices, which read:

1. [Granbo Commands]
 - A. [Technique] - Use a Granbo's special technique
 - B. [Switch] - Switch Granbos
 - C. [Status] - View Granbo information

2. [Item]
 - A. [Common Items] - Use common items
 - B. [Important Items] - View items needed for storyline progression
 - C. [Skill Learning] - Use items that teach your Granbo techniques

3. [Information]
 - A. [Map] - View world map
 - B. [Database] - View Granbos that you have seen and own
NOTE: Only Granbos that you own will have data. Granbos that you have only seen and not captured will have thumbnail pictures, but no data.
 - C. [Player Data] - A little about you (Win/lose count, gameplay time)

4. [System Commands]
 - A. [Save] - Save your game. Left choice is yes, right is no
 - B. [Connect] - Connect with other GBA's
 - C. [Options] - Some system settings - [Effects On/Off]
[Music]
[Text Speed]

Press B to quit the submenus/menus. Your money (in G currency) is shown at the bottom of the original menu.

(3.4.3 Battle Menu)

When you encounter an enemy, these are the options available to you on the left:

1. [Attack]
2. [Technique]
3. [Item]
4. [Switch] (Only after the Hunt Glove is received)
5. [Defend]
6. [Escape]

Each of these are pretty much self explanatory, so I won't go into much detail.

But if you have any problems/questions, you can email me :)

(3.4.4 Computer)

These are the computer type things that heal your Granbo and also acts like a Granbo storage area. The first appearance of these are in Apricot Town. Here's the breakdown:

- | | |
|---------------|----------------|
| 1. [Evolve] | 5. [Exit] |
| 2. [Deposit] | 6. [Rename] |
| 3. [Withdraw] | 7. [Reset] |
| 4. [Sort] | 8. [Eliminate] |

1. Evolve your Granbo. You must have the Granbo(s) used to evolve it.
2. Deposit Granbo only. No item or money deposit. You must have 3 Granbo with you at all times.
3. Withdraw Granbo only. No item or money withdrawal. There's a maximum of 6 Granbo that can be in your party. (You get more slots as you play the game; you can only have a maximum of 4 Granbo in the start)
4. Sort your Granbo. Inside this submenu, the options are Alphabetical (Japanese Alphabet, of course) and ID.
5. Leave this utility.
6. Rename and Granbo you don't like the name of or you messed up naming.
7. Change a Granbo's level back to 1. All learned skills do NOT disappear.
8. Delete a Granbo from history.

(3.4.5 Item Machine)

These machines are large machines that sort of resemble the healing machines in the pokecenters of pokemon. (Sorry. far stretch... cuz I really don't know how to describe them...). When you talk to one, it will show three choices:

1. [Deposit]
2. [Withdraw]
3. [Exit] - Quit the machine.

Under both [Deposit] and [Withdraw] are two choices: [Gold] or [Item]. Just select whichever one you want to deposit/withdraw and then choose the gold amount/item. This machine is a lot like the shop menus, so you can check there for details. (Section 3.4.6)

(3.4.6 Shops)

This menu is reached when you talk to the people behind the counters in shops. You'll see a box on the left, two boxes on the right, and a box on the bottom. The box on the left is the item list. Scroll through it with UP and DOWN or with L and R. With each item, the bottom box will show a description if the item. When you select an item to buy, the bottom will change to a 'how many?' type question. Increase/decrease the number you want to buy with the directional keys and press A when you're done. As for the other two boxes, the upper one is your money. The lower one is how many of an item you already own.

Simple? Thought so.

When selling, it is the same concept; there's a list of items on the left, and when you select an item, the 'how many?' box will appear on the bottom. Then you can increase/decrease the number you want to sell, and press A.

=====
- 3.5 Capturing -
=====

There are a few ways of capturing a Granbo. Since it's pretty complicated and I couldn't have said it better myself, here's what MASTERI had to say about it:

[MASTERI's words, edited by me]

1. [Hunt]
Standard and first way of capturing introduced in the game. Simply lower the enemy Granbo's HP until its Capture Bar is red, then use the Hunt move.
2. [Special Items]
Some items give to enemy Granbo can increase the Capture Bar. There are two types of items: one that directly affects the Capture Bar and one that doubles the increase of the Capture Bar on a normal hit. When using items, beware that some robots may dislike the item given and run away.
3. [Special Attacks]
This is probably the best way to capture a robot. There are moves that directly increase the Capture Bar, and others that act like Special Items.
(See above, #2)

Here's MASTERI's opinion on the best way to capture a Granbo:

"The best capturing move is probably the Roar move, which directly increases the Capture Bar. Well, who learns it?, you may ask... the dog at the first island learns it at level 16 or 17. It costs 30EN to use. Its more powerful version costs 50 EN, learned by the wolf on the volcano island... I do the move 10 times and the robot's capture bar will blink like crazy. This is heaps good because the robot is at full health therefore unable to regain HP (when a robot heals itself the Capture Bar decreases)."

[/Quote from MASTERI]

However, catching Granbo in this game is supremely difficult. It's harder than any other monster catching game around. It seems that you can only catch a Granbo if it is near death... Anything more than one or two HP will not be able to be caught, so it will take a while if you're a perfectionist and want to catch all the robots.

(Thanks to mrtama and www.famitsu.com for that information)

=====
- 3.6 Evolution -
=====

In order to evolve a robot into a more advanced form, you need to install other robots into it. Each robot that can evolve has a list of other robots you need to catch and install into it before it can evolve. This is a plus if you hate leveling monsters, because you can just evolve them whenever you have the right other monsters.

(Thanks to mrtama for that information)

- 3.7 Grand Help -

Grand Help is a lucky event that happens sometimes under certain conditions. It is when a Granbo of your Granbo's type helps you by healing your Granbo's HP when it's low. Grand Help can also help you defeat enemies with low HP. To cancel Grand Help, press the B Button. Note that this system enters the game when and after Professor Grachie introduces it to you, so before then, this system does not exist.

This system is sometimes very annoying when you are trying to catch a Granbo you want, because it helps you defeat Granbo when they are at low health.

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      _____  
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     | |           | |  
     | | 4. FAQ   | |  
     | |_____ | |  
     | /_____ \ |
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Q: What is this game Granbo about?

A: [-_u] See the beginning of Section 3.

Q: What is the best part about this game?

A; I'd say the graphics and the diversity of Granbo robots...

Q: Where can I get this game?

A: Ebay, amazon.co.jp, and lots of other sites sell this game. Check Section 10 for some sites.

Q: Where can I get the GBA rom for this game?

A: Since this is for the most part illegal, I will not share this information. Google is your best friend. Remember that.

Q: How can I capture Granbo more easily?

A: I'm sorry, but it's not just you. Everyone has a hard time with capturing Granbo, even me. Yes, even me. Try using some of the methods mentioned in Section 3.5. And don't give up; keep trying!

Q: How do I change my Granbo's name?

A: Access a Computer and the second choice on the right is Rename.

Q: How do I change my Kakeru's name?

A: In the beginning of the game you get to change his name, but I don't think there is a way later on.

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     | \_____ / |  
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     | | 5. Walkthrough | |  
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Tada! *drumroll* The moment you've all been waiting for! ^_^

Please see Section 3.2 for more details for the part from the title screen to Kakeru's home.


```

/ \
I. Prelude
  [Lv.1]
\-----/
|
| [Items]
|
| Small HP Capsule x5, Small EN Capsule, Medium HP Capsule, DF Capsule,
| Virus Food, Error Food, Data Port
|
| [Granbo]
|
| - Purika, Yabusa, or Fokoor
| - Bazumecha, Gachin, Hopper, Nyaon, Tamajan
| - <Mokumon> and <Grichon>
|
| [Shop]
|
| NOTE: Shop prices are affected by rank.
|
| [40G]   Small HP Capsule
| [2000G] Restart
| [100G]  Virus Capsule
| [300G]  Search Radar
| [200G]  AT Breaker
| [200G]  DF Breaker
| [150G]  SP Breaker
|
\-----/

```

After the cutscene in the beginning with the lady and the villain, you (Kakeru) will be in your home. Wait until your grandfather stops rambling, then we can begin huntin' for treasure!

NOTE: Since 'Recycling Box' and 'Container' are the true names, I'll refer to them using those names for the rest of this walkthrough. So be sure you know what they are - recycling boxes are small boxes that usually come in twos. Containers are large, usually single, boxes.

1. [Small HP Capsule] - In the green drawer in your house
2. [Virus Food] - In blue container south of your home
3. [Small HP Capsule] - In the left recycling box south of your house
4. [Small HP Capsule] - In the recycling box next to a girl and her mother north of the town
5. [Error Food] - In the red container north of town
6. [Medium HP Capsule] - In the green container east of your home
7. [DF Capsule] - Green desk in the house directly north of yours
8. [Small HP Capsule] - Green drawer in the house directly north of yours (north of the row of three trees)
9. [Small HP Capsule] - Purple/Turquoise drawer in house far north of yours
10. [Small EN Capsule] - Top recycling bin east of town (above the grasshopper)

Now that you've stocked up on a few items, it's time to get your first Granbo! So find your way to the large PET store northeast of town. As you enter, the store owner rushes over and starts talking. Alot. The store owner explains a little about how Granbos work. Basically you put Data Balls into Mechahincal Eggs, and the Data Balls affect what Granbo robot you get. Then after the owner shoos everyone else away, you get to choose which starting Granbo you want. Here are the choices:

#20 - Purika [Chick]
#32 - Yabusa [Eagle]
#23 - Fokoor [Dog]

Starting Skills - Purika - HP Recovery Egg (4 E)
- Yabusa - NONE
- Fokoor - Bite (5 E)

NOTE: Yabusa is not recommended for beginners, as it's stat growth is very slow and it learns skills only every 10 levels or so. Be warned!

My choice was Fokoor, since it was the coolest, in my opinion. Of course you do not have to imitate me, but know that this guide will be based on the Fokoor choice rather than the others. Maybe I'll play the game with the others someday...

Alright, so you've got your first Granbo robot. Congrats! Name it something else if you do not like its original name, or keep the name if you do. Then exit the PET shop to enter a short cutscene. A girl (Shizuka, as you'll later find out) is dropped in the center of town by a Granbo, most likely hers. Genji and Kakeru rush over and revive her in the safety of their own home. After a short conversation, Shizuku reveals that her Granbo is called Grysha. Apparently, Grysha has taken much damage and it will take a while for Genji to fix it.

Meanwhile, havoc approaches outside Kakeru house. Kakeru, Genji, and Shizuku rush outside after feeling a quake, and find the town in pandemonium. Some strange creatures and characters have attacked the town and are stealing some parents away. O_o

The guys in purple are called Henchmen. No, really. That's their names. And the guy with red hair is called Bermuda. They are all members of the evildoer group called Skyshock. They're throughout the game and are comparable to Team Rocket in Pok^モon.

Anyways, Bermuda calls for Shizuku to confront him. She appears to know him and approaches him alone, speaking of some special Data Balls. Of course Hero runs after her, protecting her when she is captured by Bermuda's Henchmen.

```
***=====***
*   Boss: Bermuda   *
***=====***
*                   *
*   .: Granbo :.    *
*                   *
*   [Lv. 9] Mokumon *
*   /Virus Net      *
*                   *
*   [Lv. 8] Grichon *
*                   *
*   .: Prizes :.    *
*   [NONE]          *
*                   *
***=====***
```

(See Section 3.4.3 for more details on the Battle Menu and how to battle.) This battle is impossible to win. And I think that if you use codes, even if you win the battle, the story is the same and you still lose. Anyways, mid-battle Bermuda will switch his Mokumon with a Grichon, a very strong Granbo. You are then defeated in one shot by Grichon, since water elemental Granbo are strong

against fire, and you have no other Granbo to send out...

Shizuku is taken away, and Kakeru only lays there lifelessly. Then two more villains arrive on the scene: Captain Kalibu and Egge. They celebrate a little and think nothing when they notice Hero. Egge pushes a statue in honor of Captain Kalibu, and they celebrate once again. Isn't this a little too much celebration for one victory? [^_^u]

In their conversations, they mention Hunt Glove, a northern research center, that's being renovated at the moment. We don't know much about this place yet, but I guess we'll find out soon enough... The villains end their talk and fly away on their individual vehicles. They all fly in different directions, but the closest would be Egge, north of your town in Hunt Glove.

Back in the town, Genji revives Kakeru and gives you the Data Port, which resembles the Pok~~鹹~~ex in Pok~~驚~~on. You can access this tool normally by pressing the B button. (See Section 3.4.2 for more details on the submenus of this tool) And Genji also tells you how to save, by going into System Commands.

And now that you have regained control of Kakeru, you should go train your Granbo. Head out of this town and onto the world map. Then walk around and defeat as many enemies as you can. When you are low on HP, go to the shop place directly east of your house. If you walk straight up from the entrance of the shop, you'll be in front of a tool that looks like a scuba diver's mask. This is a machine that you can use to heal your Granbo. If you want to buy more items, the shop is in the PET store that you got your first Granbo in. Just talk to the shop owner's son (behind the counter) and select which item you wanna buy. (See Section 3.4.6 for more information on what the Shop Menu says). Currently, the shop has the following:

- [40G] Small HP Capsule - Heals 50 HP
- [2000G] Restart - (Not usable in battle) Heals all HP
- [100G] Virus Capsule - Recover from Virus
- [300G] Search Radar - Causes more random encounters
- [200G] AT Breaker - Lowers enemy AT in battle
- [200G] DF Breaker - Lowers enemy DF in battle
- [150G] SP Breaker - Lowers enemy SP in battle

I recommend that you keep training until you can defeat the Nyaon (cats) in one hit. You should have at least a skill or two. The trees east of Blossom Town (Kakeru's hometown) are a good place to train. Especially if you meet some Bazumechas. They give you a whole lotta experience and money if you defeat one. Also be aware to not travel to much east, where there is a bridge with a person on it blocking your way. This is because on the bridge, you can encounter water type people that are strong and can kill you easily (unless you are on a very high level).

Once you have gained a few levels, you can now go north to Hunt Glove.

```

/-----\
  II. Hunt Glove Institution and Beyond
      [Lv.10 +]
\-----/-----\
|
| [Items]
|
| Small HP Capsule x3, SP Capsule, AT Breaker, DF Breaker, All AT Capsule
| Small EN Capsule, Small HP All Capsule, Large Gauge Up, Small Gauge Up
|

```

```

| [Granbo]
|
| - Banbina, Bazumecha, Boton, Chickun, Gachin, Hopper, Nyaon,
|   Patterflan, Madobebe, Mokumon, Tamajan, UkiUki, Waon
| - <Gaget> and <Anton>
|
| [Shop]
| (None)
|
\-----/

```

Welcome to Hunt Glove, the Research Center for the Hunt skill. After you defeat this place, you will be able to Hunt for animals and capture them as your own. Cool, huh?

Well, enter Hunt Glove and spy a Henchman, who runs above and blocks the elevator, preventing anyone to pass. So why don't we use his plan against him, that little weasel... Go into the room to your left and switch on the elevator. The switch is the little shiny thing. Also get the Small HP Capsule in the showcase while you're in here. When you flipped the switch, the Henchman was forced to go upstairs, and the elevator came down so you could go up. Don't do so yet, because you should get items first. South of the elevator is a red container containing a SP Capsule. The room to the east also has a red container, but with an AT Breaker (lowers AT in battle). Now you can go on the elevator.

On the second floor, head all the way west and get the DF Breaker in the recycling box. Then go south to the next room.

NOTE: On the second floor, there are Chickun, which look like a mix between a turtle and a rabbit. They don't really have their own attacks, but rather reflect other's attacks (if they don't die first with your hit, that is). So beware if you're strong, but can't kill it in one shot.

In this room, check the bookcase in the center of the room (bottom left) for an All AT Capsule. The recycling box also gives you a Small HP Capsule. When you have gotten all the items, exit south to an outside corridor. The recycling box outside has a Small EN Capusle. Follow the path, and you'll arrive at a room with a lot of 'desks'. The container directly north of the entrance to the room has a Small HP All Capsule. Then, if you try to get any further, Egge stops you and demands a battle. Fine! Let's show her what we're made of ;)

```

***=====***
*      Boss: Egge      *
***=====***
*                      *
*      .: Granbo :.    *
*                      *
* [Lv.13] Gaget       *
*   /Assault          *
*                      *
* [Lv.10] Anton       *
*   /Weak Fang        *
*   /Weak AT Up       *
*   /Friends's Help   *
*                      *
*      .: Prizes :.    *
*                      *
*      [316 G]        *

```

```
* [6 Rank Points] *
* [395 Exp] *
* [Skill 'Weak Bomb'] *
* *
***=====***
```

Like Bermuda, she'll switch from Gagat to Anton if you don't kill Gagat but is close to doing so. This is a straightforward battle: if you trained, you're fine, but if not, it's pretty tough. I didn't use any items so I don't think you need to. After you win, you receive 316 G, 6 Rank Points, 395 Exp, and an item that can teach the skill 'Wak Bomb' to a Granbo that is able to learn it. NOTE: Another copy off of Pok^驚on's TM's and HM's.

Edge will promptly escape, and Genjii arrives just on time. He spots a shining item, which is the Hunt Glove that this institution was researching. The scene shifts to the interior of Kakeru's home, where Genjii is investigating the Glove. He tells you that it has the ability to capture data from other Granbo, so that you can put it into Data Balls. You have a total of 3 spare Data Balls altogether, so you can only have a total of 4 Granbo robots in your party at this time. He then demonstrates for you outside. You now get a chance to capture a Patterflan, which is quite hard to get. Make sure you use the Hunt move and not kill it if you want to keep it. And notice how easily you capture it, when its Hunt Gauge is not up fully. This will not happen in the rest of the game, because it'll be extremely difficult to catch Granbo for the rest of the game. *Boos and tomato throwing* (More details in Section 3.5) If you capture Patterflan, you'll get 2 Rank Points and the Data Ball for Patterflan. If you killed it, you'll get 210G and 142Exp. I suggest that you DO NOT kill it, since it's not that much experience difference, and the Patterflan you meet is AT YOUR MAIN GRANBO'S LEVEL!! So my Patterflan was on level 20...^^

Shortly after your return into the town, you see Daigoro, who is from Apricot Town. You make friends with him, and yadda yadda yadda. Wait... he's the guy that was blocking the road before! [:o] I guess we could pass now~

Before you get too excited, head back into the Hand Glove Institution and pick up some items that we couldn't get to earlier. Make your way to the roof again, and head all the way west. And no, there is no shortcut to getting there. The upper left hand corner of the roof has a container with a Large Gauge Up. South of this container are three recycling boxes, two of which have a Small Gauge Up and a Small HP Capsule.

While you're here, you may want to hunt a Chickun down. They are quite strong...

Now that Daigoro is now blocking the path anymore, head to the east of Blossom Town and cross the bridge. You can catch many new Granbo on the new side of the pond, and here are a few suggestions from me:

- Wacon [Dog] - (+++) Learns Weak Bark move, an excellent gauge-raising move.
- Madobebe [Baboon] - (+++) Only found in heavy forest areas (where there's lots of trees). Has Skill Imagination move, which is like Metronome of Pok^驚on.
- Mokumon [Scorpion] - (++) What Bermuda had the first battle... Has Virus Net, which can poison Granbo. Only found in forests. Is an excellent hunter when levelled up because it has various net techniques.
- Patterflan [Butterfly] - (++) If you didn't get one already, catch one. These Granbo can learn various capturing techniques.
- UkiUki [Monkey] - (+) Needed for storyline progression. Only found in heavy forest areas (where there's lots of trees).

The other Granbo are not at all worth mentioning.

As you walk towards the east where the next town, Apricot Town, is, you'll see a cutscene of a Henchman and Bermuda. The Henchman enters a building and apparently does something, and the water recedes and Bermuda goes into a secret base (which is not secret anymore). I guess that's where we have to go! Head into Apricot Town.

```

/-----\
  III. Errands! Getting to the Secret Base
    [Lv.13 +]
\-----/-----\
|
| [Items]
|
| Virus Capsule x2, Mechanical Meat, Medium HP Capsule, Mechanical Fish,
| Small EN Capsule, Mechanical Egg, Skill 'Medium HP Recover',
| Small HP Capsule
|
| [Granbo]
|
| - <Tamajan> and <Waon>
| - <Tamajan> and <Banbina>
| - <Boton>, <Bametsu>, <Waon>
|
| [Shop]
|
| NOTE: Shop prices are affected by rank.
|
| [40G] Small HP Capsule
| [100G] Small HP Capsule All
| [100G] Virus Capsule
| [300G] Search Radar
| [150G] Mechanical Meat
| [150G] Mechanical Vegetable
| [150G] Mechanical Fish
| [150G] Mechanical Insect
| [150G] Mechanical Fruit
| [150G] Oil Honey
|
\-----/-----/

```

As you enter Apricot, you'll find Daigoro waiting to show you a new tool. More details on this tool in section 3.4.4. It's basically a computer that has many functions and can evolve Granbo. That is what Daigoro explains to you - how to evolve Granbo. To evolve a Granbo, you must own the Granbo needed to evolve it. Daigoro's example was Boton, a dragonfly. To evolve Boton, you need 2 Hoppers. Once you have them, select the [Evolve] function on this tool and select Boton. Then select the 2 Hoppers needed for evolution, and voila! You've got a Mokumon!

After your free to move again, there're some things you must do to get into the secret underwater base that you witnessed before. Actually, there're a lot of things you must do to get there.

The shops have some new stock!

[40G] Small HP Capsule - Heals 50 HP

[100G] Small HP Capsule All - Heals 50 HP for all Granbo
 [100G] Virus Capsule - Recover from Virus
 [300G] Search Radar - Causes more random encounters
 [150G] Mechanical Meat - Hunt Food (increases Hunt Gauge)
 [150G] Mechanical Vegetable - Hunt Food (increases Hunt Gauge)
 [150G] Mechanical Fish - Hunt Food (increases Hunt Gauge)
 [150G] Mechanical Insect - Hunt Food (increases Hunt Gauge)
 [150G] Mechanical Fruit - Hunt Food (increases Hunt Gauge)
 [150G] Oil Honey - Hunt Food (increases Hunt Gauge)

As for items: here ya go! A-treasure huntin' we go!

1. [Virus Capsule] - In the center recycling bin near the entrance of town
2. [Mechanical Meat] - In rightmost recycling bin near the entrance of town
3. [Medium HP Capsule] - In the red container south of the entrance of town
4. [Mechanical Fish] - In recycling bin east of town, in a circle of trees
5. [Small EN Capsule] - In the dresser of blue house next to a purple house

Once you have got all those items, there are still some more you can get.
 Battle the boy in front of the red GS building and he will give a Mechanical Egg to you if you defeat his Granbo in battle.

```

***=====***
*      Battle: Boy      *
***=====***
*                               *
*      .: Granbo :.      *
*                               *
* [Lv.09] Tamajan      *
* /Weak DF Down      *
* /Status Recover      *
*                               *
* [Lv.09] Waon      *
*                               *
*      .: Prizes :.      *
*                               *
*      [560 G]      *
* [3 Rank Points]      *
*      [765 Exp]      *
* [Mechanical Egg]      *
*                               *
***=====***
  
```

Once you're done the battle, you now have one extra Mechanical Egg, which means that you have one extra slot in your party, so you get a free Tamajan Lv.9. You can release it for all I care... I just deposited it and withdrew another Granbo from the computer.

You can also battle the girl south of town and she will give the skill item 'Medium HP Recover' to you if you defeat her Granbo in battle.

```

***=====***
*      Battle: Girl      *
***=====***
*                               *
*      .: Granbo :.      *
*                               *
* [Lv.09] Tamajan      *
* /Weak DF Down      *
*                               *
  
```

```

* /Status Recover *
*
* [Lv.09] Banbina *
* /Small HP Recover *
* /Small HP Recover All *
*
* .: Prizes :. *
*
* [680 G] *
* [6 Rank Points] *
* [712 Exp] *
*[Skill 'Medium HP Recover']*
*
***=====***

```

Now we can focus on getting to the underwater base. Capture an UkiUki (looks like a monkey, not a baboon) from outside town if you do not own one already. If you want to keep an UkiUki, catch two (you're going to have to trade one of them). Once you have one, don't even bother leveling it up, since after you trade it, you don't really get to keep the Granbo you get. To trade, talk to the old man standng south of town and somewhat next to a red container. Once you answer yes to his trade request (left choice), you'll get the Granbo Omu. Note that you can only trade with the old man if you have UkiUki with you (in your party).

Remember the place a Henchman was during the cutscene earlier turning the switch? Well, go there, north of town, and inside you'll notice a Henchman guarding the switch. Talk to him and battle him to rid him.

```

***=====***
* Miniboss: Henchman *
***=====***
*
* .: Granbo :. *
*
* [Lv.10] Boton *
*
* [Lv.10] Bametsu *
* /Strong Bomb *
*
* [Lv.10] Waon *
*
* .: Prizes :. *
*
* [825 G] *
* [6 Rank Points] *
* [1020 Exp] *
*
***=====***

```

Haha... the Henchman is totally scared by our POWA~! :) He promptly runs away, leaving the switch open for you to examine. If you do so, you'll find that you can't turn the switch [:O]. Don't worry; everything's under control ^^ . Just heal your Granbo if needed (there's a Computer right next to you).

Since you have an Omu now, travel far north of Apricot Town, to a small house in the middle of a bunch of trees. This is Daigoro's house. Once you enter, talk to him and answer yes to get a Virus Capsule. The recycling bin in the upper right corner of his yard also has an item, a Small HP Capsule.

Inside his humble abode, get the Restart inside the green drawer. Then talk to Grachie, Daigoro's father scientist. He'll probably ignore you and wave you away, saying that he's busy in research of the Grand Change. The Grand Change is a system in Granbo that allows the player to switch the landscape of certain areas, revealing different Granbo and places. Anyways, he ignored you, so head back into Apricot town and talk to the scientist there, in the blue house next to the purple one. Answer yes, then walk out of town once more.

Go back to Grachie's house, and when you talk to him with Omu in your party, he'll notice it and exclaim that he want the Omu. Answer yes. Then speak to him again, choose yes, and select Omu to give to him. He'll then take it, angering Kakaru [>_<] After some discussion, Kakeru decides to let him have it, and Professor Grachie wants to help Kakeru out at the Grand Change Tower.

NOTE: If he still ignores you, you did not do one or more of the following:

1. Have an Omu with you in your party (not just in storage)
2. Rid the Henchman guarding the switch in the Grand Change Tower
3. Talk to the scientist in the blue house next to the purple one in Apricot.

In the Grand Change Tower, Professor Grachie examines the switch, and quizzes you. He asks 'Which element is strong against Tree?'

- A. Fire (leftmost choice)
- B. Water (center choice)
- C. Tree (rightmost choice)

The correct answer is A. Answer that, and he tells you how to work the switch. Here is where the Chickun comes in handy, if you caught it earlier. To activate the switch, you must deposit a fire Granbo into it, and it must stay there, or the land will change back. In other words, you need a fire Granbo that can stay in the switch while you battle Skyshock. You have a couple of choices: Chickun, your main Granbo (Purika, Yabusa, or Fokoor), or Waon. I wanted my Fokoor and my Waon, so I deposited my Chickun. If you don't have any fire Granbo other than your main one, I recommend that you go and catch one.

So when you're ready, walk up to the switch, press A, and choose the victim of the switch [:p] The switch will look as if it got shocked, and the terrain on the world map is changed to a desert terrain. Mr. Grachie teaches you a little about the Grand Help, which is a lucky event that happens sometimes when your HP is low. Also, Grand Help can help you defeat enemies with low HP. You can cancel Grand Help with the B Button. Grachie then leaves you (notice how big he is compared to the towns), and you can now explore the new terrain.

```

/-----\
  IV. Skyshock Underwater Base
      [Lv.16 +]
\-----/-----\
|
| [Items]
|
| Weak DF Up, DF Capsule, All Status Recover, Small EN Capsule x2, Virus
| Capsule x2, Medium HP Capsule, Small HP Capsule x2, AT Chip x2, Restart,
| AT Capsule, Skill 'Medium AT Up', Bazumecha Lv.1 Databall, Skill 'Virus
| Bomb'
|
| [Granbo]
|
| - Bametsu, Banbina, Chotoshi, Mokumon, Sarabu, Waon
|
```

```

| - <Chickun>, <Grichon>, <Mokumon>, <OuOu>, <Anton>
| - <Bazumecha>, <Gachin>, <Waon>
|
| [Shop]
|
| [40G] Small HP Capsule
| [80G] Medium HP Capsule
| [2000G] Restart
| [100G] Virus Capsule
| [300G] Search Radar
| [400G] Evade Radar
| [200G] AT Breaker
| [200G] DF Breaker
| [150G] SP Breaker
|
\-----/

```

Granbo suggestions from me:

Bametsu [Swallow] - (+++) Comes with Strong Bomb move, a very powerful attack if its level is high. A definite elite Granbo if it is leveled up.

Fantele [Elephant] - (+++) Quite rare, but has excellent defense and HP. Is pretty hard to capture, so be sure to buy some Mechanical Fruit to give it. That should double the increase of the Hunt Gauge on each hit. Good luck!

Sarabu [Horse] - (++) Not that great statwise, but has an excellent skill-stopping move. This Granbo, with its great technique, could come in handy later against Granbo that use many skills. Note that this skill doesn't work every time, so that's why this Granbo does not get the highest rating from me.

Now that you have revealed the Skyshock Underwater Base, go on in!

NOTE: You may want to consider depositing some of your items if you have gotten all the items available in chests and such, because in this next chapter, you get A LOT of items, and if you don't have space, you have to throw something away. The depositing machine is in the same place as the healing Computer. It's flat and looks like a Pok^ニon center in Pok^ニon.

The first person you meet is Daigoro. He seems to be everywhere... Talk to him and answer yes for a Weak DF Up. Continue to the west, and get the DF Capsule in a chest around the bend. Then go east past Daigoro, around the bend south, and up the stairs to get a All Status Recover.

Head back downstairs and go north, ignoring the steps for now. All the way northwest is a recycling bin with a Small EN Capsule inside. South of that are stairs you should go through. Upstairs, get the Virus Capsule and Medium HP Capsule lying in chests around the room. There is also a Small HP Capsule in the recycling bin north of where you entered. Once gotten all the items, leave through the stairs east.

Currently you're back in the first room where Daigoro is. Take the stairs I told you to ignore up (it's the northeastmost one). On the next floor, you're in the same room with the treasures from before, only you're on the other side of the wall now. Follow the path you're on all the way to the end, past the stairs to the 3rd floor. There's an AT Chip awaiting you. When you have it, you can go up to the 3rd floor.

Upstairs are four doors, NE, SE, NW, and SW. Take the northeast one first. Get the Small HP Capsule downstairs, go up the stairs, and get the Restart and AT Chip, one in the chest and one in the recycling bin. Now go all the way back and take the northwest door.

I don't know what's up with this room, but in my game, the Granbo I meet are Tree elemental instead of Fire. Strange, ne? Anyways, just get the AT Capsule and Virus Capsule and leave (one of the chests are empty). Back outside with the doors, take the southwest door to get the Small EN Capsule inside. At last, take the last door, the southeast one.

Inside are stairs that will take you further into the base. Take them and you will find yourself in a room with a few chests. Get them all (Medium EN Capsule and Virus Capsule), then go upstairs to yet another level. Follow the path through the hall and stop in front of the red doors.

You may want to head back and catch anything you want now. I recommend getting a Chotoshi [Bull] because you'll need it later in a trade.

Be sure you heal and save before you enter the red doors, for you might not be victorious in your fight.

Once you enter, a cutscene ensues and progresses right into a battle with...

```
***=====***
*           Boss: Bermuda           *
***=====***
*                                     *
*           .: Granbo :.             *
*                                     *
* [Lv.15] Chickun                    *
* /Weak Reflection                    *
*                                     *
* [Lv.15] Grichon                     *
* /Weak Barrier                       *
*                                     *
* [Lv.15] Mokumon                     *
* /Virus Net                          *
* /Weak Fang                          *
*                                     *
* [Lv.15] OuOu                        *
* /Ball Bomb                          *
* /HP Recovery Ball                   *
* /Small HP Recover All               *
*                                     *
* [Lv.15] Anton                       *
* /Weak Fang                          *
* /Weak AT Up                         *
* /Friend's Help                      *
*                                     *
*           .: Prizes :.              *
*                                     *
*           [1174 G]                  *
*           [6 Rank Points]           *
*           [1467 Exp]                *
*           [Skill 'Virus Attack']    *
*                                     *
***=====***
```

This battle is easy if you trained. When Bermuda's people start getting destroyed by you, he'll send out OuOu, a new Granbo unseen before until now. In my opinion, OuOu is the strongest out of all his Granbo. With its Ball Bomb attack, it can hit all your Granbo with some great damage if you're not strong. Plus, your starting Granbo is fire, so OuOu is super effective against it. -_- Also watch out for Mokumon's virus-causing attack. It can be very annoying and reduce your HP to 1 (because virus cannot kill a Granbo, only decrease its HP until it's 1). Anton only comes out if you don't kill OuOu and leave it with a little HP. Then Bermuda will switch to Anton, who sucks. Other than that, good luck!

After the battle, of course Bermuda runs away. After that, walk through the back door and talk to everyone. Daigoro's mom is even in there. Follow the path and you will reach outside, where Shizuku is. The scene shifts to Blossom Town, your house. Shizuku and Kakeru have a discussion, and she gets angry, tuns outside, and Kakeru goes after her, and they make up and are happy :) Shizuku suggests that you go to another continent to pursue after Skyshock.

We'll do that later. Since you defeated Shyshock from this continent and everyone's happy, let's go hunt for rewards!

1. Talk to the PET shop owner, who'll give you the 'Medium AT Up' Skill.

2. The shop has new items! Here's the new catalog:

[40G] Small HP Capsule - Heals 50 HP
[80G] Medium HP Capsule - Heals 100 HP
[2000G] Restart - (Not usable in battle) Heals all HP
[100G] Virus Capsule - Recover from Virus
[300G] Search Radar - Causes more random encounters
[400G] Evade Radar - Causes less random encounters
[200G] AT Breaker - Lowers enemy AT in battle
[200G] DF Breaker - Lowers enemy DF in battle
[150G] SP Breaker - Lowers enemy SP in battle

3. A new guy standing in the center of town square, next to the kid with the Hopper, will battle you. The prize is a Bazumecha Lv.1.

```
***=====***
* Battle: Young Man *
***=====***
*                               *
*      .: Granbo :.            *
*                               *
* [Lv.11] Bazumecha           *
*   /Medium Shotgun           *
*                               *
* [Lv.11] Gachin              *
*                               *
* [Lv.11] Waon                *
*                               *
*      .: Prizes :.           *
*                               *
*      [846 G]                 *
*      [3 Rank Points]         *
*      [875 Exp]               *
*      [Bazumecha Lv.1]       *
*                               *
***=====***
```

4. There's a woman outside the red GS building that will only talk to you if you have a Chotoshi with you in your party. You can always go back to Skychock Underwater base and catch one if you didn't before. If you have it with you, she'll want to trade you it for her 'Virus Bomb' skill.

5. In Apricot Town, the shop also has new stock:

- [80G] Medium HP Capsule - Heals 100 HP
- [100G] Small HP Capsule All - Heals 50 HP for all Granbo
- [100G] Virus Capsule - Recover from Virus
- [400G] Evade Radar - Causes less random encounters
- [300G] Search Radar - Causes more random encounters
- [350G] Selection Radar - Causes encounters with strong Granbo only
- [150G] Mechanical Meat - Hunt Food (increases Hunt Gauge)
- [150G] Mechanical Vegetable - Hunt Food (increases Hunt Gauge)
- [150G] Mechanical Fish - Hunt Food (increases Hunt Gauge)
- [150G] Mechanical Insect - Hunt Food (increases Hunt Gauge)
- [150G] Mechanical Fruit - Hunt Food (increases Hunt Gauge)
- [150G] Oil Honey - Hunt Food (increases Hunt Gauge)

Notice what the Selection Radar does, as you may want to grab a few for later.

Once you're done doing those things, walk to the far south of Apricot Town, onto a beach. You'll notice a strange a building, which is the airport. Daigoro joins you and Shizuku at the last moment and the three fly off to the next area. On the ride, Shizuku shows you what the villains are doing now. They are angered that their plan to take over the Continent of Woodina failed, and there is a new character among them. His name is Baruto. He is an overly proud and arrogant blonde who boosts the evil trio's (now a quartet's) spirit.

The connection fails Shizuku, and the discussion is cut off. It doesn't matter, since you have arrive at the Continent of Watia already...

[To be continued]

```

| \ _____ / |
| |           | |
| | 7. Granbo List | |
| | _____ | |
| / _____ \ |

```

[INCOMPLETE]

```

***=====***
*           #02 Anton           *
***=====***
*                               *
*           [Ant][Fire]         *
*                               *
*           .: Skills :.        *
* [ --- ] Weak Fang [5]         *
* [Lv.  ] Weak AT Up [5]        *
* [Lv.  ] Friend's Help [12]    *
*                               *
*           .: Location :.      *
*           NONE                 *
*                               *
*           .: G Dropped :.     *
*           [ ]                   *
```

```

*
*      .: Experience :.
*      []
*
**=====**
***=====***
*      #13 Sarabu
*
**=====**
*
*      [Horse][Fire]
*
*      .: Skills :.
* [ --- ] Weak Skill Stop Kick
*
*      .: Location :.
*      East Desert Woodina
*      Skyshock Underwater Base
*
*      .: G Dropped :.
*      [156]
*
*      .: Experience :.
*      [186]
**=====**
***=====***
*      #15 Chickun
*
**=====**
*
*      [Rabbit/Turtle][Fire]
*
*      .: Skills :.
* [ --- ] Weak Reflection [6]
* [Lv.10] Needle Storm [10]
* [Lv.13] Weak DF Needle [10]
* [Lv.15] All Status Recover [9]
* [Lv.19] Medium DF Needle [25]
*
*      .: Location :.
*      Hunt Glove Research Center
*
*      .: G Dropped :.
*      [120]
*
*      .: Experience :.
*      [84]
**=====**
***=====***
*      #16 Chotoshi
*
**=====**
*
*      [Bull][Fire]
*
*      .: Skills :.
* [ --- ]
*
*      .: Location :.
*      Skyshock Underwater Base
*
*      .: G Dropped :.
*      [168]

```

```

*
*      .: Experience :.
*      [236]
**=====**
***=====***
*      #19 Bametsu
**=====**
*
*      [Swallow][Fire]
*
*      .: Skills :.
* [ --- ] Strong Bomb
* [Lv.11] Weak Virus Bomb [10]
* [Lv.14] Weak Error Bomb [12]
* [Lv.19] Medium Dive [8]
*
*      .: Location :.
*      East Desert Woodina
*      Skyshock Underwater Base
*
*      .: G Dropped :.
*      [120]
*
*      .: Experience :.
*      [128]
*
*      .: Note :.
* Bametsu is a play on words.
* The Japanese word for
* sparrow is Tsubame.
**=====**
***=====***
*      #20 Purika
**=====**
*
*      [Chick][Fire]
*
*      .: Skills :.
* [ --- ] HP Recovery Egg [5]
* [Lv. 8] Medium Hit [5]
* [Lv. 9] All Status Recover[9]
* [Lv.12]      *
* [Lv.18]      *
*
*      .: Location :.
*      NONE
*      (Starting Granbo)
**=====**
***=====***
*      #22 Phantele
**=====**
*
*      [Elephant][Fire]
*
*      .: Skills :.
* [ --- ] Protect [10]
* [Lv.20] Weak Roar [30]
*

```

```

*      .: Location :.      *
*      East Desert Woodina      *
*
**=====**
***=====***
*      #23 Fokoor      *
**=====**
*
*      [Dog][Fire]      *
*
*      .: Skills :.      *
*      [ --- ] Bite [5]      *
*      [Lv. 7] Strong Cannon [10] *
*      [Lv.12] Copy [20]      *
*      [Lv.15] Foxfire [13]      *
*      [Lv.18] No Escape! [20]      *
*      [Lv.25] Medium Fang [22]      *
*      [Lv.30] Medium Error Sound *
*      Wave [22]      *
*      [Lv.33] Weak DF Down [5]      *
*
*      .: Location :.      *
*      NONE      *
*      (Starting Granbo)      *
*
**=====**
***=====***
*      #32 Yabusa      *
**=====**
*
*      [Eagle][Fire]      *
*
*      .: Skills :.      *
*      [Lv.10] Weak Dive [5]      *
*      [Lv.20] Weak AT Up [5]      *
*
*      .: Location :.      *
*      NONE      *
*      (Starting Granbo)      *
*
**=====**
***=====***
*      #40 Waon      *
**=====**
*
*      [Dog][Fire]      *
*
*      .: Skills :.      *
*      [Lv.16] Weak Bark [30]      *
*      [Lv.20] Pro Hunt [11]      *
*      [Lv.26] Friend's Help [12]      *
*
*      .: Location :.      *
*      Central Woodina      *
*      NorthEastern Woodina      *
*      East Desert Woodina      *
*      Skyshock Underwater Base      *
*
*      .: G Dropped :.      *
*      [108]      *

```



```

*
*      .: Experience :.
*      [111]
**=====**
***=====***
*      #48 Gachin
***=====***
*
*      [Crab][Water]
*
*      .: Skills :.
* [Lv.10] Weak Barrier [3]
* [Lv.20] Weak AT Bubble [7]
*
*      .: Location :.
*      Western Woodina
*
*      .: G Dropped :.
*      [80]
*
*      .: Experience :.
*      [126]
**=====**
***=====***
*      #49 Grichon
***=====***
*
*      [Hermit Crab][Water]
*
*      .: Skills :.
* [ --- ] Weak Barrier [3]
*
*      .: Location :.
*      NONE
*
**=====**
***=====***
*      #56 Tamajan
***=====***
*
*      [Tadpole][Water]
*
*      .: Skills :.
* [ --- ] Weak DF Down [5]
* [ --- ] Status Recover [6]
* [Lv.11] Small HP Recover [6]
* [Lv.13] Weak AT Bubble [7]
* [Lv.16] Family's Help [15]
*
*      .: Location :.
*      Western Woodina
*
*      .: G Dropped :.
*      [90]
*
*      .: Experience :.
*      [83]
**=====**
***=====***
*      #58 Bazumecha

```

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***=====***
*
*           [Tank?][Water]
*
*           .: Skills :.
* [ --- ] Medium Shotgun [30]
* [Lv. 8] Status Barrier [3]
* [Lv.12] Weak All Barrier [6]
* [Lv.17] Medium Single
*           Beam [30]
*
*           .: Location :.
*           Western Woodina
*
*           .: G Dropped :.
*           [75]
*
*           .: Experience :.
*           [80]
***=====***
***=====***
*           #?? OuOu
***=====***
*
*           [Seal][Water]
*
*           .: Skills :.
* [ --- ] Ball Bomb [12]
* [?????] HP Recovery Ball [12]
* [?????] Small HP Recover
*           All [12]
*
*           .: Location :.
*
*           .: G Dropped :.
*
*           .: Experience :.
***=====***
***=====***
*           #81 UkiUki
***=====***
*
*           [Monkey][Tree]
*
*           .: Skills :.
* [ --- ] Banana Bomb [12]
* [ --- ] Medium Punch [3]
* [Lv.12] Small HP Recover [6]
* [Lv.16] HP Recover Banana [4]
*
*           .: Location :.
*           NorthEastern Woodina
*
*           .: G Dropped :.
*           [120]
*
*           .: Experience :.

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*                [120]                *
**=====**
***=====***
*                #84 Omu                *
**=====**
*
*                [Parrot][Tree]        *
*
*                .: Skills :.          *
* [Lv.13] Weak SP Noise [3]           *
*
*                .: Location :.        *
*                Trade in Apricot Town *
*
*                .: G Dropped :.       *
*                []                    *
*
*                .: Experience :.      *
*                []                    *
**=====**
***=====***
*                #86 Gaget              *
**=====**
*
*                [Crocodile][Tree]     *
*
*                .: Skills :.          *
* [ --- ] Assault [13]                *
*
*                .: Location :.        *
*                *                      *
*
*                .: G Dropped :.       *
*                []                    *
*
*                .: Experience :.      *
*                []                    *
**=====**
***=====***
*                #98 Nyaon              *
**=====**
*
*                [Cat][Tree]           *
*
*                .: Skills :.          *
* [ --- ] Claw [5]                    *
* [Lv. 9] Hibernation [14]            *
* [Lv.12] Weak Virus Claw [5]        *
* [Lv.15] Medium Error                *
*                Screech [24]         *
*
*                .: Location :.        *
*                Western Woodina       *
*
*                .: G Dropped :.       *
*                [80]                  *
*
*                .: Experience :.      *
*                [48]                  *

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**=====**
***=====***
*      #101 Patterflan      *
***=====***
*
*      [Butterfly][Tree]   *
*
*      .: Skills :.        *
* [ --- ] Powder Hunt [45] *
* [?????] Small HP Recover *
*           All [12]       *
* [Lv.25] Medium Virus    *
*           Powder [13]    *
*
*      .: Location :.      *
*      Central Woodina     *
*
*      .: G Dropped :.    *
*           [110]          *
*
*      .: Experience :.   *
*           [81]           *
**=====**
***=====***
*      #102 Bambina      *
***=====***
*
*      [Deer][Tree]       *
*
*      .: Skills :.        *
* [ --- ]                  *
*
*      .: Locations :.    *
*      Central Woodina     *
*      Skyshock Underwater Base *
*
*      .: G Dropped :.    *
*           [110]          *
*
*      .: Experience :.   *
*           [108]          *
**=====**
***=====***
*      #105 Boton        *
***=====***
*
*      .: Skills :.        *
* [Lv.10] Weak Dive [5]   *
*
*      .: Location :.      *
*      Central Woodina     *
*
*      .: G Dropped :.    *
*           [108]          *
*
*      .: Experience :.   *
*           [115]          *
**=====**
***=====***
*      #106 Hopper        *

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***=====***
*
*      [Grasshopper][Tree]
*
*      .: Skills :.
* [Lv. ]
*
*      .: Location :.
*      Western Woodina
*
*      .: G Dropped :.
*          [77]
*
*      .: Experience :.
*          [45]
***=====***
***=====***
*      #108 Madobebe
***=====***
*
*      [Baboon][Tree]
*
*      .: Skills :.
* [ --- ] Weak Fang [5]
* [ --- ] Weak Imagination
*          Attack [5]
* [Lv.17] Medium Imagination
*          Attack [10]
* [Lv.20] Weak Imagination
*          Recover [3]
*
*      .: Location :.
*      NorthEastern Woodina
*
*      .: G Dropped :.
*          [240]
*
*      .: Experience :.
*          [264]
***=====***
***=====***
*      #112 Mokumon
***=====***
*
*      [Scorpion][Tree]
*
*      .: Skills :.
* [ --- ] Virus Net
* [Lv.18] Medium HP Steal
* [Lv.23] Spider Net
*
*      .: Location :.
*      NorthEastern Woodina
*      Skyshock Underwater Base
*
*      .: G Dropped :.
*          [143]
*
*      .: Experience :.
*          [168]

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| | 9. Granbo/Pok驚on Comparison | |
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This is a special section I decided to include because there were so many similarities in Granbo and Pok_驚on.

NOTE: Anything in [Brackets] refers to [Granbo], and anything in (Parenthesis) refers to (Pok_驚on).

Similarities:

- Using special items to teach moves - [Skill Items] (TM/HM)
- Having a carry-around tool used for Granbo stats, saving, item storage, maps, etc. - [Data Port] (Pok_鹹ex/Pok_馮ear)
- There's an evil corporation in each, both with hideouts and a leader - (Skyshock - Captain Kalibu) [Team Rocket - Giovanni]
- In both games, you can evolve your creatures, and there is a final stage when it has evolved enough times.
- Both games have a move-learning system where you learn moves as you level up.
- Each creature can only have up to 4 moves in each game.
- Battles sometimes come in doubles (Only in Pok_驚on Ruby/Sapphire).
- Both have trades, in Pok_驚on and in Granbo.

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| | 10. Links | |
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There aren't much links for this game, so I decided to include this section in here to help some people find some decent sites.

<http://69.56.133.71/gba_guides/granbo.txt> Another walkthrough of this game by MASTERI. Check this out if you need any extra help.

<<http://www.vgmuseum.com/images/gba/03/GBA291.htm>> Some screenshots of the game. Check this out if you are having trouble deciding whether to buy the game. This game is actually very aesthetically pleasing.

<<http://www.nintendo.co.jp/n08/software/aibj/index.html>> 1 of 2 Official sites. Not very much information or help, but since it was official it was only necessary to include it.

<http://www.amazon.co.jp/exec/obidos/ASIN/B00005RS5L/wazapgameport-22/250-4168521-2893026?dev-t=D3G83MX2WPVB0T%26camp=2025%26link_code=sp1> Buy the game online here at Amazon. Or you could also go to Ebay and get it (Ebay.com).

<<http://www.capcomshop.jp/shop/goods/goods.asp?goods=1166703>> The Capcom site for its goods. ON SALE! It is only 2800 Yen here, so get it while it's hot! I'm not sure how long the sale will last, though...

<<http://www.capcom.co.jp/newproducts/consumer/guranbo/>> The Capcom official site. I'd have to say that this is one of the best sites out there.

Definitely awesome and informative. The downside is that it's in Japanese. Translation at <http://www.excite.co.jp/world/url/body?wb_url=http://www.capcom.co.jp/newproducts/consumer/guranbo/&wb_lp=JAEN&wb_dis=2>, though I'm warning you: the translation sucks.

<http://gameinfo.yahoo.co.jp/headlines/geg/20011023/cpt/20520000_eg004.html>
This site has some great info about the game, aided by screenshots.
Japanese.

<http://www.amazon.co.jp/exec/obidos/ASIN/4063431991/wazapgameport-22/250-7340125-4905013?dev-t=D3G83MX2WPVB0T%26camp=2025%26link_code=sp1> Where to buy the official game guide off Amazon.

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- IMAGE LINKS -
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NOTE: Yes, I know some links are repeated, but that's because they cross over two or more of these categories. Some pictures contains a lot.

Battles

<http://www.famitsu.com/game/coming/2001/10/18/104_1935_01.gif>
<http://www.dengekionline.com/news/200111/28/img/n20011128_03_granbo.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_04/gf.gif>
<<http://www.capcomshop.jp/img/goods/1/1166703.jpg>>

Boxart/Logos

<<http://www.j-db.org/boxartbig/aibj.jpg>>
<<http://img.gamershell.com/imagefolio/gallery/GBA/Granbo/granb1.JPG>>

Granbo Robots

<http://gameinfo.yahoo.co.jp/shot/gameinfo-eg/2001/1023/20011023_04_04.jpg>
<http://gameinfo.yahoo.co.jp/shot/gameinfo-eg/2001/1023/20011023_04_06.jpg>
<<http://www5d.biglobe.ne.jp/~yuta-net/k&p.jpg>>
<<http://www5d.biglobe.ne.jp/~yuta-net/kakerupiyorika.jpg>>
<<http://www5d.biglobe.ne.jp/~yuta-net/image1.jpg>>
<http://www1.odn.ne.jp/pappara/sonota_cg/hoka19_cg.jpg>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_03/se03.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_03/se02.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_01/sentou_02.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_01/sentou_03.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_05/zokusei2.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_06/mame02.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_06/mame03.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_06/mame04.gif>
<[http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_09/granbo\[x\].swf](http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_09/granbo[x].swf)>
[x] = number from 01 to 21
<[http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_09/g\[x\].gif](http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_09/g[x].gif)>
[x] = number from 01 to 21
<<http://www.capcomshop.jp/img/goods/C/1166703.jpg>>
<<http://www.capcomshop.jp/img/goods/1/1166703.jpg>>
<<http://www.capcomshop.jp/img/goods/2/1166703.jpg>>

Inside/Outside Houses

<<http://www.itmedia.co.jp/games/gb/0111/images/02.jpg>>
<http://gameinfo.yahoo.co.jp/shot/gameinfo-eg/2001/1023/20011023_04_02.jpg>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/gf/gf_14.gif>
<<http://img.gamershell.com/imagefolio/gallery/GBA/Granbo/granb4.JPG>>
<<http://img.gamershell.com/imagefolio/gallery/GBA/Granbo/granb3.JPG>>
<<http://www.capcomshop.jp/img/goods/1/1166703.jpg>>

Main Characters

<http://gameinfo.yahoo.co.jp/shot/gameinfo-eg/2001/1023/20011023_04_01.jpg>
<http://gameinfo.yahoo.co.jp/shot/gameinfo-eg/2001/1023/20011023_04_07.jpg>
<<http://www5d.biglobe.ne.jp/~yuta-net/k&p.jpg>>
<<http://www5d.biglobe.ne.jp/~yuta-net/kakerupiyorika.jpg>>
<<http://www5d.biglobe.ne.jp/~yuta-net/kakeru1.jpg>>
<http://www1.odn.ne.jp/pappara/sonota_cg/hoka19_cg.jpg>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_01/gen_mini.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_03/se01.gif>
<<http://www.capcom.co.jp/newproducts/consumer/guranbo/kyara.swf>> [Flash File]
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_01/sentou_04.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_01/sentou_01.gif>
<http://www1.odn.ne.jp/pappara/sonota_cg/hoka19.gif>
<<http://www.capcomshop.jp/img/goods/1/1166703.jpg>>

Mechanical Egg

<http://gameinfo.yahoo.co.jp/shot/gameinfo-eg/2001/1023/20011023_04_03.jpg>

World Map

<http://gameinfo.yahoo.co.jp/shot/gameinfo-eg/2001/1023/20011023_04_08.jpg>
<http://game.goo.ne.jp/contents/title/PGMNTPDcpm01054/_s_cpm01054_01.jpg>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/gs/gs_08.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/gs/gs_07.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/gs/gs_01.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/gs/gs_06.gif>
<http://www.capcom.co.jp/newproducts/consumer/guranbo/img/m_03/gtg.gif>

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| | _____ | |
| | 11. Special Thanks | |
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Capcom - for making this awesome game, for creating an informative website
(www.capcom.co.jp) that had character/Granbo names, basic info, and
excellent pics

MASTERI - for writing another guide that helped me when writing mine

mrtama - for your review that gave me valuable insight on Granbo evolution and
capturing

www.famitsu.com - for basic data (# of Ganbo, etc.)

www.zdnet.co.jp - for some basic game info (name of Skyshock, etc.)

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| \ _____ / |
| | _____ | |
| | 12. Contact | |
| | _____ | |
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If any readers of this FAQ/Walkthrough see any mistakes (even spelling ones)
that I made, please inform me of this right away. You can email me at my email
address (koalaclement@yahoo.com) or AIM me @ [cleme](aim:cleme). Please refrain
from sending me junk mail, forwards, ads, porn, etc., as I do not want that in
my mail box. Thank you.

abcdefghijklmnopqrstuvwxyzabcdefghijklmnopqrstuvwxyzabcdefghijklmnopqrstuvwxyz

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