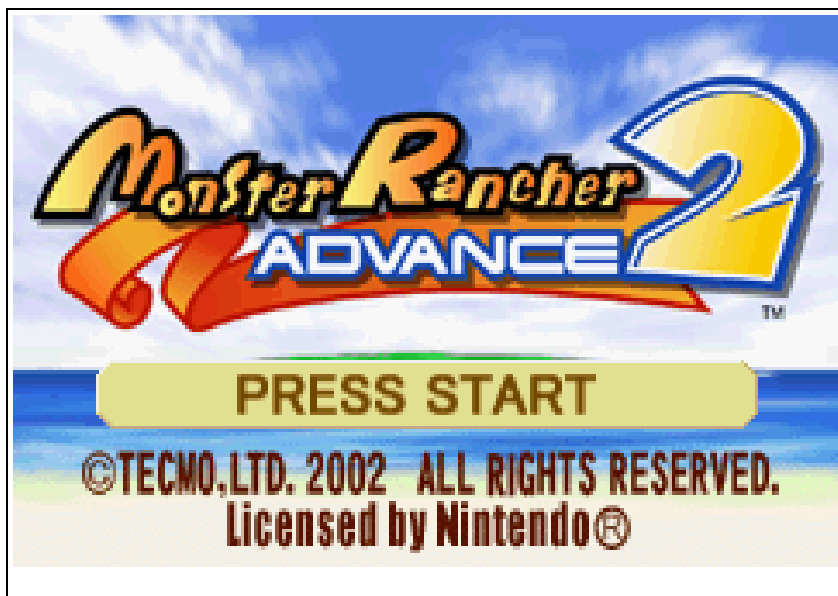


Monster Rancher Advance 2 FAQ/Walkthrough

by GalacticMage

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Introduction



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Introduction

Monster Rancher was a short-lived series I've always been fond of. From the anime that introduced me to the series as a kid, to the intuitive games that encouraged me to really think ahead. While the PlayStation games had players ingeniously swap CDs to regenerate new monsters, the Advance mini-series had streamlined it by only requiring a keyword. This simple change made for a much more compact, accessible, and enjoyable experience. Monster Rancher Advance 2 was the one I played and occasionally still play from time to time.

But while I enjoy this game, I have also grown frustrated by how scattered and scarce information on it has become. Fansites like monster-rancher.com and Monster Rancher Metropolis, which used to hold a wealth of information, have now either shut down or become hard to access. So I was encouraged by this frustration to write this guide, with the aim to archive and decipher as much about this game to the best of my ability. And here we are now.

Because of MRA2's vague mechanics and heavy use of RNG, some areas in this guide are admittedly lacking. A lot of **credit** goes to the Monster Rancher Wiki for providing numerous details I was missing (notably, a complete list of monsters, unlock requirements, and learning Move requirements). If you have any corrections, findings, strategies, or other tips that could help improve the quality of this guide, then I encourage you to **contact me**.

Lastly, this is also my first written game guide. Any feedback will be immensely appreciated.

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The Basics

There are five basics to playing Monster Rancher:

1. **Regenerate** a monster and raise it from birth.
2. **Train** and care for your monster with a monthly regimen.
3. Enter **tournaments** to raise money and your **Rank**.
4. Register your monster as a **Coach** when it retires so it can teach younger monsters.
5. Alternately, **combine** monsters together to create stronger offspring.

Monsters are first regenerated at the **Shrine** by entering keywords. The word entered will determine the monster's breed and certain characteristics using algorithms. Monsters can also be combined at the **Studio**, which will create a new, slightly stronger monster.

Unlike games such as Pokemon, Monster Rancher differs by taking a much more realistic and strategic approach to raising monsters. You operate a farm where you raise one monster at a time (more can be stored at the Studio). Monsters are given a monthly regimen to follow so that they may grow strong and stay healthy. They can then be entered into tournaments to compete in real-time arena battles. Tournaments are a crucial part of the game as they are one of the only ways to earn money, and winning the **AGIMA Official** tournaments will raise your monster's **Rank** and progress the story. Finally, monsters will eventually grow old and will have to retire. You can then choose to either combine them or register them as Coaches.

The following sections are an introduction to the game's mechanics and general strategies. It is good to familiarize yourself with these topics, especially if you are new to the series.

Section Contents

Controls • Types of Monsters • Stats and Training • Feeding and Reliance • Lifespan, Fatigue and Stress • Battle Mechanics • Moves and Traits • Soulmates • Rank and Breeder Level

Controls

General Controls

Control Pad	Move through the game's menus and tabs.
A	Confirm selection.
B	Return to the previous menu or to select "No".
Start	Opens the Monster, Breeder, and Book menus.
Select	Prompts Holly to explain a menu or action. Not available on all screens.
L and R	In the Book, this flips to the next monster by Tribe . In the Battle calendar, this flips to the previous or next month.

Battle Controls

Left and Right	Moves your monster across the arena. Right is near, left is far.
Up and Down	Switch between your monster's movesets.
A	Use a Move.
B + any direction	Enters Counter mode (indicated when the arrow in the center turns blue). Pressing B again cancels it.
R	If both monsters are right next to each other, pressing R will push them away.
Start	Pauses the battle. From here you can also choose to give up and forfeit the battle.

Exploration Controls

Control Pad	Select a direction.
A	Confirm direction.
Start	Give up on the expedition. You'll be asked to confirm this decision. Any items picked up will be lost upon giving up.

Types of Monsters

There are numerous different kinds of monsters in MRA2, all of which are sorted into different categories to differentiate them.

Monster Types and Tribes

Monsters have two 'types' of breed: their Base-type and their Sub-type. This is shown by a pair of monster icons next to their Book number (formatted as Base × Sub).

Base-type refers to the monster's dominant breed or the breed they most take their shape from. Monsters with the same Base-type are in the same **Tribe**. For example, Suezo and Pink Eye are both in the **Suezo Tribe** as their Base-type is Suezo. Monsters who are in the same Tribe share common statistics and the same movepool. There are 30 different Tribes of monsters in MRA2.

Sub-type refers to the monster's secondary breed and indicates if it is a hybrid. For example, Pink Eye is a hybrid of Suezo and **Pixie**, and thus its Sub-type is Pixie (formatted as Suezo × Pixie). Hybrid monsters have different coloration and may share certain characteristics between both parent monsters, such as stats and **Traits**. In the case of purebred monsters, the Sub-type will simply be the same as the Base-type (Suezo × Suezo, for example).

Hybrids can be produced by combining two monsters from different Tribes at the **Studio**. They can also be regenerated at the **Shrine** as well.

Monster Groups

Monsters are also sorted into five different categories called Groups, which are indicated by colored icons that can be viewed in the Book's second tab. These sort monsters based on their common characteristics or origins. Groups are considered in **tournaments** with the "Group" Limit, wherein your monster competes against those of the same Group. Aside from this, Groups are not considered anywhere else.

Group	Tribes
	Antlans, Garus, Lesiones, Pixies, Suzurins
	Arrow Heads, Duckens, Durahans, Golems, Hengers, Mews, Zans
	Doodles, Gitans, Mocchis, Nagas, Octopees, Psirollers, Suezos
	Dragons, Galis, Jokers, Monols, Phoenixes
	Hares, Mogis, Momos, Raidens, Tigers, Zuums

"Special" Breeds

"Special" breeds are rare monsters that have the Sub-type "Sp." These monsters feature unique recolors and usually have higher base stats than other breeds. Ordinarily these monsters cannot be produced by combining (**with certain exceptions**) and must first be regenerated. They can be easily identified by their icons, which are either highlighted Red or Blue depending on their rarity. All Tribes have Special breeds, though the number each has varies.

Red Special monsters usually have no restrictions and can be regenerated any time (so long as you know their keyword). However some Red Special breeds do have certain requirements before they can be regenerated, such as defeating that monster as a **stray** or completing an event. You'll receive their keyword after fulfilling their requirements.

Blue Special monsters have unique sprites, such as **Valkyrie** having angel wings or **Devi** possessing horns. All of these monsters have specific, often complex requirements to fulfill, making them much more rarer and harder to obtain. Only a few Tribes have Blue Special breeds (Pixies, Golems, Mews, Mocchis, Dragons, Arrow Heads, Tigers, Jokers, and Suzurins).

These monsters are all listed in the **Monster List** sections, along with any requirements needed to unlock them.

Stats and Training

Stats

There are six different types of stats:

POW	Short for Power. Determines the strength of POW Type Moves . While exploring , it determines the success rate of removing roadblocks.
INT	Short for Intelligence. Determines the strength and defense of INT Type Moves. It also factors in your monster's performance if made to fight on its own. While exploring, it determines the success rate of finding items or Stray Monsters while investigating. Some findings require that your monster's INT be a certain Level before they'll occur.
ACC	Short for Accuracy. Determines the success rate of landing an attack.
SPD	Short for Speed. Determines the success rate of dodging attacks.
DEF	Short for Defense. Determines how well a monster endures damage from POW Type Moves.
LIF	Short for Life. This functions as a monster's HP during battle. It is also an important stat for exploring, as it determines your monster's Energy points. Every time you take a step, remove a roadblock, or investigate, your monster's Energy points will decrease.

The strength of a monster's stat is measured by its **Level**. Any time a stat gains an increment of 50 points, it gains a Level. (The maximum being Level 20, which is reached at 950 points. Stats cap at 999 points.) The actual points of a stat do not actually matter so much as the Level itself does. A stat that has leveled up versus one that hasn't can have the difference of night and day.

Stat Level	Point Range
Lv. 1	1 – 49
Lv. 2	50 – 99
Lv. 3	100 – 149
Lv. 4	150 – 199
Lv. 5	200 – 249
Lv. 6	250 – 299
Lv. 7	300 – 349
Lv. 8	350 – 399
Lv. 9	400 – 449
Lv. 10	450 – 499
Lv. 11	500 – 549
Lv. 12	550 – 599
Lv. 13	600 – 649
Lv. 14	650 – 699
Lv. 15	700 – 749
Lv. 16	750 – 799
Lv. 17	800 – 849
Lv. 18	850 – 899
Lv. 19	900 – 949
Lv. 20	950 – 999

Stats are increased in the following ways:

- Self-taught Training and **Coached** Training.
- **Sparring**.
- Placing well in a tournament.

Of these, Coached Training and Sparring gives the most stat gains. However they also leave a lot more **Fatigue** and **Stress**. How much a monster's stats increase is also determined by its **age**. As your monster ages from a baby to adolescent, it will start to see much higher stat gains. This steady increase will continue to grow until a monster turns old, when its stats slow until they finally stop growing at retirement age.

When raising any monster, it is important to consider which of its stats to focus on training. A general rule of thumb is to pick three to four stats to prioritize. These could be your monster's best stats or stats it needs. While you could train your monster to have balanced stats, I would not recommend this for new players as it will take up valuable time and actually hold back your monster's potential. It is certainly possible to reach max stats across the board, but not without a lot of preparation and planning on your part.

Other things to consider are your monster's **Moves** and **Traits**. If your monster's movepool are mostly POW Type Moves, then you will obviously want to train it in POW. Some Traits, like **EagleEye**, will temporarily increase a monster's stats just before a battle.

Training

Monsters can be trained by selecting Training from the ranch screen. From there you are given a selection of training drills. The first tab features Self-taught drills, while the second and third tabs feature drills that must be supervised by Coaches.

Self-taught Training

Otherwise known as light drills. These drills simply focus on training one stat at a time. The stat increase isn't very high, but these drills leave less Fatigue and Stress than more rigorous forms of training. This is the best kind of training to start newborn monsters on while they are still inexperienced.

Shove	POW ↑
Shoot	ACC ↑
Tackle	DEF ↑
Meditate	INT ↑
Rock	SPD ↑
Sidestep	LIF ↑

Coached Training

Otherwise known as hard drills. These drills focus on training a main stat and a secondary stat, but at the cost of also slightly decreasing a third stat. They also leave a lot more Fatigue and Stress than light drills. Despite that, Coached Training is the best way to very quickly train stats and reach high numbers. These drills are ideal for adolescent monsters when stat gains are their highest. It is also recommended that you use Fatigue and Stress-relieving items, such as **MntCandy**, when starting monsters on these.

These drills require that a **Coach** be charged to them before they can be taken. A drill will yield a higher stat gain if a Coach specializing in those stats is assigned to it. (For example, a Coach with high POW and DEF will be best suited for SmashUp.)

If a Coach knows any Traits, there is also the possibility that it will pass down a Trait onto your monster after it successfully completes a drill. (Provided if the Trait is compatible with said monster.)

SmashUp	POW ↑↑	DEF ↑	INT ↓
Blow	ACC ↑↑	INT ↑	SPD ↓
Flip	DEF ↑↑	POW ↑	SPD ↓
Riddle	INT ↑↑	ACC ↑	DEF ↓
Evade	SPD ↑↑	INT ↑	DEF ↓
Tow	LIF ↑↑	POW ↑	INT ↓
SandBag	POW ↑↑	ACC ↑	SPD ↓
PinHead	ACC ↑↑	POW ↑	DEF ↓
BodyBlow	DEF ↑↑	LIF ↑	INT ↓
Hide	INT ↑↑	LIF ↑	POW ↓
Log	SPD ↑↑	LIF ↑	POW ↓
Roadwork	LIF ↑↑	DEF ↑	SPD ↓

Success Rate

When doing any kind of drill, there is the possibility that your monster may fail its training. There are three kinds of outcomes: "Success", "Failure", and "Great!!".

During a success, the monster completes its training and its stat(s) increase. A failure occurs when a monster is unable to complete its training and its stats remain unchanged. There are actually two types of Failures. If Holly reports that your monster didn't do its training "right", then it has been slacking (this may occur if its **Reliance** is low or if it is spoiled). If she reports that it didn't do "well", then it was unable to finish (this may occur if a monster is tired or stressed). In both cases, you can choose whether to scold your monster for its failure.

Finally there is also the "Great!!" outcome, where a monster outperforms its training and gains a higher stat increase than normal. The likelihood of this happening is entirely random and can occur at any time, even with newborn monsters. You'll then be given the choice of praising your monster for its success.

A common suggestion I see is to repeatedly save and reload the game to avoid possible failures. However I would personally advise that you **don't** do this, as abusing the save feature can be detrimental to the cartridge's save battery. Instead it's better to accept your monster's mistakes and scold it as necessary, which will help keep it from becoming too spoiled.

Feeding and Reliance

Feeding

At the start of every month, you'll be prompted to pick a diet to feed your monster. Each diet has a different nutritional value based on how filling it is, but will also be liked differently by your monster. Giving your monster more filling diets will give it more energy, but overfeeding can lead to weight gain. To ensure that your monster stays fit and healthy, you should put it on a varied diet to keep it energized and from becoming overweight or underweight, as well as to prevent **illness** and from spoiling it.

Diet	Cost	In-Game Description
Potatoes	100 G	"Standard monster feed. Cheap and fairly filling."
Fish	250 G	"Fresh and delicious. Satisfying."
Meat	300 G	"Nutritious and satisfying. But don't overfeed!"
Oranges	150 G	"Juicy. Great for diets. Only marginally filling."
Nuts	80 G	"Great, crunchy texture. Not very filling."
Dessert	50 G	"A delicious monster snack. Not filling at all."
Bananas	150 G	"Tropical fruit. Popular because it's satisfying."
Milk	100 G	"Smooth and filling. Many monsters like it."
Vitamins	180 G	"Great for diets. Suppresses appetite, too."
Nothing	0 G	"Great for monsters with no discipline."

How much a monster likes a particular diet is measured by a score between 1 to 4, with 4 being most liked ('Nothing' has a score of 0). After picking a diet, Holly will comment how happy and satisfied your monster looks. However she may also express concern if the chosen diet is spoiling your monster.

Your monster's weight is measured by its **Figure**, which can be viewed in the Monster menu. If a monster is fed too much overtime, its Figure will start to become overweight. If it is fed too little, it will become underweight. A monster's Figure factors how much **Fatigue** or **Stress** is gained from work. An overweight monster will tire out more easily, whereas an underweight monster is more likely to become stressed.

If a monster becomes overweight, it will gain the **Glutton Trait**, which will cause it to quickly tire. This negative Trait can be removed simply by managing its diet. (Removing it at the **Hospital** is ineffective, as the Trait will keep reappearing so long as the monster stays overweight.)

Generally, your monster's Figure should sit at 'Normal'. If its Figure does tip to one side, it can be addressed by switching its diet accordingly. Meat is one of the most filling diets, while Vitamins help manage weight. Giving your monster **DietWeed** or **Gelatin** can also help maintain its Figure more quickly.

Figure Scale				
Thin	Slim	Normal	Fat	Obese

Reliance and Raising Style

The way you raise your monster will determine its loyalty and overall contentedness. This is measured by its Reliance and your raising style.

Reliance

Reliance is a measurement of your monster's loyalty and the likelihood of it listening to your commands during **battles**. Anytime you treat your monster well, such as giving it food it likes or praising it, its Reliance will steadily increase. Conversely, giving it things it dislikes or scolding it will decrease its Reliance. This value can be viewed in the Monster menu.

Most monsters start with 0 Reliance and will cap at 100. Monsters with low Reliance are more likely to become confused when issued a command during battle, as indicated whenever a '???' appears. This occurrence also makes it more likely for your monster to get hit by an attack. As a monster's Reliance increases, the likelihood of this happening drops. A monster is considered loyal when its Reliance is at least 30, though there is still a fair chance of it becoming confused. At 100 Reliance, a monster will almost never become confused unless it is afflicted by the **Addled** effect.

Monsters regenerated at the **Shrine** will always start with 0 Reliance. If you combine two raised monsters at the **Studio**, it can potentially produce a monster with higher Reliance.

Raising Style

Your "raising style" (as it was called in Monster Rancher 2 for the PS) determines your monster's overall contentedness. Monsters that are treated too well with little discipline will start to become spoiled and may slack on their training, whereas monsters that are punished too much or neglected will become irritable and are likely to run away from the ranch. Thus it is important to vary your disciplinary style to keep your monster content. You can also keep track of this on the Monster menu.

If a monster becomes too spoiled, it may gain the **Listless** Trait and cause it to fail its training. As with the Glutton Trait, this can also be removed simply changing your disciplinary style.

A monster may run away from the ranch if it becomes too strict. When this happens, Holly will inform you of its disappearance and then you will have to wait for its return. The monster will be gone for a random number of weeks until it finally returns. There is also the chance that a monster will destroy the **barn** as it runs away, which will then be replaced by a tent as a makeshift barn. You can hire the builder at the **Square** to rebuild your barn if this happens.

Your monster's contentedness should ideally be at 'Normal'. If your monster becomes indulgent, you could give it diets it dislikes and praise it less or scold it more. This will also negatively impact its Reliance, though it can be just as easily regained. Generally a monster won't become strict unless you are neglecting its needs or punishing it too harshly. But if this does happen, you could scold it less and give it diets it enjoys.

Style Scale						
Strictest	Stricter	Strict	Normal	Indulgent	Pampered	Spoilt

The **WindFlute** and **WindDrum** items can help with disciplining a monster simply by owning them. These rare and costly items can be purchased from the **Shop**.

Likes and Dislikes

All monsters have different likes and dislikes toward an assortment of items and activities (such as battling, playing, sleeping, etc), which in turn will affect their Reliance and contentedness. The Monster menu shows your monster's most liked and disliked things. (Note that if a monster's Dislikes is listed as "Nothing", it is actually referring to the diet.)

Items can be given to your monster from the inventory menu, which can be accessed from the ranch screen. Holly will comment on your monster's reaction and ask if she can give the item. How much a monster likes a particular item affects how much Reliance is gained or lost. Note that not all items can be given to monsters, even if it is listed as a monster's most liked.

Holly's Comment	Reliance
"This seems to be its favorite."	+3
"I think it likes this very much."	+2
"I think it quite likes this."	+1
"Can I give this?"	+1
"I don't think it likes this much."	-1
"I think it hates this."	-2
"I think it really hates this!!"	-3

You should always prioritize your monster's health over its preferences. Even if your monster really dislikes an item that it needs, such as to relieve its Fatigue or Stress, you should still use the item on it.

Lifespan, Fatigue and Stress

Monsters cannot train or battle forever. Eventually a monster will become too old to fight or train anymore. As you raise your monster, you will want to pay close attention to its Fatigue and especially Stress, which can both affect the duration of its lifespan.

Aging and Lifespan

All monsters have a lifespan from the moment they are born. As a monster ages, it affects its performance at different stages of life. When a monster is still young, it experiences its most stat growth. But as it ages, it begins to slow down and tire more easily. Eventually a monster will become old and its growth will drop significantly. Old monsters can still participate in battles for a short while, but soon after they will reach retirement age.

Unlike the PlayStation games, **monsters cannot actually die in MRA2** but instead become stunted. Training one will no longer yield any stat growth and Holly will forbid you from entering it in anymore battles. It also won't be able to travel very far on **explorations**, as its Energy will drop to a meager 50 points. At this point you can either retire/delete it (not recommended), register it as a **Coach** (provided it is B **Rank** or higher), or **combine** it with another monster.

There are four stages of life: baby, adolescence / adulthood, old age, and retirement age. Holly will inform you whenever your monster grows a stage. The rate at which a monster ages depends on its **Tribe** and contributing factors in how well it is cared for. Fatigue and especially Stress can greatly shorten a monster's lifespan if they are not moderated, so keeping a watch on these is crucial.

While there is no way to prevent a monster from aging whatsoever, it is possible to conserve its lifespan by freezing it at the **Studio**. If you have a monster with high stats or Rank and want to save it for certain battles or events, you can freeze it until that time comes.

Fatigue

Whenever a monster does work (such as training, battling, sparring, or exploring), it loses some energy and gains Fatigue. Monsters that are fatigued are more likely to fail their training and become stressed. At the start of every week, Holly will report on your monster's current energy level. How fatigued a monster becomes depends on several factors. Work that is more strenuous, like **Sparring** and Coached Training, can greatly tire out a monster. As well, **overweight** monsters tend to tire out more easily.

Fatigue can be remedied by,

- Letting your monster Rest for the week.
- Giving it **Oily Oil** or **MntCandy** (the latter relieves both Fatigue and Stress).

Rest recovers the most energy, while Oily Oil / MntCandy relieves some Fatigue. A general strategy is to keep to a weekly schedule between training and resting. One plan is to have your monster train one week, then let it rest the following week or as necessary. Using Oily Oil / MntCandy can help give your monster a quick boost.

The items **SilverCup**, **Gold Cup**, and **Holy Cup** are especially helpful as simply owning them will help relieve **some** of your monster's Fatigue at the start of every week. These items are sold at the **Shop** and are highly expensive, but are worth the investment. Since these items will only relieve some Fatigue, it is still important to let your monster rest as necessary. **Incense** and **AromaPot** are also useful as they aid with a monster's rest.

Stress

Stress is an additional factor that continuously grows and accumulates overtime as your monster does work. Stress is important to consider as it is directly tied to your monster's lifespan. If it is not moderated, its Stress will eventually take a toll and shorten its life. This occurs whenever Holly reports that your monster looks stressed. Thus it is important to mitigate a monster's Stress as much as possible, even before it becomes noticeably stressed.

As with Fatigue, Stress has several factors. Sparring and Coached Training are much more stressful than lighter training. Monsters that are **underweight** are also more likely to become stressed.

Stress can be relieved by,

- Battling in **tournaments**.
- Giving your monster Stress-relieving items, such as **NitroBer**, **MintLeaf**, **MntCandy** (this also relieves Fatigue), **MonstToy**, or **Flowers**.
- Letting your monster Rest (though this relieves only a little Stress).

A general strategy is to let your monster battle or give it Stress-relieving items every now and then, especially as it does harder training. If your monster does become noticeably stressed, it is crucial to remedy its Stress as soon as possible before it can worsen.

The items **ShinyGem**, **GlimrGem**, and **BrghtGem** are also incredibly helpful as they will relieve **some** Stress every week just by owning them. Like the Cups, these items can also be bought from the Shop. Even with them, it's still important to manually manage your monster's Stress.

Battle Mechanics

Battling is one of the most crucial parts of Monster Rancher. Battles mainly take place in tournament events, where winning one can earn you money, Fame, and sometimes items. Winning an **AGIMA Official** tournament will also increase your monster's **Rank**. Battles can also sometimes occur on the ranch, in the **Square**, or while **exploring**.

Tournaments

Tournament events can be entered by selecting the Battle calendar on the ranch screen, which shows all the tournaments available that month and the week they fall on. The calendar can be flipped by pressing the L or R buttons, allowing you to view and schedule future tournaments. Holly will remind you the week before and again on the tournament week for scheduled events. The most important tournaments to watch out for are the AGIMA Official tournaments, which will increase your monster's Rank and your **Breeder Level** upon placing first.

Tournaments are divided into Ranks, from E, D, C, B, A, and S. Monsters can only compete in tournaments whose Rank they match with (Champion monsters are still considered S Rank). Some tournaments are invite only, requiring that you fulfill a certain prerequisite before you can enter them. Ayase the post-carrier will deliver your invitation a month before the tournament starts.

There are three styles of tournament Form: Tier-Elimination, Round-Robin, and Vs (in which you face a single opponent). Some tournaments also feature Limits which impose a particular rule for the entire tournament. These Limits are:

Limit	Details
Tribe	All competitors are of the same Tribe .
Group	All competitors are of the same Group .
POW. Only	POW Type Moves can only be used.
INT. Only	INT Type Moves can only be used.

During a tournament, you'll be given the opportunity to check your next opponent's status by selecting INFO. There you can compare its stats, **Moves**, **Traits**, and other details. You can also view your own monster's status and even change its movesets if necessary. Before a match begins, Holly will ask whether you want to give your monster commands. By choosing yes, you'll be able to control your monster's movements and attacks. Selecting no will instead prompt your monster to fight on its own. Its performance will be dependent on how high its INT stat is.

If you place first, you will receive a trophy that can be viewed in the Breeder menu. Placing well in a tournament will also slightly increase two of your monster's stats.

How Battles Work

Battles occur in real-time and have a 60-second time limit. The top portion of the screen shows the monsters' LIF bars (HP), time limit, and Counter arrow (see next subsection). The bottom portion shows the monsters' **Moves**, their distance, Guts, and accuracy percentage.

Monsters move left and right from each other across the arena. The **distance** between monsters is indicated by a bar that changes color as their icons move across. Red is near, orange is middle-range, green is far, and blue is too far to reach. As monsters move left and right, their icons move across their available Moves. A Move can only be used so long as the opposing monsters are a certain distance away from each other.

Guts is a value that allows monsters to use their Moves, which will use up a set amount of Guts. This value steadily increases overtime and caps at 99. Having high Guts also makes it more likely for a monster to dodge attacks. The speed at which Guts rises depends on the monster **Tribe**. Many Moves will also decrease the opponent's Guts if they land, called "GutsDown" or "psychic damage." Moves with a higher GutsDown rating (viewable in the Skills screen via the Monster menu) will decrease a lot more Guts.

Finally there is also the **accuracy percentage**. This indicates the likelihood of a Move successfully landing a hit. This percentage can vary based on the Move's own accuracy rating, the monster's ACC stat, the opponent's SPD stat, and any status effects currently in effect.

The goal with most battles is to trade blows until the 60-second timer runs out or until a monster is KOed. After a match ends, the monsters' remaining LIF points are compared by percentage. Whoever has the most remaining health is declared the winner. The exception to the time rule are the **Death Blow** tournaments, wherein there is no time limit and matches go on indefinitely until a monster is KOed.

Countering

Countering is a feature new to MRA2 where a monster can attempt to Counter an opponent's next attack. Holding B and pressing any direction on the Control Pad will enter Counter mode. There is a 25% chance that a Counter attempt will succeed. If it succeeds, the opponent's attack fails and it takes double damage equal to the Move it attempted. But if the Counter fails, the user will receive double damage instead.

Counter mode can be cancelled either by pressing B again or using a Move. Countering also uses Guts. A monster will not be able to enter Counter mode if it does not have enough Guts to execute a Counter. The reverse arrow in the top-center of the screen indicates your monster's current Countering status. This arrow changes color to signify whether it can enter Counter mode,

- **Yellow:** Your monster is able to enter Counter mode.
- **Green:** Changes to this color when the B button is held. Press any direction to enter Counter mode.
- **Blue:** Your monster is now in Counter mode.
- **Red:** Your monster cannot enter Counter mode at this time.

While a neat feature, I personally think it is actually better to avoid using Countering as the success rate is too low to be worth risking.

Status Effects

At times a monster may be affected by a status effect under certain circumstances. Some effects can be afflicted by Moves, while others occur following certain criteria, such as a monster becoming confused due to low **Reliance**. These effects can either promote or hinder a monster's battling performance for a short time.

The table below lists the status effects that appear in MRA2. Note that not all of these effects are fully understood. **Credit** goes to the Monster Rancher Wiki for clarifying some of the status effects.

Status Effect	Details
???	The monster is briefly confused and cannot attack, leaving it vulnerable and more likely to be hit. This can occur in monsters with low Reliance or those afflicted by the Addled effect.
Addled	The monster is disoriented and is more likely to become confused when issued a command. Its ACC stat also temporarily decreases. This effect can be afflicted by Moves with the Heart Element .
Caution	The monster attempts to anticipate the opponent's next attack. If it succeeds, it is guaranteed to dodge the next attack. This effect is applied after successfully using a Move with the "Caution" effect.
DefenseUp	The monster attempts to brace itself for the opponent's next attack. If it succeeds, the damage received will be significantly reduced. This effect is applied after successfully using a Move with the "DefenseUp" effect.
Fury	The monster becomes angered after being hit by an attack. Its ACC stat temporarily increases.
Grit	Unknown effect.
Guard	The monster's DEF stat temporarily increases.

Hold On	The monster braces itself for the opponent's next attack. If the attack lands, the damage received will be significantly reduced.
Hyped-Up	The monster's SPD stat is temporarily increased, but it will take more damage if it is hit. This effect can sometimes occur when a monster's Guts caps at 99.
Palsy	The monster is paralyzed and its DEF stat temporarily decreases.
Power	The monster's POW stat temporarily increases.
Real	All of the monster's stats are temporarily increased for the duration of the effect, but then significantly drops once the effect wears off.
Volt-Shock	The monster is stunned by electricity and its POW stat temporarily decreases. This affect can be afflicted by Moves with the Thunder Element .

Fame

Fame is a value that increases or decreases depending on your monster's overall performance at the end of a tournament. Generally when a monster wins a tournament, its Fame will grow by a certain amount. But if it loses or withdrew from any matches, then its Fame will drop. How much Fame a monster earns or loses depends on certain factors. Competing in major tournaments like the AGIMA Officials or KOing opponents generally increases a lot more Fame. A monster's Fame will cap at 100. This value can be viewed anytime in the Monster menu.

Fame is factored when attempting to form **Soulmate** bonds with other monsters. There is a higher chance of successfully bonding with one the more Fame a monster has.

Injuries

It is possible for your monster to become seriously injured during a battle if it took overwhelming damage. When this happens, you'll be forced to withdraw from the entire tournament and leave your monster at the Hospital for a random number of weeks. Aside from costing time and Reliance, this has no other detrimental effect on your monster.

Moves and Traits

Moves

Moves (also known as Skills) are the techniques that your monster uses in **battle**. Monsters from the same **Tribe** are able to learn and use Moves from the same movepool. A single monster can learn up to nine different Moves, including a tenth that is reserved for **Soulmate** Moves.

Learned Moves can be viewed in the Skills screen via the Monster menu and be assigned to a moveset. Monsters have two movesets that can be swapped during battle, allowing for more Move variety. Each moveset holds three slots that can be assigned a Near, a Mid, and a Far Move.

For a full list of Moves, see the **Move List**.

Move Types and Statistics

Moves are classified into two types: POW Type and INT Type, which use either respective stat to determine the Move's total strength. Moves are also classified by their distance type: Near (red), Mid (orange), Far (green), and All (purple). A Move can only be used so long as your monster is a certain distance away from its opponent. A moveset may be assigned one Near Move, one Mid Move, and one Far Move. Moves classified as 'All' can be assigned to any distance slot.

Moves also have a third typing called **Element**. There are eleven Elements: Beat, Cut, Earth, Fire, Heart, Ice, Magic, Stab, Thunder, Water, and Wind. Moves of a particular Element can be affected by certain Traits. For example, the **Up Magic** Trait makes it so that a monster has improved power, accuracy, and tolerance of Moves with the Magic Element. Some Moves can have two Elements.

Additionally, Moves have several other statistics that determine their effectiveness in several areas. Most of these statistics are given ranks to measure their strength (E, D, C, B, A, S). These can be viewed in the Skills screen. They are:

- **ACC:** The move's accuracy rating.
- **GutsDown:** How much **Guts** the opponent generally loses when the Move lands.
- **Guts:** The amount of Guts needed to use the Move.
- **Damage:** The Move's attack power.
- **Critical:** The likelihood of the Move landing a critical hit.
- **Effect:** The effect the Move causes. These include:
 - **Attack:** The Move merely inflicts damage.
 - **Heal:** The Move heals the user.
 - **Drain:** The Move drains the opponent's health and adds it to the user's.
 - **Suicidal:** The Move inflicts massive damage but the user is also damaged a little, even when it misses.
 - **Added / Caution / DefenseUp / Palsy / Volt-Shock:** The Move has a chance of causing a particular **status effect**.

Learning Moves

A regenerated monster can only ever be born with two Moves. More will have to be learned through **Sparring**. After a course is completed, there is a chance that your monster may learn a new Move.

The exact mechanics to learning Moves is not very well understood. The likelihood of successfully learning a Move is determined by several factors, including the monster's stats, the course taken, and possibly its Rank. Generally speaking, a monster becomes more likely to learn a new Move the higher its stats are. More information on this is detailed in **Sparring – Learning Moves**.

Combining two different monsters together can sometimes result in a monster born with more than two Moves. This is just limited to four at most however.

Traits

Traits are special characteristics that create a passive effect. They can either be positive or negative. Some Traits can affect a monster's Moves or stats during battle, while others can factor in other areas such as training or the likelihood of certain occurrences. A regenerated monster can be born with up to three Traits and can have up to six at once. They can be viewed in the Monster menu.

Most Traits can be learned by any monster. However some are **Tribe** or breed-specific. For example, the **Up Sword** Trait is exclusive to **Durahans** and cannot be taught or passed down to other monsters. Some Traits may be shared with Sub hybrids. **RockSkin**, for example, is typically a Trait of **Golems** but is also common with Golem Sub-type hybrids.

Traits affect many areas of your monster's ability and life, so it is important to give them careful consideration. Traits that are unwanted can be surgically removed at the **Hospital** for 1000 G. Be mindful though that this method is ineffective and a waste of money for Traits that are automatically learned (such as **Glutton**).

For a list of Traits and their effects, see the **Trait List**.

Learning Traits

Traits can be learned a few ways. The easiest and most common way is through **Sparring** or by training with a **Coach**. After completing a Sparring course or a successful training drill, there is the possibility that your monster may inherit one of its instructor's Traits. In Sparring, it is also even possible for a monster to learn a rare Trait on its own.

A few Traits are automatically learned when a monster achieves a certain status. For example, some monsters may learn **Up IQ** if their strongest stat is INT. As another example, a monster will learn **Popular** if it gains a lot of Fame. Likewise these Traits can also be lost once a monster loses that status.

Dr. Kohak can also teach your monster new Traits. On random months, Dr. Kohak may visit the Hospital and offer to surgically add a random, positive Trait onto your monster for a fee of 20000 G.

Traits cannot be passed down by combining. However there are some **Combination Items** that are guaranteed to teach the combined monster a rare Trait when added. For example, adding the item LuckFrag will teach the combined monster **LuckStar**.

Soulmates

Immediately after you reach **Breeder Level 2** (after reaching C Rank for the first time), Aroma will come over and introduce a new feature called Soulmates.

Soulmates are where two monsters befriend and teach each other special **Moves**. These Moves summon the other monster into battle to either attack the opponent, heal the user, or defend the user. Soulmate Moves can be assigned to any distance slot. As these Moves can be quite powerful, they can only be used in tournaments and only once per event. Thus it is wisest to save these Moves for desperate situations or for the final match.

Soulmate Moves

When Aroma first teaches you about Soulmates, you will befriend her monster Oliver as a free demonstration of the process. More Soulmate bonds have to be forged either by Linking with another copy of MRA2, or by fighting **stray monsters** while **exploring** ruins. If the monster is defeated, there is a chance that both monsters will connect and possibly befriend each other. You can view a list of every monster you've ever befriended from the Breeder menu.

The likelihood of successfully befriendng a monster and learning its Soulmate Move is determined by your monster's **Fame**. The more Fame it has, the higher chance it has of befriendng. The **Popular** Trait also boosts the likelihood of successfully befriendng a monster.

A monster can learn more than one Soulmate Move. You can switch between them by pressing Up or Down while the Soulmate Move icon is highlighted on the Skills screen. However a monster can still only use one Soulmate Move per tournament; you cannot simply use one Move and then switch to another.

Soulmate Moves can be either POW or INT-based. There are three types of Soulmate Moves:

- **Smash:** This Move simply attacks the opponent.
- **Cure:** The user's damage is healed.
- **Block:** There is a chance that the user will gain the **DefenseUp Effect**, which reduces damage of the next attack. (If it fails, the Move still cannot be used a second time.)

Rank and Breeder Level

A monster's Rank is an indication of its overall strength, while your Breeder Level indicates your skill as a breeder. As you and your monster rise in Rank and Level, more privileges will become available to you. A monster's Rank is increased by winning the **AGIMA Official** tournaments. Your own Breeder Level will also increase when you win an Official of a particular Rank for the first time.

Monster Ranks

There are seven Ranks in total: E, D, C, B, A, S, and Champion Rank. All monsters initially start at E Rank when they are born and graduate to the next Rank up when they win an AGIMA Official tournament.

Monsters can only compete in tournaments whose Ranks they match with. As a monster advances in Rank, it will face tougher opponents in more difficult tournaments. Monsters that have achieved Champion status may still compete in S Rank tournaments and will also qualify to enter the "Great Four" and finally the **Emperor Cup**. In addition, certain qualifying Ranks are also required to **explore** ruins. Some events can only be completed with certain Ranks as well.

The following table lists the Ranks and the general permits they grant. These permits will stack as your monster advances.

Rank	Permits
E	No additional permits.
D	Stray monsters will begin to appear at the ranch. Can explore the Tapota Ruins .
C	No additional permits.
B	Can explore the Malkt Ruins . Monster can be registered as a Coach .

A	Can explore the Promias Ruins (once unlocked).
S	No additional permits.
Champion	Can compete in the "Great Four": the Age Monsters Cup , E-I Grand Prix , Greatest 3 , Winner's Cup , and finally the Emperor Cup once the previous four tournaments are beaten.

Breeder Levels

When you win an AGIMA Official tournament for the first time, your Breeder Level will advance when Ayase delivers your certificate the following week. Winning the "Great Four" tournaments and the Emperor Cup will also increase your Breeder Level. Unlike monster Ranks, which have to be earned for each monster you raise, your own Breeder Level stays with you for the rest of the game.

For each time your Breeder Level increases, you will be allowed one extra letter when entering keywords at the **Shrine**. Initially you will only be allowed to use up to 4 at Rookie level. When you reach Level 4 (earned by achieving A Rank), you can use all 8 letters. Other than that, Breeder Levels on their own do not add much else other than to forward the game's story.

Breeder Level	Details
Rookie	Default level. Can use up to 4 letters at the Shrine.
Level 1	Earned by achieving D Rank. Can use up to 5 letters at the Shrine. The Tapota Ruins will eventually unlock a few weeks later.
Level 2	Earned by achieving C Rank. Can use up to 6 letters at the Shrine.
Level 3	Earned by achieving B Rank. Can use up to 7 letters at the Shrine. The Malkt Ruins become available.
Level 4	Earned by achieving A Rank. Can use all 8 letters at the Shrine.
Level 5	Earned by achieving S Rank.
Level 6	Earned by winning the AGIMA Official S tournament.
Level 7	Earned by winning the first of the Great Four tournaments.
Level 8	Earned by winning the second of the Great Four tournaments.
Level 9	Earned by winning the third of the Great Four tournaments.
Level 10	Earned by winning the fourth of the Great Four tournaments.
Grand Champion	Also known as Master. Earned by winning the Emperor Cup . Post-end game events will begin to appear. The Promias Ruins will eventually unlock a few weeks later.

Facilities

The following sections cover the facilities that can be accessed either from the town screen or directly from the ranch. All of these places offer a number of services for breeders and their monsters.

Section Contents

Shrine • AGIMA and Coaches • Studio • Hospital • Square • Sparring • Item Shop

Shrine

The Shrine is where you come to regenerate new monsters. Unlike the PlayStation games which use physical CDs to produce monsters, the Shrine of Age uses an unique method called "Tablet Regeneration" where keywords are inputted onto a tablet to instantly regenerate a new monster.

Regeneration Types

There are two types of regeneration: "Tablet" and "Book".

Tablet Regeneration allows you to enter any combination of letters, numbers, and symbols to regenerate a monster. As well as determining the monster's **Tribe** and breed, the keyword entered will also determine the arrangement of its base stats and any additional **Traits**. It will **not** affect its other characteristics such as Moves. (A monster can only ever be regenerated with two Moves. These Moves can vary with hybrids.)

Whenever you regenerate a new monster, its keyword is added to the Book for safekeeping. As the Book can only hold one keyword per breed, you'll be prompted to pick a keyword to keep if you happen to regenerate the same monster again. You'll be able to compare the keywords' stats and Traits when this happens.

When you first start out, you will only be permitted to use up to 4 characters when entering a keyword. Each time your **Breeder Level** increases, you'll be allowed to use one extra character, up to 8 characters maximum. A longer keyword does not necessarily equate to a better monster, however there are also certain **Special breeds** that can only be regenerated using preset keywords.

Book Regeneration allows you to instantly regenerate any monster that is already in your Book. This will also work for monsters that were originally **combined**; whenever you produce a new monster by combining, Chamois will add its record to the Book.

A number of rare monsters (such as **Dragon**, **Durahan**, Special breeds, etc.) are initially restricted and cannot be regenerated until certain requirements are fulfilled. These monsters will initially appear invisible when regenerated until they are unlocked.

If you happen to regenerate a monster that is too big to fit in your current **barn** (such as a **Golem**, **Lesione**, etc.), you won't be able to keep it until you've expanded the barn. You'll need to hire the builder at the Square to do this.

AGIMA and Coaches

The AGIMA facilities in town primarily handle the management of Coaches, but also facilitate explorations and retirement as well.

Coaches

Coaches are specialized monsters that facilitate **coached drills** and **Sparring**. In order to perform a coached drill, you must first assign a Coach to supervise it. At AGIMA, you can either form a contract with one of their available Coaches, or you can register one of your own monsters provided it is B **Rank** or higher. While AGIMA offers many Coaches, the very best Coaches are the ones you raise yourself.

Coaches provide many benefits as training with one will yield a much higher stat gain than lighter drills, particularly the higher the Coach's stats are. There is also the chance that a Coach may pass down one of its **Traits** onto its trainee following a successful drill.

When you spar with a Coach as opposed to one of AGIMA's instructors, you'll be given a 20% discount (pay 2400 G instead of 3000 G, or only pay 800 G during special discounts). Sparring with a Coach also has a higher chance of learning a new **Move** and can also pass down Traits as well. A Coach's availability for Sparring is dependent on your monster's strength (whether this is based on its stats or Rank is not fully understood). If your monster becomes too strong, it will no longer be able to spar with weaker Coaches.

Each Coach has a limited term. When a term's deadline is up, Holly will ask whether to renew the Coach's contract by paying a fee of 800 G. If you choose not to renew, the Coach will be sent back to AGIMA (or retired if it was one of your own monsters) by the end of the month. Furthermore, Coaches do not last forever. After about 20 years, a Coach will have to retire from duty. Holly will inform you of this the month prior.

Coach management is divided into three actions:

Register and Contract

The "Coach" selection is where you can either register one of your monsters or form a contract with one of AGIMA's Coaches. When registering any monster, you can view its stats, Traits, and available Coach Points (see next subsection).

Registering one of your own monsters is done free of charge. However to form a contract with one of AGIMA's Coaches, you will have pay a deposit. This fee varies depending on the Coach's strengths and rarity. There are also rare Coaches known as **Super Coaches** which may randomly become available for one month only on even-numbered years. These Coaches have much higher stats but are also much more costly. Since there is no announcement of their availability, you will have to check into AGIMA yourself to see if any Super Coaches are available.

Once you form a contract or register one of your monsters, you will not be able to undo the action. In addition, you can only have up to four Coaches at any given time. When you want to make a new contract, you'll be given the option of replacing one of your other Coaches with the new Coach. If you swap out a Coach that was provided by AGIMA, it will go back to the facility. However if you decide to replace one of your own Coaches, then it will be retired.

Charge

Charge is where you may assign a Coach to a training drill for it to supervise. Here you can also view a Coach's remaining term before its contract needs to be renewed.

A Coach can only take on so many drills, as indicated by the number of remaining **Coach Points**. If you need to free up a Coach's points, you can choose to swap it for another Coach or take it off a drill.

Coaches are better suited with drills that their stats align with. For example, a Coach with high POW and DEF would be best suited for SmashUp. Assigning suitable Coaches to drills will benefit the training more and see higher stat gain than otherwise. When you assign a Coach, Francesca will inform you how suitable that monster is.

Retire

If you no longer want to keep a monster, you can retire it at the AGIMA facilities. When this is done, the monster will no longer exist.

Holly will suggest retiring monsters when they become old, however there is much more sense in either registering one as a Coach or **combining** it with another monster.

Explorer

Once you achieve **Breeder Level 1** (reach D Rank for the first time) and are visited by Mr. Karnab, you'll be able to go on ruin expeditions through the AGIMA facilities. This requires that your monster be a certain Rank and a fee be paid. See **Exploration** for more information.

Studio

The Studio is where you can cryogenically freeze your monsters into storage and combine them together.

Freeze, Revive, and Delete

Monsters can be frozen into capsules, thus suspending and putting them into storage. This makes it possible to keep multiple monsters as well as to conserve their lifespan. Selecting Revive will resurrect a monster from its capsule.

You can only store up to eight monsters at a time. If you need to free up space, you can choose to Delete a monster from its capsule. Like retiring, this will permanently delete a monster.

Combining

When you have at least two monsters frozen at the Studio, you can combine them to create a new monster for a small fee of 100 G. This has the potential of creating a *slightly* stronger or more capable monster. By combining two different **Tribes** of monsters, you can also create hybrids this way. A combined monster can also be born with higher **Reliance** than one that was regenerated. You can view a monster's family history from the Monster menu.

When you combine, Chamois will ask which monster will be the Base and which will be the Sub. It does not actually matter which one you pick to be the Base or the Sub, as the available results and their characteristics will still be the same. (This choice could be a remnant from the first Monster Rancher Advance, in which the decision would determine the resulting monster.)

Items

After selecting two monsters to combine, Chamois will also give you the option of adding an item to the combining process. **Combination Items** are items that are specifically intended to be used when combining and will change certain aspects of the combined monster. Some items will slightly increase the monster's stats (such as IntStone or DefStone), while others will teach it a new Trait (such as LuckFrag or EaglMask). These items can be bought from the **Peddler**, but can also sometimes be found through other means.

There are also Combination Items that will create a rare, restricted monster when added (such as the BlkSpear, which will create a **Gitan**) and thus unlock it for regeneration at the Shrine. These items are much more rare to come by and are usually only received after completing certain **sidequests**.

You can also add other items when combining, though these do not seem to affect the result.

Results

After selecting your monsters and any items, you'll then be shown a list of all the available results you can pick from. You can compare their stats, but you won't be able to check their other characteristics such as Moves or Traits until the combination proceeds.

What exactly determines the results' characteristics is not well understood. The thing to keep in mind with combining is that the resulting monster won't be a perfect mix of its parents. A combined monster *may* be born with a slightly higher base stat total and a couple Moves already known than one that was regenerated. Generally the process yields better results when combining monsters of higher Rank. As with most things in the game, the process is dependent on algorithms and can be hard to predict. So it's best to temper expectations with this feature.

If the combination creates a new monster breed that you don't already have, Chamois will add its record to the Book. You can then freely regenerate that monster anytime at the **Shrine** through Book Regeneration.

Lastly, if the resulting monster is too big to fit in the current **barn**, you will not be able to proceed with the combination until the barn has been expanded. You only have to worry about this when unlocking Dragons and Jokers however.

Hospital

The Hospital is where you can treat your monster when it becomes sick or has an unwanted **Trait** you want removed.

Medical and Illnesses

Occasionally your monster may become afflicted by certain illnesses depending on how it was cared for. Usually Holly will point this out when she notices your monster looks "pale", but other times you'll have to look for irregularities yourself (such as when stats inexplicably drop just before a battle). When your monster becomes sick, you can take it to the Hospital to receive a free check-up.

If Dr. Barak finds anything wrong with your monster, he will suggest a treatment for a small fee. You can either give your monster the treatment or you can decline and be on your way. Some illnesses can be treated on your own, such as malnourishment, but others are more difficult to cure without prescribed treatment.

The table below lists the known illnesses along with their treatment and cost. This list is likely incomplete.

Illness	In-Game Description	Treatment	Cost
A Headache	"A Migraine Too much thinking or not enough thinking. Get tired easily, and cannot sleep."	Iprorofen Caffeiron	750 G
Anemia	"It's underfed and malnourished. Strength, power and concentration drops."	Febtose Hyper S	850 G
A Sprain	"Too much muscle training. Athletic ability drops. Strain can get worse so take care."	Indamecene Hepanoyl	880 G
Tension	"Stamina or Precision over training. Can start from a headache Athletic ability drops."	Indamecene Capsainin	580 G
Worms	"Parasites Found in meat or fish. Get insatiable appetite for food."	Deworm XL	1000 G

When you have beaten the **Emperor Cup**, Talt will begin to give free **examinations** every October. She'll report anything wrong if she finds your monster sick. You will still have to go to the Hospital for treatment though.

Operation

Aside from treating illnesses, the Hospital can also surgically remove any unwanted Traits from your monster. This procedure will cost 1000 G for any Trait to be removed. This is especially useful if you intend to register your monster as a **Coach**, as Coaches are able to pass down their Traits onto trainees.

Important: While this procedure will work for most Traits, it is ineffective with Traits that are automatically learned under certain circumstances. For example, the **Glutton** Trait will continue to reappear for as long as a monster stays overweight. Thus surgically removing it would be a waste of money. These Traits will disappear simply by managing your monster's status.

Dr. Kohak

On random months for one week, Dr. Kohak may visit the Hospital and offer to surgically add a random Trait onto your monster. The Trait will be a positive one and can be fairly rare, but you will not know what Trait your monster will receive until the operation is complete. This service will cost a hefty fee of 20000 G. While Dr. Kohak is in, all other services at the Hospital will be temporarily unavailable.

Given that the procedure is very expensive, you may want to save your game before seeking his service.

Square

The town Square is host to two businesses: the Builder and the Peddler.

Builder

Throughout most of the year, the Square is where you can find the builder Bint. He can expand the size of your barn, allowing you to raise larger monsters. His work will be finished the following week.

Barn Upgrade	Price	Monsters Permitted
Medium Barn	20000 G	Arrow Heads, Golems, Lesiones, Psirollers
Large Barn	80000 G	Dragons, Jokers

The builder can also fix the barn if it is ever destroyed. This can happen when a monster runs away after being neglected or treated too harshly. Despite this, you are still allowed to regenerate and even keep large monsters, provided that the barn has already been upgraded previously. The exact consequence that a destroyed barn has is not understood, but it may negatively impact a monster's **Fatigue** or **Stress** so long as it stays destroyed. As with upgrading, the builder will take a week to finish repairs.

Destroyed Barn	Repair Price
Small Barn	5800 G
Medium Barn	16000 G
Large Barn	28000 G

Peddler

On random months, the Peddler may visit the Square for one week to offer a challenge. He will offer a rare item that you can either buy at full price or you can fight his monster and receive a half-off discount if you win. He will still offer to sell the item at full price that week even if you lose his challenge. The items he offers are usually **Combination Items** that can be used in **combining**. His arrival is never announced, so if you want to catch his challenge, you will have to visit the Square every so often until he appears.

By far the most important and rarest item to watch out for is the **Nunchaku**, which can be used in combining to create a **Raiden** and unlock its Tribe for regeneration.

The table below holds a list of known items the Peddler offers. This list is likely incomplete.

Item	Normal Price	Winning Discount
DefStone	8000 G	4000 G
EaglMask	4000 G	2000 G
Holy Cup	65000 G	32500 G
IntStone	8000 G	4000 G
LuckFrag	4000 G	2000 G
Nunchaku	10000 G	5000 G
SeeScrol	6000 G	3000 G
WndStone	8000 G	4000 G

Tip: While this is not guaranteed to work, it is possible that using a monster with the **LuckStar** Trait may increase the odds of the Peddler appearing or offering a rarer item. In my own experience, the Peddler had offered to sell the Nunchaku the first time he appeared when I kept a monster with this Trait, which is otherwise a very rare offer. The LuckStar Trait can be taught by combining monsters with the LuckFrag, another item the Peddler offers. So definitely consider buying it if he has it.

Sparring

Sparring is a special type of training offered through AGIMA from the ranch screen. Here you can have your monster spar with either one of AGIMA's instructors or one of your **Coaches** for a month. This will greatly increase your monster's stats and possibly teach it a new **Move** or **Trait**.

Sparring Mechanics

Sparring features five different courses that each focus on a primary stat: Power (POW), Sense (INT), Technic (ACC), Speed (SPD), and Tough (DEF). These courses greatly boost their respective stats (around 20–50) in addition to the LIF stat. When you decide to spar, you'll be prompted to pick either one of AGIMA's instructors or one of your available Coaches. Sparring involves facing the instructor in a battle. At the end of the match, your monster will receive stat boosts and possibly learn a new Move or Trait. A single Sparring session will last for an entire month. Sparring also leaves a lot of **Fatigue** and should only be done sparingly.

Sparring normally costs 3000 G. However by Sparring with a Coach, you'll receive a 20% discount (reduced to 2400 G). On random months, Ayase the post-carrier may arrive with a flyer announcing a special sale for Sparring that month (pay only 1000 G, or 800 G with a Coach).

A monster will still receive a stat boost if it loses at Sparring, though it will see a much greater increase if it wins. The stat gain will be significantly reduced if you purposely forfeit the match.

The availability of Coaches as Sparring partners will change as your monster grows stronger. The mechanics of this is not fully understood, but it may be determined by your monster's stats or **Rank**. If your monster surpasses its Coach, it will no longer be able to spar with it and you will either have to settle with another Coach or AGIMA's instructors. The latter are always available.

Learning Moves

Sparring is also the only way to teach your monster new Moves. Before a Sparring session is paid for, Francesca will tell you the likelihood of learning a new Move. **A Move can still be learned even if your monster loses at Sparring.**

The exact conditions needed to learn new Moves are not well understood, but it is generally thought to be linked to your monster's stats and possibly **Rank**. Each Move is tied to a particular stat and Sparring course. For a Move to be learned, its associated stat must first reach a certain Level. For example, a **Pixie** may learn **Megaray** if its ACC stat is at least Level 11 (500 ACC) and spars in the Technic course. The likelihood of learning a Move increases the higher the required stat is. Sparring with a Coach as opposed with one of AGIMA's instructors also has a much higher chance of learning a new Move.

Merely training your monster's stats is not enough to teach it a specific Move. Take for instance, training a Zan's INT to 999 won't actually make it more likely to learn Caution (as I had once tried). It may be that Moves have to be learned in a certain order and possibly by Rank. You may find it helpful then to simply check into the Sparring facilities every now and then to check on the likelihood of your monster learning a new Move.

The **Move List** includes the stat and course prerequisites needed to learn a Move.

Learning Traits

When a monster finishes a course, there is also the chance that it may learn a new Trait. The likelihood of this is random and can happen at any time. It is possible to learn both a new Move and a Trait in the same session.

A monster can either inherit one of its instructor's own Traits, or it could possibly learn a rare Trait on its own. (For instance, on two separate occasions, I've had monsters learn **Hi Power** and **Dignity** after Sparring, which none of their instructors knew.) Holly will usually inform you when your monster learns a Trait, however in the latter case, she may not say anything at all.

Item Shop

The Shop, which is accessed by selecting "Item" on the ranch screen, is where you can buy a selection of items for your monster's general care. You can also choose to sell off most of your items here as well.

Crow's stock remains fixed throughout the game. When you reach **Breeder Level 4** (reach A Rank for the first time), an event will shortly occur where Crow will be forced to double his prices. This price hike will last until you win the **AGIMA Official A** tournament.

If you bring a monster with the **Charm** Trait, the Shop's prices will be discounted.

Stock

Item	Price
HonCandy	200 G
Oily Oil	1000 G
NitroBer	300 G
MintLeaf	500 G
MntCandy	800 G
Newt	500 G
Gelatin	500 G
DietWeed	1000 G
Dodorin	500 G
MeatSlab	1000 G
Grapes	500 G
Cheese	600 G
Wine	1200 G
Flowers	500 G
MonstToy	500 G
ShinyGem	10000 G
GlimrGem	25000 G
BrghtGem	65000 G
SilvrCup	10000 G
Gold Cup	25000 G
Holy Cup	65000 G
Incense	8000 G
AromaPot	24000 G

WndFlute	12000 G
WindDrum	12000 G

Exploration

Once you reach **Breeder Level 1** (raise a monster to D Rank for the first time), you will one week be visited by Mr. Karnab, the chairman of FIMBA and explorer enthusiast. After the introductory cutscene, you'll then be able to take your monster out on expeditions to distant ruins through **AGIMA**.

There are three ruins you can explore: the **Tapota Ruins**, **Malkt Ruins**, and **Promias Ruins**. Initially only the Tapota Ruins will be available and the others will eventually unlock as your Breeder Level rises. Each ruin consists of a maze with numerous landmarks that can be investigated to find items or even **stray monsters** (which can then potentially become **Soulmates**). More importantly, the ruins are also linked to a number of **sidequests** that will let you regenerate rare monsters once they are completed.

In order to explore a ruin, your monster will need to reach a certain qualifying **Rank** and that a fee be paid. An expedition will also take a full month to complete.

Exploring Mechanics

Expeditions take place on an isometric map. You control Holly as you move around the map, following a series of paths that eventually lead to landmarks or dead ends. When you approach a landmark, you can investigate it to potentially find items or even stray monsters. Along the way you may also come across roadblocks such as boulders that will prevent your progress until they are destroyed.

There is also the possibility that a monster may become lost while investigating, forcing the expedition to prematurely end. If this happens, you'll return to the ranch and be forced to wait a random number of weeks until your monster returns.

How long you can explore a ruin is measured by your monster's **Energy** points, which are determined by its LIF. For every step that Holly takes, your monster's Energy will drop by one. Energy is also used any time you attempt to investigate a landmark or remove an obstacle. A monster's Energy may drop to -10 before the expedition will have to be cancelled. If you need to, you can also give up on the expedition by pressing Start. However anytime an expedition is cancelled, any items picked up along the way will be forfeited.

When a monster reaches **retirement age**, its Energy will drop to a maximum of 50 points (regardless of how much LIF it has), thus severely limiting its range.

For an expedition to end successfully, you must return to the base camp (the tent) at the beginning of the map. Although Holly and Karnab will treat it as if "giving up", this will still complete the expedition and keep all items you've found.

Exploring makes use of the following stats:

POW	Determines the success rate of removing a roadblock.
INT	Determines the success rate of finding items or stray monsters while investigating. Some findings related to sidequests require that your monster's INT be at least a certain amount before they can be found.
LIF	Determines your monster's Energy points.

If you encounter and defeat a stray monster while exploring, there is a chance that your monster will befriend it and become Soulmates.

The following subsections include basic information on the three ruins, along with short summaries of their sidequests (with links to more in-depth sections). For maps, I recommend looking at UndeadSliver's ruin maps on gamefaqs.gamespot.com.

Tapota Ruins

Tapota Ruins			
Required Rank:	D Rank	Entrance Fee:	1000 G
Common Items			
HonCandy, MntCandy, MonstToy, Oily Oil, SilvrBar			
Sidequest Items			
Invite D, Invite W, Monolith, OddChalk			

The Tapota Ruins are unlocked a couple weeks after you reach **Breeder Level 1** (raise a monster to D Rank for the first time). Once you have met with Mr. Karnab, you'll be able to freely explore Tapota with any qualifying monster.

During the Joker sidequest, the Tapota Ruins will become unavailable every December and January. This restriction will last until the sidequest is completed.

Tapota Sidequests

- Doodle Sidequest:** Once you have obtained the **Chalk** from the **Promias Ruins**, take a **Garu** to Tapota's monolith quarry in the northwest. It will start drawing on one of the monoliths, turning the Chalk into the **OddChalk**. The OddChalk can then be used in **combining** to create a **Doodle**.
- Dragon Sidequest:** If you have an A Rank monster, you will receive an invite on February Week 2 to attend a training session held on March Week 2. There you'll be tasked with finding the **Invite D** at the Tapota Ruins, which is hidden in the northeastern temple. This Invite is necessary to compete in the **Dragon Invitation Match**. If you win this event, you will receive a **DragFang** and permission to regenerate **Dragons**.
- Durahan Sidequest:** If your monster is A Rank, you will receive an invite on August Week 4 to join another training session held on September Week 4. Again you'll be tasked with finding another item in Tapota, the **Invite W**, which is located at the knight statue to the east. This Invite will let you compete in the

Durahan Invitation Match. By winning this match you will receive the **DbIEged** and unlock **Durahans**.

- **Joker Sidequest:** After you've reached A Rank, Mr. Mardoc will tell you about Jokers at the AGIMA facilities. That following December, Ayase will announce that the Tapota Ruins are closed for the duration of December and January due to a stray Joker prowling the region. Every January Week 1, Mardoc will visit your ranch to check on your monster's status. If its stats are strong enough, he will let you to join his dispatch team to hunt down the Joker. Once the Joker has been defeated, you will receive a **JokerMsk** which can then be combined to create a **Joker**.
- **Monol Sidequest:** This sidequest can be done as soon as the Tapota Ruins are available, but requires a monster with at least 400 INT. First find the monolith quarry in the far northwest, where Holly and Karnab will find some monoliths. Then travel south to the northern-most temple and investigate it to find a smaller **Monolith**. This item can be used in combining to create a **Monol**.

Malkt Ruins

Malkt Ruins			
Required Rank:	B Rank	Entrance Fee:	2000 G
Common Items			
DefCharm, StarPrun, MintLeaf, MntCandy, Newt			
Sidequest Items			
GaliMask, Invite N, Machine, MechHead, MochiOrb, Odd Part			

The Malkt Ruins are first introduced shortly after reaching **Breeder Level 2** (raise a monster to C Rank for the first time), however they won't become available to explore until you are Level 3 (reach B Rank).

Malkt Sidequests

- **Franken Sidequest:** This sidequest requires that you first unlock **Hengers**. Bring a Henger with at least 600 INT and investigate the pillar monument in the ruins' north. There you will find the keyword "MECCOLD" which will regenerate Franken.
- **Gali Sidequest:** This sidequest can be done as soon as you can explore the Malkt Ruins, but may require a monster with at least 400 INT. East from the base camp is a pinnacle where Karnab will find some writing. When you return from the expedition, Holly and Karnab will share their findings with Mardoc. Return to Malkt afterward and travel north to find a trench. An ice bridge should then appear and lead to a winding path where at the end is an altar enshrining the **GaliMask**. Use this item in **combining** to create a **Gali**.
- **Henger Sidequest:** This sidequest is also immediately available when you can explore the Malkt Ruins. In any order, find the **Odd Part** and the **Machine** that are hidden in the central and southeastern cylinder-shaped temples, respectively. Afterward, visit Chamois at the Studio to leave each item with her. After waiting two months, Chamois will bring the assembled parts but another component is still missing. Visit Malkt again and search the northeastern temple for the **MechHead**. Chamois will assemble all of the parts together in the Studio to create the **Mech Body**, which can then be used in combining to produce a **Henger**.
- **MochiOrb** (Phoenix Sidequest): Once you have beaten the Emperor Cup, you will be able to find the remaining Orbs needed to unlock **Phoenix**. Take a **purebred A Rank Mocchi** to the Malkt Ruins and investigate the bird shrine in the southwest to fight a stray Mocchi named Becker. It will drop the MochiOrb when defeated.
- **Zan Sidequest:** If your monster is S Rank, you will receive an invite on April Week 3 to breeder training on May Week 3. There you will be given the task of finding the **Invite N** at the Malkt Ruins, which is hidden in the cylinder-shaped temple in the northwest. This Invite will allow you to compete in the **Zan Invitation Match**. Win this match to receive a **Ninja Bk** and permission to regenerate **Zans**.

Promias Ruins

Promias Ruins			
Required Rank:	A Rank	Entrance Fee:	3000 G
Common Items			
Flowers, HonCandy, MintLeaf, SilvrBar			
Sidequest Items			
Feather, TigerOrb, WhtSpear			

The Promias Ruins are unlocked shortly after you have beaten the **Emperor Cup** and become Grand Champion. Mr. Karnab will one week visit and after the cutscene you will be able to explore the ruins.

Promias Sidequests

- **Archreaper Sidequest:** This sidequest requires that you have unlocked both the **Joker** Tribe and the Special breed Valkyrie. Bring a Joker and explore the same goddess statue where Valkyrie's keyword was found. You'll then find Archreaper's keyword "MAD_DOC". This will also unlock Pitbocor and Requiem.
- **Campanella Sidequest:** This sidequest requires that you first unlock **Gitans**. Take a Gitan to the stone altar in the northeast of the Promias Ruins. There your Gitan will pull out the **WhtSpear**. Combine this item to create a Campanella.
- **TigerOrb** (Phoenix Sidequest): Once you have beaten the Emperor Cup, you will be able to find the remaining Orbs needed to unlock Phoenix. Bring a **Tiger** to Promias and explore the Roman temple in the southeast corner. Your monster will then find the TigerOrb.
- **Unlocking Phoenix** (Phoenix Sidequest): Once you have collected all the Orbs and have unlocked most of the other monster Tribes, Mardoc will pay a visit on January Week 1. The Flare Orb will then absorb the other Orbs and begin pulling toward the Promias Ruins. Once there, find the circular altar in the ruins' north, which is barricaded by a removable gate. The Flare Orb summons a Phoenix which you will then have to fight. After it is defeated, you will receive the **Feather** which can then be combined to create a **Phoenix**.
- **Gobi Sidequest** (Special breed): Bring any breed of **Golem** with at least 500 INT to the Promias Ruins and explore the temple in the far northwest. There Holly and Karnab will discover the keyword "LastARMS", which will regenerate Gobi. Completing this sidequest also unlocks Priest, Gogmagog, and GobiMarine.
- **Valkyrie Sidequest** (Special breed): Take any breed of **Pixie** to Promias and investigate the goddess statue in the center of the ruins. Holly and Karnab will then find the keyword "Valhalla", which regenerates Valkyrie. This will also unlock Ayane, Seraphim, Apsaras, and Kali.

Walkthrough

This section covers the walkthrough for the game's main storyline. Since the game primarily focuses on raising monsters than the story, you may find **The Basics** section to be more helpful.

This walkthrough will contain **some spoilers**. These will mainly be kept to their relevant sections.

Section Contents

Starting Out • E Rank • D Rank • C Rank • B Rank • A Rank • S Rank • Great Four and Emperor Cup • Post-End Events

Starting Out

As soon as the game starts, you'll be greeted at the AGIMA building and asked to register your name. Chairman Mr. Mardoc will then congratulate you on becoming Age's newest breeder and introduce you to Holly, your new assistant (from the first Monster Rancher). She will be helping to facilitate your monster raising from now on.

After the introductions are out of the way, you'll then be prompted to visit the **Shrine** and regenerate your first monster. As you are only a **Rookie breeder** at this time, you will only be permitted to use up to 4 characters when entering a keyword.

Your First Monster

Now comes the fun part: picking your first monster to raise. And there are already quite a few options available.

The table below lists several monster **Tribes** that are available at the start of the game, along with their stat proficiency and a suggested keyword that will regenerate a purebred. Bolded stats indicate the monster's best and worst stats. Note that stats, even with the same breed of monster, can vary greatly with different keywords.

Name	Best Stats	Lacking Stats	Keyword
Pixie	INT, ACC, SPD	POW, DEF, LIF	key
Mew	POW, ACC, SPD	INT, DEF, LIF	COOL
Mocchi	ACC, SPD, DEF, LIF	POW, INT	TIME
Suezo	POW, INT, ACC	SPD, DEF, LIF	BELL
Ducken	INT, SPD, DEF	POW, ACC, LIF	maya
Zuum	POW, ACC, SPD	INT, DEF, LIF	IMa
Tiger	POW, INT, ACC, SPD	DEF, LIF	WERE
Octopee	POW, ACC, SPD	INT, DEF, LIF	JoJo
Mogi	POW, INT, ACC	SPD, DEF, LIF	1+1=
Momo	POW, ACC, SPD	INT, DEF, LIF	FF8
Antlan	POW, ACC, DEF	INT, SPD, LIF	,jjG
Hare	POW, ACC, SPD	INT, DEF, LIF	FFIV
Suzurin	INT, SPD, DEF	POW, ACC, LIF	FRED
Garu	POW, SPD, DEF	INT, ACC, LIF	MRA2

You do not have to use any of the suggested keywords above, nor are you limited to raising purebred monsters either. You can start with a hybrid if you so desire (check the **Monster List** for a complete list of monster breeds). You can technically also regenerate **Golems**, **Arrow Heads**, **Nagas**, **Psirollers**, and **Lesiones** at this point, but you will not be allowed to keep any of them until you've upgraded to a **Medium Barn**.

Of the monsters currently available, Mocchi is the easiest to raise. Tiger, Antlan, and Garu are also fairly easy as well.

Mocchi excels in DEF and LIF which, coupled with **SoftBody**, makes it a defensive monster. Tiger is a speedy, versatile attacker that has decent POW and INT. It also starts with Moves that can make use of either stat (**Scratch** and **Bolt**). Both Antlan and Garu are hard hitters with defenses. If you want a predominately INT-based attacker, Pixie is the best choice. (Unlike Suezo and Suzurin, it starts with an INT Type Move, **Ray**.)

Tip: If you regenerate two different monsters and **combine** them at the Studio, there is the possibility it may create a monster that already knows more than two Moves. This can be helpful in getting a headstart with some better Moves. This won't work with all combinations though and extra Traits won't be carried over.

Your First Coach

After you've regenerated your first monster, Holly will say she brought along a monster to be assigned as your first **Coach** and urges you to do that. You will not be able to head anywhere else until you've visited the AGIMA facilities.

Holly's monster is a **Fair Moch** named Masimaro. Select "Charge" to assign Masimaro to some training courses.

Masimaro

Breed	Fair Moch (Mocchi × Gali)
POW	300
INT	300
ACC	300
SPD	300
DEF	300
LIF	300
Traits	SoftBody, UpMind
Term	2 Years, 0 Months
Coach Points	4
Specialties	None

Since Masimaro only has 300 in each stat and only four Coach Points to spend, it is not a particularly great Coach. But nevertheless, as a free Coach to start you off, Masimaro is still good to have around. There are only two instances in the whole game where you will receive a free Coach, so be sure to take advantage of the opportunity while you can.

While Masimaro does not specialize in any course, it also won't be unqualified in any of them either. So you are free to assign Masimaro to any courses that will benefit your monster the most. (Such as SmashUp for Antlan and Garu, Roadwork for Mocchi, etc.)

Once you are finished, return to town and head down to the ranch. You can also stop by some of the other facilities if you want a quick introduction to their services, but this is not needed.

E Rank

Once you set foot on the ranch, there will be a short introduction with Ayase the mail-carrier. After that you will finally be able to raise your monster with no more interruptions.

If you're new to this game or series, you may find **The Basics** section to be helpful from here on. Most of your time playing will be spent raising monsters than advancing through the story, so you're encouraged to take your time. Since you'll be starting off with limited funds (only 10,000 G), you should keep your monster to a simple, cost-effective routine. Your first monster should also be raised to be a moneymaker.

For now though, don't worry too much about money. Your main focus right now should be to raise your monster to be stronger and more **reliant**. Try and train at least two of your monster's stats to Level 5 (200) or close to that before taking on the AGIMA Official E, which should give it a good fighting chance as well as prep it for the harder tournaments yet to come. If you have time to spare, you could enter the minor tournaments for some little income.

Countering Basics

On May Week 2, six weeks after you've started ranching, Aroma and Zest (from the first Monster Rancher Advance) will come over and introduce themselves. Aroma is happy to meet with Holly again, but more specifically she is here to teach a new technique called **Countering**. Following her lesson, she'll decide to challenge your monster to try it out. Be ready as you won't be able to opt out.

Trehallow	
Breed	Antlan
POW	192
INT	193
ACC	172
SPD	201
DEF	185
LIF	174

Unless you've been doubling down on your monster's training the past six weeks, it's not likely you will win this battle. Though it is still entirely possible. There is no actual difference whether you win or lose this, so feel free to try out Countering if you really want to. Remember that Aroma's Antlan may also attempt to Counter back, which can either go over poorly or very well depending on how luck favors her. Win or lose, Aroma and Zest will soon bid farewell and leave.

Super Coach Introduction

On October Week 1, Francesca from AGIMA will visit to tell you about the new **Super Coach** program. Starting as soon as Year 2, there'll be a chance that a Super Coach may randomly become available to register for one month only during even-numbered years. Their availability is never announced so you will have to check in regularly with AGIMA if you hope to catch one.

As exciting as this is, in all likelihood you will be not able to afford a Super Coach should one appear. Super Coaches carry a hefty price tag (expect to pay 30,000 G for one). At this point you'll just be better off training your monster with regular Coaches. There is also the possibility that you may not even encounter one at all in your second year given their elusive rarity. So don't worry about them for now.

Proceeding

To proceed with the story, enter and win any of the AGIMA Official E tournaments. There will be one held at the end of every **February, June, and October**.

If you happen to reach February Week 3 before winning the Official E, there will be a cutscene where Mardoc stops by to check on your progress and also to warn you. Apparently a number of ranches have recently been attacked by a rogue breeder. Obvious foreshadowing aside, Holly isn't in the least bit worried. You'll have nothing to fear of, at least until you advance to the next Rank.

D Rank

Immediately after winning the Official E, Ayase will arrive to deliver your certificate. Your monster has now been promoted to D Rank and your Breeder Level to 1. Now you will be able to enter the D Rank tournaments and also use up to 5 letters at the Shrine. There will be more that will become available over the next couple months. But before that, the celebration will be interrupted...

Stranger's Challenge

A strange man then approaches and begins criticizing your win. Holly is pretty miffed about his comments and demands he takes it back, but this only provokes him to challenge you to test your worth. Once again, you will no say in the matter and be forced to face his...

Apharm	
Breed	Durahan
POW	257
INT	210
ACC	213
SPD	200
DEF	294
LIF	355

What sets this battle apart from others is that it is actually scripted; you cannot control your monster and this battle is rigged so that you will always lose. It's essentially just a cinematic fight. Even if you have trained your monster to have superior stats, its attacks will always miss. So sit back and helplessly watch as Apharm (most likely) wipes the floor with your monster.

Even though your monster probably did poorly, the man deems it is a lot stronger than he expected. He introduces himself as Canute and leaves you with the **Flare Orb** as a memento of the battle. This item is actually crucial to a pretty big sidequest (spoiler: unlocking Phoenix), though you will not be able to do it until the end of the game.

The unfortunate thing about this event is that it does waste a week to give your monster time to rest. This cannot be helped.

Between Events

Now that your monster is D Rank, there is a chance you will run into **stray monsters**. If you defeat one, you will receive a random item it was carrying. Try to win whenever a stray appears as they can sometimes carry valuable items (even some as rare as **inventory items**, such as the ShinyGem).

The D Rank tournaments will now have stronger opponents than last, but will also have higher earnings. If you've been keeping up with training in the last Rank, then your monster should be level with the new opponents you'll now face (they will generally have stats between 150 – 250). Of course, you'll want to still keep on training.

You may be eager to shoot for the next Official D – but hold on first. When you reach the next Breeder Level, there will be a couple of events that will disrupt your schedule. (One will force you to skip an entire month, thereby also cutting into your monster's lifespan. Another will force you into a battle that'll have consequences if you lose.) You can't prevent these events from happening but you can prepare for them (these will be detailed more in **Walkthrough – C Rank**). So knowing all this, you may want to pace yourself before advancing to the next Rank.

At any rate, you'll want to try for stats around 250 – 300 for the Official D.

Gavin and Strong

Five weeks after your battle with Canute, another visitor appears asking if he and his monsters can rest. His name is Gavin and he has just returned from a tiresome journey.

Following this cutscene, have your monster do some training. The next week Holly will speak with Gavin and he admits that he watched your training. But he has an offer to make: he'd like lend you one of his monsters as a **Coach**. He assures you won't have to pay him except when it's time to renew the contract. Your newest Coach will be the Golem hybrid, Strong.

Strong	
Breed	Geo (Golem × Mogi)
POW	480
INT	120
ACC	150
SPD	150
DEF	450
LIF	400
Traits	RockSkin, UpEarth
Term	2 Years, 0 Months
Coach Points	6

Specialties	SmashUp, Flip, SandBag, BodyBlow
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Unlike Masimaro, Strong is actually pretty good for a free Coach. And since its stats are a lot more varied, it will specialize in certain drills (and lack in others). You should definitely assign Strong to the suggested drills above. Strong will have two more Coach Points left to spare, so you could also charge it to Tow and Roadwork as well. Although Strong does not specialize in those, its LIF stat is comparatively high enough that these drills will still see benefit with Strong supervising them.

Strong is the last of the free Coaches you'll receive, so be sure to take advantage of its services. Every other Coach will have to be either paid for or registered from one of your own monsters.

Hunter's Challenge

By the time of the next Official, there'll be yet another visitor. His name is Hunter and he is mad as heck that you are getting more fame and recognition than he. Naturally he has come to settle the score by demanding a battle. However this time you are actually given a choice whether to accept or turn down his challenge. If you accept, you'll face his...

Huego	
Breed	Tiger
POW	197
INT	194
ACC	193
SPD	195
DEF	197
LIF	231

Hunter's Tiger should be a fairly easy opponent by this time. Whether you win or lose (or refuse his challenge), it'll make no difference either way. Hunter still isn't satisfied and swears he will be seeing you at the next Official D you enter. Be sure you're ready for it, as he'll be stronger by then.

Unlocking Tapota Ruins

Two weeks later, Gavin will come up saying he has found a suspicious-looking man. Turns out it is none other than Mr. Karnab, the FIMBA chairman and explorer hobbyist from the first Monster Rancher. He has come all this way to ask Holly a favor, and that is to accompany him to the **Tapota Ruins**. Fortunately you won't have to go immediately. After the discussion, the Tapota Ruins will become available and you are free to explore them anytime you want, so long as you have a monster that is D Rank or higher.

Of note, now that the Tapota Ruins are available, you can now **unlock Monol**. However this will require that you have a monster with an INT stat of at least Level 9 (400+ INT) or higher. Monol can be unlocked anytime so there is absolutely no rush to do it now and you can save this for later.

AGIMA Official D

To proceed with the story, enter the Official D and you will find Hunter waiting for you there as promised. He'll still have his Tiger, Huego.

Huego will be your final opponent. Unlike the other competitors in the tournament, Huego is scripted where it cannot lose to any of the other opponents. Normally in other Round Robin tournaments, it is still possible to win so long as you have the most wins. However since Huego will win every other battle, you are going to need a perfect win streak in order to win this tournament and defeat Hunter. If you lose this event, you'll see Hunter again at the next Official D you enter.

Huego	
Breed	Tiger
POW	211
INT	193
ACC	194
SPD	197
DEF	201
LIF	231
Traits	UpLtning, Up Claws

Huego is now a little stronger. But aside from that, there isn't much else different from the last battle. Huego's UpLtning Trait means its two **Thunder Element Moves (Bolt and Lightning)** will gain a boost. Oddly enough, it doesn't have any claw-based attacks to make use of its Up Claws. Regardless though, this should still be an easy enough win.

Once you've beaten Hunter and the Official, you'll advance to the next Rank and proceed with the story. This is also the last time you'll see Hunter at the Official D; if you enter the Official again with another monster, he won't be present.

C Rank

As before, Ayase will deliver your certificate promoting you to Breeder Level 3 and your monster to C Rank. You will be able to use 6 letters at the Shrine now.

The Death Blow – C Rank

Now that your monster is C Rank, you'll have the opportunity to compete in the Death Blow tournaments. These differ from other tournaments as there are no time limits and each match goes on indefinitely until a monster is KOed. There is a Death Blow tournament for C, B, and A Ranks. However in order to compete in them, you must win **at least two** qualifying tournaments in order to receive an invite.

The qualifying tournaments for the **C Rank Death Blow** are: the **Summer Classic**, **Wild Cup**, **Countdown Cup**, and **Flower Cup**. After winning two of these, you'll eventually receive an invite to the Death Blow, which takes place in February Week 1.

There is no pressure to enter any of these tournaments, as the Death Blow is purely optional. However the Death Blow and its qualifying tournaments are also worth a lot more money than the other C Rank tournaments (6000 G in first place instead of the usual 4000 G).

Soulmates Introduction

Immediately after Gavin finishes explaining the Death Blow, you'll then be visited by Aroma who has come to introduce another new feature called **Soulmates**. This is where two monsters bond to teach each other unique Soulmate Moves. To demonstrate this process, Aroma has brought along one of her monsters. But before that, you'll have to face it in a battle first.

Oliver	
Breed	Hare
POW	231
INT	233
ACC	245
SPD	290
DEF	114
LIF	212

The good thing is that you're not even required to win in order to proceed. After the battle ends, the two monsters will bond and your monster will learn a new Soulmate Move, Oliver Smash.

Name	Distance	Type	ACC	GutsDown	Guts	Damage	Critical	Effect
Oliver Smash	All	INT	B	E	36	C	D	Attack

As would be expected from a free Move, Oliver Smash isn't very good. And chances are unless your monster has great INT, then it probably won't be very useful. But it is the only free Soulmate Move you'll get. If you want to learn any more, you will either have to link with another copy of MRA2 or attempt to bond with the **stray monsters** found while **exploring**. It's up to you whether you want to set Oliver Smash to your monster's moveset. Just remember that Soulmate Moves can only be used in tournaments and only once per event.

Between Events

First things first, as I had already mentioned in the previous section, there will be a couple of disruptive events coming. The first (which occurs the week before the next Official C) will cut into your scheduling by forcing you to skip a whole month. The other event following that can potentially become disruptive if you lose a battle. This is important as the time skips will shave a good chunk off of your monster's precious lifespan.

In preparation for the first event, you could regenerate another monster to use (the event is not locked to your current monster's Rank) while your main monster can stay frozen at the Studio and avoid the time skip. For the second event, you'll just have to be prepared.

Don't let any of this deter you from training your monster or participating in tournaments though. Just keep the above in mind and watch the calendar and you should be good. Or read ahead to know what's coming up.

Finding the Malkt Ruins

A week before the next Official C, Gavin will approach you again about a suspicious person. It's Karnab again and he has another favor to ask. This time he wants Holly to persuade Mardoc to give permission to explore the **Malkt Ruins**. Mardoc is against the idea since breeders have recently went missing there, but relents once he decides that you and Holly can accompany Karnab. You will not be able to actually explore the ruins until you are Breeder Level 3 and have a B Rank monster. Yet this does not deter Karnab's curiosity and he suggests they all leave now to *find* the ruins, not explore them. Unfortunately you'll have no say in the matter and then leave with them.

While the goal was simply to find the ruins, Karnab still isn't sated and suggests they take a quick look. From there you'll be prompted to move Holly, though you'll only be able to take a single step before you're suddenly ambushed by a man named Geras. He has followed you here and now wants you eliminated so he can have all the treasure to himself. Your monster leaps in to defend you...

Pirate	
Breed	Arrow Head
POW	297
INT	201
ACC	197
SPD	213
DEF	315
LIF	215

This is yet another cinematic fight. But this time you are guaranteed to win. Pirate's attacks will always miss and yours will always hit. Afterwards, Geras will flee and you will all return to the ranch. As it turns out, Geras was the one responsible for the missing breeders and thus AGIMA deems there is nothing actually wrong with the ruins themselves. You'll be able to freely explore them once you're Breeder Level 3.

You'll notice that a month has passed since leaving for Malkt, which means you'll have missed the Official C. You'll just have to wait for the next one and keep on training. But don't rest just yet, as there is still another event waiting for you.

Hunter's Second Challenge

Before the next Official C week, save your game's progress. There's another, potentially disruptive, event coming up.

Hunter shows up and he is mad again, but this time because he suspects you are slacking off by exploring ruins. He cannot accept this from his rival and demands you fight him now. Take this fight seriously too, as there'll be consequences if you lose.

Surmal	
Breed	Garu
POW	243
INT	241
ACC	244
SPD	256
DEF	231
LIF	212

For this fight you will absolutely have to win to proceed. If you lose to his Garu, your monster will be injured and you'll be forced to hospitalize it for a random number of weeks. Furthermore, Hunter will again appear by the next Official C and keep on challenging you until he's finally beaten. Fortunately his Garu shouldn't be too much of a problem unless you're unprepared.

Defeat it and Hunter will finally be satisfied and leave. Although he threatens to come back should you start slacking, there will be no more events of this sort. You can finally relax, at least for now. To proceed with the game's story, enter and win any Official C tournament. There will be no NPC opponents there, so it will be a straightforward event.

B Rank

With your latest Official victory, you'll now be promoted to Breeder Level 3 and your monster to B Rank. You can now use 7 letters at the Shrine. On top of that, the **Malkt Ruins** are now officially available to explore.

As joyous as this is, Gavin is here to spoil the mood by announcing his sudden departure. The time has come for him to finally move on. You'll still be able to use Strong as a Coach, but now Gavin will no longer be around to give his amusing commentary. Ayase will then arrive saying there was a match in town where Hunter was defeated by a mysterious challenger. You'll leave to investigate but the match has already ended.

Death Blow – B Rank

There is another **Death Blow** tournament for B Rank. The qualifying tournaments are: the **Storm Cup**, **Brilliant 8**, and **Spartacus Festival**. As before, you'll need to win at least two of these to receive an invite. The Death Blow will take place on May Week 2.

Between Events

The great thing about B Rank is there are no more disruptions. There will be more obstacles in A Rank however, so you may want to take advantage of this quiet period. Now is also an especially good time to make a lot of money on tournament winnings and stock up on items.

By the next Rank, there will be an event that will double the Shop's prices. So if there's anything you want or think you'll need, best to get it now. Some items you should definitely consider saving up for are the **SilvrCup** and **ShinyGem** (or their more expensive, better equivalents). Additionally, if you're hoping to raise larger monsters such as Golems or Arrow Heads, you may also want to save up for a **Medium Barn**. Personally though I find the SilvrCup and ShinyGem to be more worthwhile for the time being, but it's up to you.

Tip: If you regenerate a monster with the **Charm** Trait, you could use it to force a discount at the Shop and get items there for far cheaper. Try entering "Louie" at the Shrine to regenerate a **TinkleBell** with this Trait. Note that the discount will only apply to the Shop; it won't work with the Builder or Peddler.

Also now that you officially have access to the **Malkt Ruins**, you'll be able to do the **Gali** and **Henger** sidequests. Both of these will require repeated trips to the ruins (the Gali sidequest may also require at least 400 INT), so go only when you are prepared.

For training, you'll want your monster's stats to be around 350 – 400 for the next Official.

Story Events

A month after Gavin's departure, Aroma comes over and Holly leaves with her for town. There is a little excursion where they talk about Magna, the legendary breeder who once raised Phoenixes but died young. The history lesson is just what Holly needed to perk right up again, and now she is more determined than ever before to see you become the next legendary breeder.

Another month later, Gavin will return but only to visit. He has decided that he will be your newest opponent at the next Official B you enter. Here we go again.

AGIMA Official B

Gavin's monster is a Golem named Metalbad. As before, Gavin's Metalbad is scripted to win every other match in the tournament. So you'll need to achieve another win streak in order to beat this Official.

Metalbad	
Breed	Golem
POW	409
INT	215
ACC	291
SPD	194
DEF	403
LIF	326
Traits	RockSkin, UpHands+

Watch out for Metalbad's **Dive Press**, which can inflict massive damage if it lands. And because it is a Mid range move, there is a high likelihood that Metalbad will use it as soon as the match starts. Fortunately Dive Press has very low accuracy and because it is a "Suicidal" Move, Metalbad will also be hurt from using it. Once that's out of the way, you could try avoiding it by staying in the Near or Far ranges. You'll still want to be careful of its other Moves though, especially when it has UpHands+.

Aside from that, Metalbad otherwise isn't too bad even with its high POW and DEF. It is still entirely possible to beat without trouble so long as you're careful. Beat it and move to the next Rank.

A Rank

Now that you are Breeder Level 4, you'll finally get to use all 8 letters at the Shrine.

Death Blow – A Rank

The last **Death Blow** tournament is now available. The qualifying tournaments to enter it are: the **Strike Cup**, **Corona Classic**, and **Mistral Cup**. Once you've beaten at least two of these, you can move on to the A Rank Death Blow on April Week 2.

Between Events

Before we go into the topic of the Amity Cups and everything else, let's go over what to expect in this busy Rank.

There is **a lot** going on for A Rank. There are plenty of new sidequests to do (the Amity Cups and new monsters), and there are also more disruptive events to deal with. One will have a 'stray' persistently stalk you, and another will force the **Shop's** prices to double. Both of these are not too bad, but they will keep occurring until you have beaten the Official A. Fortunately there won't be any events preventing you from entering that this time.

For A Rank, you'll now be seeing opponents with stats ranging around 400 – 450, and some with stats as high as 550. This is a noticeable step up from the previous Ranks. Your opponents will also have access to some of the strongest Moves available to them, and unless you've been keeping up with **Sparring**, then your monster may be ill-equipped in comparison. Furthermore, you'll also be seeing rare monsters in the tournaments now, such as **Jokers**, **Durahans**, **Gitans**, and **Raidens**. But these monsters aren't necessarily harder compared to everything else you've faced thus far.

The Amity Cups

As soon as you receive your certificate, Mardoc drops in to share some exciting news: You have been chosen to be Age's representative at the Amity Cups! These are special tournaments where reps from AGIMA, FIMBA, and IMa all compete against each other for fun. There are two of these cups: the **FIMBA Amity Cup** which takes place on February Week 1, and the **IMa Amity Cup** which falls on August Week 3. You'll receive their invitations a month prior.

There isn't actually anything significant about winning these cups (aside from winning a shiny new trophy). Despite commonly held belief, you do **not** actually have to win or even compete in these tournaments to unlock Dragon or Durahan. These tournaments are just for fun and you don't even have to enter them despite their prestige. What is interesting about them though is you'll face characters from previous Monster Rancher games. So you could enter them for a little extra story.

FIMBA Amity Cup

Your opponent will be Teska, who was Holly's former mentor in the first Monster Rancher.

Blame	
Breed	Gariel (Dragon × Gali)
POW	484
INT	241
ACC	363
SPD	385
DEF	365
LIF	384
Traits	TufScale, Up Mind, UpBreath

IMa Amity Cup

Your opponent for this Cup will be Colt, the player's assistant from Monster Rancher 2.

Fatty	
Breed	Mocchi
POW	378
INT	318
ACC	399
SPD	314
DEF	384
LIF	408
Traits	Success

Stray Attacks

No later than a week after your Official B victory, Ayase warns you that several ranches have been attacked by a stray monster. The suspicious thing about it though is that it only seems to attack tournament contenders, which puts you at immediate risk. Following this cutscene, there is a chance that your ranch may be attacked by a stray Arrow Head. You'll know it's this stray when Holly says the bushes are rustling.

Raditz	
Breed	Arrow Head
POW	313
INT	201
ACC	273
SPD	210
DEF	317
LIF	317

That's right, they named this Arrow Head after the Dragon Ball Z character. This won't be the last time you'll see Raditz either, as it will continue to randomly appear to bring you more trouble (though only so long as you have an A Rank monster).

After the first encounter, Mardoc will arrive a minute too late. He explains that AGIMA has been tracking the stray problem and, surprise, turns out it's not a stray at all. Raditz actually belongs to Geras and he has been on their radar now for quite some time. Unfortunately without any incriminating evidence, they simply cannot penalize him. So obviously it's up to you to put a stop to Geras by defeating him at the Official A. Until you do, Raditz will keep attacking.

While Raditz isn't a tough opponent, you'll still want to take it seriously whenever it does show up. If you lose (or choose to give up), there is a chance that Raditz may injure your monster and force you to hospitalize it. This does not always happen but it's a chance you really do not want to risk.

Price Increase

After your first encounter with Raditz, if you enter the **Shop**, you'll see an event where every item has doubled in price. Crow explains that Geras has been buying out his entire stock and left him with no other choice but to ramp up prices. This increase will last until you have defeated Geras at the Official A.

Tip: If you are in absolute need of items, bring a monster with the **Charm** Trait. This Trait will discount the items back to almost their original prices. You could enter "Louie" at the Shrine to regenerate a **TinkleBell** that knows this Trait.

Unlocking New Monsters

There are now quite a few new monsters that can be unlocked. These include **Dragons**, **Durahans**, **Jokers**, and **Gitans**.

With the exception of Gitan (which only requires that you win the annual **Trident Open** in November), the rest will all take some time and effort to unlock. There's no time limit whatsoever with any of these sidequests, so if you'd rather focus your attention on the Official A, then do so. You'll still need an A Rank monster to unlock Dragons, Durahans, and Gitans though as their respective tournaments will only accept A Rank monsters.

AGIMA Official A

When you enter the Official A, sure enough you'll find Geras there with his monster Jiggrat. As to be expected, he feigns complete ignorance about the stray. But accusing him isn't why you're here. Once again, you'll need to achieve another perfect win streak in order to advance.

Jiggrat	
Breed	Naga
POW	428
INT	261
ACC	351 (401)
SPD	361

DEF	387
LIF	344
Traits	Up Claws, EagleEye

Compared to some of the other competitors in the Official, Jiggrat isn't that tough and may actually be one of the easier opponents you'll face. Jiggrat has two things going for it: its high accuracy thanks to EagleEye (which boosts its ACC to 401) and its claw-based attacks, which will also be boosted by Up Claws. Neither of these should be cause for trouble though.

At any rate, once you've beaten him, Geras will finally leave and you'll advance to the next Rank.

S Rank

With your Official A victory, you're now only one step away from the Champion Rank. First off, now that Geras has been defeated, Crow's prices will return to normal and you'll no longer be attacked by Raditz.

Mardoc and Francesca will then tell you about the special tournaments known as the "Great Four". These are highly restricted, difficult tournaments and winning them will put you one step closer on becoming Age's greatest breeder. (Think of them as Monster Rancher's Elite Four.) If you beat all four, you'll be qualified to compete in the highest tournament of them all – the **Emperor Cup**.

First you will need to win the Official S and advance to the Champion Rank. Only then will you be invited to compete in the Great Four.

Between Events

Compared to before, S Rank is pretty quiet. This is a good thing though as you'll want to turn your attention on preparing for some of the hardest tournaments yet to come. Otherwise, you're finally free to relax and manage at your own pace.

The S Rank tournaments will now have opponents with stats between 500 – 600. It only gets harder though, as the Great Four will see a steady rise until finally you'll see stats hitting the 750 mark. You're going to need to raise an especially good monster with high stats and good Moves to tackle these later tournaments. If you managed to get to this point with your first monster, it may be nearing retirement soon. You'll be better off raising a new monster for this task.

If you haven't yet already done so, I suggest that you raise several monsters to be made **Coaches**. This will enable you to train even stronger monsters and help make the road ahead a lot easier. This of course will take a lot of time and effort, but the payoff will be worth it.

Unlocking Zan

The main diversion for S Rank is the **Zan sidequest**. On April Week 3, you'll receive an invite for another round of breeder training. As with the other monster sidequests, there is no time limit with this one.

Rivalries

A month after your Official A victory, Gavin and Hunter will pay a visit. As it turns out, Gavin has taken Hunter under his wing as his newest student and already Hunter is seeing a lot of improvement. Now Hunter has only one thing left to ask you: a friendly match to see how far along he's come.

Vintole	
Breed	Garu
POW	484
INT	510
ACC	491
SPD	495
DEF	488
LIF	538

Again this is another cinematic fight and one where you'll be made to lose. Hunter and Gavin explain that they have improvised a new Trait they call "**SlamBack**", which seems to affect Countering (you may notice that Vintole tends to Counter a lot). This is only a sample of what to expect though, as Hunter will be seeing you again at the Great Four.

Aroma and Zest will then visit a couple weeks later. Aroma announces she'll be participating in the Great Four as well, which also makes her one of your rivals. Finally, Canute appears to cryptically remind you of their match. And that's the story so far. Aroma and Hunter will be your opponents in the Great Four, while Canute is still a mystery.

For now though, you'll still need to win the Official S before all that. There won't be any NPC opponents in your way this time, so just win it normally to proceed.

Great Four and Emperor Cup

Upon winning the Official S, your monster's Rank will change to a crown, signifying its new champion status. Now the only things left are the Great Four and Emperor Cup. This section will cover these tournaments.

Francesca will give you a quick run-down of the Great Four tournaments. You'll have to wait until their invitations arrive a month prior before you can participate in them. Their schedule will be:

Tournament	Arrival of Invite	Tournament Date
Greatest 3	February Week 3	March Week 3

Age Monsters Cup	April Week 2	May Week 2
E-I Grand Prix	September Week 2	October Week 2
Winner's Cup	November Week 3	December Week 3

The tournaments can be done in any order. But if you'd like to keep to a straightforward schedule, start with the E-I Grand Prix first and go from there. Make sure your monster is fully prepared for them too, as the Great Four are significantly a lot harder than the previous S Rank tournaments. Ideally, your monster's best stats should be around 700 – 800 at the least before taking on these tournaments.

The Great Four

In each tournament, you'll be pit against a rival character similarly to the AGIMA Officials. Unlike before though, the opponents you'll face are not based on which tournament you enter, but are fought in a set order. For every Great Four tournament you win, your Breeder Level will increase and your next opponent will get progressively harder.

Your rivals will again be the last opponents and their monsters are scripted to win every other match. So once again, you'll need to get a perfect win streak in each to win. Fortunately the tournaments are a lot shorter now as they're only four rounds each. While your main concern will be your rivals, take caution with the other opponents as well.

1st Opponent: Aroma

Your very first opponent will be Aroma and her monster Proof.

Proof	
Breed	Rubia (Lesione × Pixie)
POW	585
INT	549
ACC	562
SPD	629
DEF	485
LIF	585
Traits	UpWater+

The main thing you'll want to watch out for are its **Water Element** attacks (especially **Tsunami**), which will benefit greatly from its UpWater+ Trait.

2nd Opponent: Geras

Geras is back and he's here for revenge! How he managed to advance this far after all his underhanded tricks is anyone's guess. But regardless, he'll be your next major opponent.

Jaxx	
Breed	Echidna (Naga × Joker)
POW	693
INT	473
ACC	571
SPD	632
DEF	511
LIF	500
Traits	Up Claws, Up Magic, Failure

...It's pretty sad honestly that Geras's top monster has Failure as a Trait, but this is to your own advantage. You'll still want to be careful regardless. Jaxx's other two Traits, Up Claws and Up Magic, will boost most of its attacks.

3rd Opponent: Aroma Again

Your third opponent will again be Aroma. Her monster is the same as before, only now with different stats.

Proof	
Breed	Rubia (Lesione × Pixie)
POW	539
INT	607
ACC	585
SPD	562

DEF	585
LIF	605
Traits	UpWater+

Aside from the new stat distribution, Proof isn't too different from the last time. But you'll want to be a lot more careful now, as its INT is much higher. This combined with the same UpWater+ Trait will make its Water-based attacks much more dangerous.

4th Opponent: Hunter

Your last opponent will finally be Hunter. (Gavin should be have been the third opponent, but I digress.)

Crowly	
Breed	Hell Hound (Tiger × Special)
POW	607
INT	601
ACC	571
SPD	695 (775)
DEF	570 (520)
LIF	521
Traits	UpLting, Up Earth, SlamBack, Foresee

Crowly has the SlamBack Trait from before, which would seem to affect its **Countering** (whether it affects the strength or success of it is not known). As would be expected, Crowly tends to Counter a lot as part of its strategy. However since Countering has such a low success rate, this can actually turn to your favor. On the other hand, if you're unlucky then it can mean a world of hurt.

It's interesting to note that Crowly also has Up Earth as a Trait (Gavin's influence is showing), but Tigers don't have any Earth Moves to speak of, so it will only benefit it defensively. Aside from its Countering strategy, the other main thing that Crowly has is its high speed (which is boosted to 775 thanks to Foresee, but at the cost of also lowering its DEF).

Once you have beaten Hunter, you'll finally be able to take on the Emperor Cup. This is also the last you'll see your rivals at these tournaments; if you enter the Great Four again, they will be replaced by generic competitors.

Emperor Cup

Following your Great Four victory, you'll again be graced by Canute's appearance. He'll comment on your progress but as always, refuses to give a straight answer. Afterward Mardoc will stop by to announce who'll be your next opponent at the Emperor Cup. No it is not Canute, but a legendary monster known only as Dynast. And it's allegedly supposed to be ridiculously powerful. But those are just wild claims.

The invite for the **Emperor Cup** will arrive on June Week 1, and the tournament itself will fall on July Week 1. The sole opponent you'll be facing will be significantly stronger than anything else you've faced up until now, with stats as high as 750. Do what you can to prepare your qualifying monster until then (including freezing it if need be).

When you finally enter the tournament, there will be a rather lengthy cutscene first. You'll meet up with several characters, including your rivals who have come to cheer you on. But suddenly there's a commotion. Another monster has just challenged Dynast to a battle! You'll then watch the fight between Dynast and Catedral, a Phoenix.

Guess who Catedral belongs to. Canute is here to make good on his cryptic words. Dynast goes down easily against his Phoenix, and now with that out of the way, your sole opponent will now be Catedral.

Catedral	
Breed	Phoenix
POW	762
INT	748
ACC	793
SPD	772
DEF	793
LIF	730
Traits	Inferno, Success

This is it, the big, bad final boss fight of the game's story. And with most of its stats over Level 16, Catedral won't go down easily. As a Phoenix, most of its attacks are INT-based and of the **Fire Element**. Although it has more POW, it is really these Fire attacks that are the most dangerous. Of note, Catedral also has the Inferno Trait, which is exclusive to it. The effect of this Trait isn't known, but it likely strengthens the power of Catedral's Fire Moves. And if that wasn't already bad, its attacks also have incredibly high accuracy.

It's hard to come up with a strategy unless you plan one right from the beginning of your monster's birth. However one thing to keep in mind is that as strong as Catedral is, it also lacks variety. If your monster has the **Up Fire** Trait or better yet **Up Fire+**, it'll be able to weather some of Catedral's attacks. You'll still need high stats to back it though, as the Trait alone won't make much of a difference. Catedral is hard as nails, but just try your absolute best until you win.

If you lose, there will still be another chance next year. Canute and Catedral will be waiting for you indefinitely until you finally prevail. If you can't defeat him now, carry on until you can.

Congrats on beating one of the hardest battles in the game! Sit back and watch the cutscene and credits roll. But there is still a bit more you can do.

Post-End Events

While the story is now finished, there are still several more things you can do in the post-end game. Most notably, you can now do the **Phoenix sidequest** (though you will need to unlock most of the other monster Tribes first). There will also be new cutscene events as well. These are mostly just-for-fun extras that give a little character development. But some events will also unlock new **Special** breeds or other content.

Most of the post-end quests are covered under the **Sidequests** section, however a couple will also be detailed here. For the most part, I will not be covering the character-focused cutscenes here and you will eventually encounter them as you play along.

To start this section off, now that you've beaten the Emperor Cup, you'll receive your final certificate promoting you to Grand Champion.

Unlocking Promias Ruins

A couple months after your Emperor Cup victory, Gavin will appear saying he has yet again found another suspicious person while passing by. Sound familiar by now? Mr. Karnab is back again for another ruins event. But this time, instead of seeking out your help, he's come to tell you that AGIMA has recently discovered ruins in the Promias region. Following the humorous cutscene, the **Promias Ruins** will be unlocked. You'll need a monster that is A Rank or higher to explore them.

There isn't a whole lot that can be done at the Promias Ruins for now, but you can obtain the TigerOrb there. Later on the ruins will become an important place to unlocking Phoenix and eventually Doodle. You can also unlock the Special breeds **Valkyrie**, **Archreaper**, **Gobi**, and **Campanella** there as well.

Unlocking Phoenix and Doodle

With the Promias Ruins now unlocked, the Phoenix sidequest is fully available. This sidequest is divided into two parts. The first part involves raising several different monsters (Golem, Hare, Mocchi, Suezo, Tiger) to receive their respective Orbs. For more information and the location of the Orbs, see **Unlocking Phoenix**.

While you can collect the Orbs immediately following your Emperor Cup victory, you will still need to unlock most of the other monster Tribes before you can begin the second part. Namely, you'll need to first unlock **Dragon**, **Durahan**, **Gali**, **Gitan**, **Henger**, **Joker**, **Monol**, and **Zan**. (Raiden isn't required.) Once you have accomplished that and collected all the Orbs, you'll be able to proceed with the sidequest.

Doodle's sidequest becomes available after you have unlocked Phoenix and every other monster Tribe (including Raiden). You'll have to explore the Promias Ruins until you find the **Chalk**.

Talt's Examination

Come October, there will be a new event where Dr. Barak and Talt will stop by to visit. Talt is studying to become a doctor and she is learning how to examine monsters under Barak's guidance. There will be three events over the course of three years, each one occurring in October. After the third visit, Talt will begin giving examinations on her own every October Week 2.

If your monster is sick when Talt comes by, she'll report her findings but won't treat your monster. For that you'll still have to go to the Hospital. While Talt's annual examinations aren't much, they are crucial to unlocking the Special breed **Carmilla**.

Wrapping Up

What else is there to do? Admittedly there is not much else to the post-end game. But if you'd like to keep on playing and want ideas, you could:

- **Unlock** the Special breeds, especially now that more are available in the post-game.
- Win every tournament and build a complete trophy collection.
- Watch the new cutscenes that will gradually unfold.
- Raise the ultimate monster with max stats. (Definitely register it as a Coach too for your other monsters.)

And whatever else that strikes your fancy. You're essentially free to do whatever you want. Congrats on making it this far.

Sidequests

This section covers a number of sidequests and random events that occur in MRA2. The majority of these are related to unlocking new Tribes or breeds of monsters.

Section Contents

Random Events • Unlocking Monsters • Unlocking Special Breeds

Random Events

This covers the random events that can sometimes occur on the ranch. They can happen at the start of a week or sometimes even after loading a save. This section does not include cutscenes related to story events or events that occur on an annual schedule.

For the random events at the Hospital and Square, see **Dr. Kohak** and **Peddler**.

Stray Monsters

When you have a monster that is D **Rank** or higher, there is a random chance that a stray monster may one week appear and attack your ranch. You will then be prompted to fight that monster in a timed battle.

While there are no penalties if you lose to a stray monster, defeating one will reward you with a random item it was carrying. The strength of a stray monster, along with the rarity of its item, is determined by your own monster's Rank. Generally the higher your monster's Rank is, the stronger stray monsters will become but also possibly drop rarer items.

Most stray encounters are for the most part generic, however there are also some rare encounters involving **Special** breeds. Torridon, Oboro, and Liorosa are unlocked by defeating them as strays, which will reward you with the keywords used to regenerate them.

Below is a table of known items that a stray monster may drop. This list is likely incomplete.

Possible Item Drops
BlackBox, DietWeed, Emerald, Gold Bar, Incense, SilvrBar, WindDrum, WndFlute

Stray monsters can also be encountered while **exploring** ruins. They may show up unexpectedly while investigating a location. The likelihood of finding a stray monster at the ruins seems to be determined by your monster's INT stat. If you defeat one, there is a chance your monster will befriend it and form a **Soulmate** bond.

Monster's Gift

Very rarely, you may one week be approached by your monster with an item it wants to give you. This item will be chosen at random and it can be anywhere from a common item to something very rare and valuable. You'll then be asked whether you want to accept or refuse the gift.

Below is a table of known items a monster may give. This list is incomplete.

Possible Items
DietWeed, NitroBer, ShinyGem

Hot Days

During the season of summer (particularly in the months of July and August), there is a random chance that Holly may one week comment on the heat and suggest to try some training. This is sound advice, for if you train during this occurrence, your monster will see a much higher stat gain than normal if it succeeds.

Unlocking Monsters

This section covers the sidequests that unlock restricted monster **Tribes** (such as Monols, Dragons, Phoenixes, etc). These monsters initially cannot be regenerated at the Shrine until their sidequest is complete and all requirements are fulfilled. After completing a sidequest you will receive the monster's **Combination Item**, which can then be used in **combining** to create that monster and thereby unlock its Tribe for regeneration. This will also unlock hybrids of that monster as well.

Important: Several of these sidequests involve **exploring** ruins to find key items or trigger events. If you cannot get an event to activate while exploring, try raising your monster's INT another level or two until it occurs. This is because the outcome of finding items or other occurrences is determined by your monster's INT.

Unlocking Doodle

Before you can unlock Doodle, you will first need to unlock every other monster Tribe, including Raiden and Phoenix.

Once you have accomplished this, explore the **Promias Ruins** and travel to the far east to find an L-shaped ruin. **Its directions are:** Up from the camp, right, right, right, right, remove the roadblock, and right. As you approach the ruin, a cutscene will follow where a piece of **Chalk** hits Holly on the head. You will have to return to the base camp to keep the Chalk.

After obtaining the Chalk, take any **Garu** breed to the monolith quarry in the **Tapota Ruins**. **The quarry's directions are:** Up from the camp, left, up, right, remove the three boulders as you travel up (if you haven't yet already), left, up, and left. When you arrive, your Garu will start drawing on one of the monoliths with the Chalk. This event turns the Chalk into the **OddChalk**, which can then be combined to create a Doodle and unlock it for regeneration.

Unlocking Dragon

If your monster is A Rank, you will receive an invitation on February Week 2 to participate in breeder training on March Week 2. Despite commonly held belief, you do **not** actually have to win or even compete in the FIMBA Amity Cup to receive this invite. It will still come on the following week. On the date of the training, take an A Rank monster to the AGIMA facilities in town. If you're unable to attend, you will still be able to next year.

Your task is to explore the **Tapota Ruins** to find an item hidden in an unspecified location (the **Invite D**). This item is located in a pyramid in the northeast corner of the ruins. **The directions are:** Up from the camp, right, up, up, remove the boulder, right, left, up, remove another boulder, and finally right. There you should find the pyramid housing the Invite D.

With the item in your possession, you will receive an invite from Bolzoi a couple weeks later to participate in the **Dragon Invitation Match** on May Week 3. Your sole opponent will be a Dragon named Warlord.

Warlord	
Breed	Dragon
POW	433
INT	387
ACC	361
SPD	303

DEF	357
LIF	362
Traits	Up Fire

When you win, you will unlock Dragons for regeneration and also receive a **DragFang**, which can be used in combining to create a Dragon. You will need to have a **Large Barn** before you can actually raise Dragons on the ranch.

Unlocking Durahan

Similarly to the Dragon sidequest, if your monster is A Rank, you will receive an invite to breeder training on August Week 4. The training will be held on September Week 4. You do **not** actually have to compete in the IMA Amity Cup to receive this invite. On the week of training, bring an A Rank monster to AGIMA in town.

You'll be tasked with finding another hidden item in the **Tapota Ruins** (the **Invite W**). It is hidden at the knight statue in the west. **Its directions are:** Up from the camp, left, down, left, left, remove the boulder, left, up, right, and finally right. You should find the Invite as you investigate the statue.

After finding the Invite, Bolzoi will arrive a couple weeks later with your invitation to the **Durahan Invitation Match** on December Week 2. Your opponent will be a Durahan named Deep.

Deep	
Breed	Durahan
POW	469
INT	209
ACC	248
SPD	203
DEF	549
LIF	487
Traits	TufArmor

After you win, you will receive permission to regenerate Durahans and the **DblEdged**, which will create a Durahan when combined.

Unlocking Gali

Gali can be unlocked as soon as the **Malkt Ruins** are available to explore. When you enter the ruins, travel east to find a stone pillar. **Its directions are:** Up from the camp, up, right, down, and right. Investigate the pillar to find some writing that mentions a god. (**Note:** this may require a monster with at least **400+ INT** to trigger, otherwise you may find a scrambled message instead.) Afterwards return to the base camp and leave. You'll return to AGIMA where Holly and Karnab will report their findings to Mardoc. He suspects that the writing could be referring to a Gali.

Return to the Malkt Ruins afterward and travel to the far north to find a trench. **The directions are:** Up from the camp, left, up, left, remove the roadblock, down, left, up, remove another roadblock, turn right at the corner, and finally turn up at the crossing into what looks like a dead end to find the trench.

As Holly and Karnab approach the trench, an ice bridge will then appear and allow them to cross. Follow the winding path, which is blocked by a glacier along the way, until you reach an altar. Investigate it to find the **GaliMask**, which can then be combined to create and unlock Gali.

Unlocking Gitan

Unlocking Gitan simply requires that you win the annual **Trident Open**, which is open to A Rank monsters and takes place on November Week 3. If you place first in the tournament, you will win a **BlkSpear** which can then be combined to create a Gitan and unlock it for regeneration.

Unlocking Henger

This sidequest involves collecting several key items from the **Malkt Ruins**: the **Odd Part**, **Machine**, and **MechHead**. This can be done as soon as the ruins are available. With the exception of the MechHead, the Odd Part and Machine can be collected in any order.

The Odd Part is found inside a cylinder-shaped temple in the center of the ruins. **The Odd Part's directions are:** Up from the camp, left, left, left, up, right, right, down, and finally down. There you should find the Odd Part inside the temple. The Machine is located in another cylinder-shaped temple in the southeast. **The Machine's directions are:** Up from the camp, up, right, down, down, down, remove the roadblock, and finally investigate the temple.

After finding each item, visit Chamois at the Studio to leave the part with her to study.

Once you have given both parts to Chamois, wait two months to pass. Chamois will then visit to give you an update on her progress. She has put together the parts to create a mechanical body, however it still cannot operate. Holly suspects there is a part missing and suggests looking in Malkt again. Chamois will leave the incomplete **MechBody** with you for the time being. Return to Malkt again and look for another cylinder temple in the northeast. **The final part's directions are:** Up from the camp, up, right, down, right, up, right, up, right, and finally up. Inside you should find the third and final part, the MechHead.

Return to the Studio afterward so that Chamois can assemble the final part. After the cutscene, you'll then be able to use the completed **Mech Bot** in combining to create a Henger and unlock it for regeneration.

Unlocking Joker

Once you have a monster that is A Rank, visit AGIMA in town for a cutscene where Mardoc will ask you about breeder training. He explains that because of an irresponsible breeder releasing a Joker, the organization were forced to change their policies on restricted monsters. Following this, there will be another event that following December where Ayase announces that the **Tapota Ruins** have been closed for the duration of December and January. The cause is none other than the stray Joker prowling the area.

From that point on, Mardoc will visit every January Week 1 to assess your monster and see if it is strong enough to join the hunt. To be able to join, you'll need a monster whose POW or INT is at least 600 and has at least 200 points in every other stat. Otherwise Mardoc will return the next January. The Tapota Ruins will continue to close every December and January until you proceed.

At the Tapota Ruins, you will find the Joker at the monolith quarry in the northwest. **The directions are:** Up from the camp, left, up, right, remove the three boulders as you travel up, left, up, and left. The Joker should appear as you investigate the quarry.

Ambient	
Breed	Joker
POW	647
INT	680
ACC	691
SPD	683
DEF	423
LIF	449

Once you've beaten the Joker, Mardoc will give you the **JokerMsk** as thanks for your efforts. Use this item in combining to unlock Jokers for regeneration. You will need to have a **Large Barn** built first before Holly will let you proceed with the combination.

Unlocking Monol

Monol's sidequest is available as soon as you can explore the **Tapota Ruins**. You will first need to find the monolith quarry in the northwest. **Its directions are:** Up from the camp, left, up, right, remove the three boulders as you travel up, left, up, and left. As you approach the quarry, Holly and Karnab will comment on the monoliths there.

Following their commentary, travel south from the quarry to the northernmost temple. **The temple's directions are:** Right from the quarry, down, right, and up. Investigate the temple to find the **Monolith**. Your monster's INT stat will need to be at least Level 9 (**400 INT**) to find the item.

Once you have the Monolith, Bolzoi will visit a week later to discuss your findings. After this, you will be able to use the Monolith in combining to create a Monol and unlock it for regeneration.

Unlocking Phoenix

The Phoenix sidequest technically starts soon after you reach Breeder Level 1 (raise a monster to D Rank for the first time), when Canute challenges you to a battle and gives you the **Flare Orb**. Though the acquisition of the Flare Orb is crucial to this sidequest, it cannot be completed until the post-end game and requires that a number of other sidequests be completed first.

Before you can unlock Phoenix, you will need to do the following:

1. Beat the **Emperor Cup**.
2. Unlock Dragon, Durahan, Gali, Gitan, Henger, Joker, Monol, and Zan. (Raiden isn't required.)

After you have cleared the Emperor Cup, you can begin to collect the remaining Orbs needed to proceed: the Golem Orb, Hare Orb, MochiOrb, SuezoOrb, and TigerOrb. This requires that you raise the respective monster, usually to a certain Rank, until an event occurs where afterward you will receive its Orb. While you can begin collecting the Orbs immediately after you beat the Emperor Cup, you will still need to unlock the other monsters for the sidequest's second part.

Some of these Orbs can be obtained with hybrid breeds, while others may require a purebred monster. To be on the safe side, I suggest that that you stick to purebred monsters for these Orbs.

Golem Orb

To receive the Golem Orb, raise any breed of **Golem** to at least **A Rank**. Two weeks after achieving this, the ranch will then be attacked by a stray Golem named Gedo. Defeat the stray and Holly will comment how it didn't drop anything. The following week, the stray will again appear. Defeat it the second time and you will receive its Golem Orb.

Gedo	
Breed	Golem
POW	481
INT	268
ACC	324
SPD	288
DEF	447
LIF	321

Hare Orb

Raise a **Hare** to at least **S Rank**. Shortly afterwards, Bint the builder will come to your ranch in a panic. An incident has occurred at the Square and now an outraged stray Hare is attacking the merchants. You'll then immediately leave for the Square where you will fight the stray, Oream. After it is defeated, the Peddler will then give you the Hare Orb in gratitude.

Oream

Breed	Hare
POW	580
INT	511
ACC	492
SPD	617
DEF	461
LIF	493

MochiOrb

For this Orb, you will need to raise a **purebred Mocchi** to at least **A Rank** and take it to the **Malkt Ruins**. You'll know you did this right when Holly comments that your Mocchi is acting odd as you arrive. Make your way to the southwest and keep an eye out for a ruin that resembles a shrine with two statues. **Its directions are:** Up from the camp, left, left, left, left, and finally investigate the ruin.

As your Mocchi leaves to investigate, a doppelgänger Mocchi named Becker should appear. Defeat it and you will receive its MochiOrb.

Becker	
Breed	Mocchi
POW	482
INT	467
ACC	480
SPD	494
DEF	483
LIF	492

SuezoOrb

The SuezoOrb is the easiest to obtain, as you simply need to keep any breed of **Suezo** of any Rank (this will work for E Rank). One week (the very next week if you only just regenerated the Suezo), Holly will say that your monster has gone missing. Your Suezo will shortly return and give you the SuezoOrb it found.

TigerOrb

The TigerOrb requires that you take an **A Rank Tiger** to the **Promias Ruins**. As with the MochiOrb, you'll know you did this right when your Tiger starts to behave strangely. Travel to the southeast corner and look for a Roman-style temple. **Its directions are:** Up from the camp, left, left, left, down, down, right, remove the roadblock, and investigate the temple. Your Tiger should then find the TigerOrb.

Finding the Phoenix

Once you have obtained all the Orbs and unlocked the other monsters, wait until January Week 1 with a monster that is at least **A Rank**. If you have performed everything correctly, Mardoc will visit the ranch and wish you a happy new year. While everyone is talking, the Flare Orb suddenly activates and absorbs the other Orbs. Holly feels that it is pulling towards the Promias Ruins and you will leave to investigate.

Once there, you will need to find a round altar in the northern part of the ruins. **Its directions are:** Up from the camp, right, right, right, right, remove the roadblock, left, remove another roadblock, left, up, and then finally remove the gate with a red gem. Afterward you should find the altar and investigate it. The Flare Orb reacts and sets the altar on fire. From the flames, a Phoenix named Rampage emerges to battle you.

Rampage	
Breed	Phoenix
POW	387
INT	604
ACC	500
SPD	490
DEF	380
LIF	427

After its defeat, a cutscene will follow where afterward you will receive the **Feather**. The following week, Bolzoi will visit to ask about the Phoenix and see the Feather. Afterwards you will be able to use the Feather in combining to create a Phoenix and unlock it for regeneration.

Unlocking Raiden

On random months, the **Peddler** may visit the Square and offer to sell a rare item. One of the rarest items he may offer is the **Nunchaku**, which is used in combining to create a Raiden and unlock it for regeneration. This item is priced at 10000 G, but can be bought at a discount of 5000 G if you defeat the Peddler's monster in battle.

Since the Peddler rarely shows up and the item he offers is completely random, getting him to offer the Nunchaku can take awhile. You will either have to visit the Square every week until he does appear and offer the item, or save your game's progress at the start of a week and keep reloading until he shows. It is up to you whether to buy the Nunchaku at full price or at a discount. Even if you lose against the Peddler's monster, he will still offer to sell the Nunchaku at full price that week.

Tip: Although this is not guaranteed to work, try using a monster with the **LuckStar** Trait (this can be taught by combining monsters with the **LuckFrag**, another item offered by the Peddler). In my experience, I was able to get the Peddler to offer the Nunchaku the first time he showed when I kept a monster with this Trait. It may not necessarily make the Peddler offer the item, but it may increase the likelihood of him appearing.

Unlocking Zan

When you have a monster that is at least S Rank, you will receive an invitation on April Week 3 to participate in breeder training. On the following May Week 3, bring a S Rank monster to the AGIMA facilities in town. If you are unable to participate, you will still be able to attend the following year.

As with the Durahan and Dragon sidequests, you will also be tasked with finding the **Invite N**, this time at the **Malkt Ruins**. The item is hidden in a cylinder-shaped temple located in the northwest. **The directions are:** Up from the camp, left, left, remove the boulder, left, up, remove the glacier, left, and finally investigate the temple. Inside you should find the item.

Following the training, Bolzoi will shortly come over with your invite to the **Zan Invitation Match**. It will take place on August Week 3 and your sole opponent will be a Zan named Nagi.

Nagi	
Breed	Zan
POW	528
INT	378
ACC	339
SPD	523
DEF	569
LIF	413
Traits	Up Claws, Up Magic

When you win, Bolzoi will grant you permission to regenerate Zans and also give you the **Ninja Bk**, which can be combined to create a Zan.

Unlocking Special Breeds

This section covers the sidequests that unlock **Special breeds**. Most Special breeds can be regenerated anytime, however there are a handful of them that are initially restricted and cannot be regenerated until certain requirements are fulfilled. By completing their sidequests, you will receive the breed's keyword to enter at the Shrine and thus be permitted to regenerate them. Be sure to do this as soon as possible, as the keyword will only be told once.

Unlocking Devi, Serket, WhiteHound

These are 'secret' Special breeds that have to be created through a very lengthy process of repeated **combining** across generations. This involves producing a thoroughbred monster (with certain **Ranks** across its family in Serket's and WhiteHound's case) and then combining that monster with another to create the unique breed. Once the breed is produced, it can be freely regenerated at the Shrine. The necessary steps for each breed are detailed below. **Credit** goes to the Monster Rancher Wiki for providing the steps necessary for unlocking these breeds.

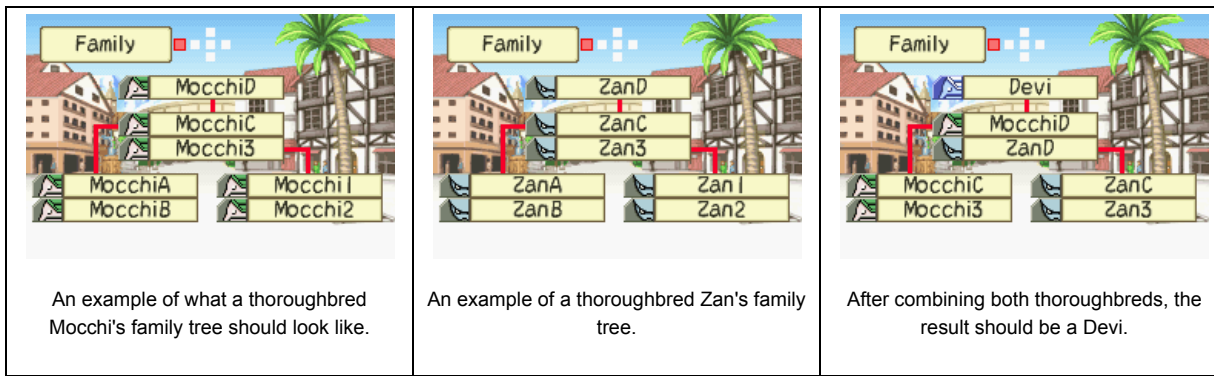
Before you can unlock these breeds, you will also need to first unlock **Zan** (for Devi), **Joker** (for Serket), and **Gali** (for WhiteHound).

Unlocking Devi

Devi is the easiest of the three breeds to unlock, as the monsters involved (**Mocchis** and Zans) can be of **any Rank**. You can effectively do this entire process with monsters freshly regenerated from the Shrine. For Devi, you will have to:

1. Regenerate two Mocchis and combine them together. Freeze their child.
2. Regenerate a second pair of Mocchis and combine those.
3. Combine the two Mocchis together to create a thoroughbred Mocchi.
4. Now regenerate two Zans and combine them together. Freeze their child.
5. Regenerate another pair of Zans and combine them.
6. Combine the two Zans together to create a thoroughbred Zan.
7. And finally, combine the thoroughbred Mocchi and thoroughbred Zan together. One of the results should be Devi. Select that breed and Devi will be unlocked.

By unlocking Devi, you will also unlock Deviroso, Deviazul, Deviverd, and DeviBianc for regeneration.



Unlocking Serket

Serket is a little more complicated as it involves raising several **Arrow Heads** to at least A Rank, along with a Joker to B Rank. For Serket, you will have to,

1. Regenerate two Arrow Heads and raise them to **A Rank**. Combine them afterward and freeze their child.
2. Now regenerate another pair of Arrow Heads and raise them to **A Rank**. Combine them afterwards.
3. Raise both of the combined Arrow Heads to **A Rank**. Once they reach that Rank, combine them together to create a thoroughbred Arrow Head.
4. Now regenerate a Joker and raise it to **B Rank**. There is no combining necessary for the Joker.
5. Finally, combine the thoroughbred Arrow Head and Joker together. One of the results should be Serket. Select it and Serket will be unlocked.

By unlocking Serket, you will also unlock Scorpion, Girtab, and Pa Bil Sag for regeneration.

Unlocking WhiteHound

As with Serket, WhiteHound is also a little more complicated to unlock as you will also have to raise several **Tigers** to at least A Rank, as well as a Gali to D Rank. For WhiteHound, you will have to,

1. Regenerate two Tigers and raise them to **A Rank**. Combine them afterward and freeze their child.
2. Now regenerate another pair of Tigers and raise them to **A Rank**. Combine them afterward.
3. Raise both of the combined Tigers to **A Rank**. Once they reach that Rank, combine them together to create a thoroughbred Tiger.
4. Now regenerate a Gali and raise it to **D Rank**. There is no combining necessary for the Gali.
5. And finally, combine the thoroughbred Tiger and Gali together. One of the results should be WhiteHound. Select it and WhiteHound will be unlocked.

By unlocking WhiteHound, you will also unlock Ifrit and Cu Sith for regeneration.

Unlocking Torridon, Oboro, Liorosa

Occasionally your ranch may be randomly attacked by **stray monsters**. Usually they are generic strays, but under certain circumstances, a rare stray of a Special breed may appear. Defeating these strays will unlock the breed for regeneration along with their keyword. Torridon, Oboro, and Liorosa are unlocked in this way.

Bred the Torridon, a Special breed of **Ducken**, may appear when you have any A Rank monster. Defeating this stray will reveal a note that reads "Sun_Bath". Enter this keyword at the Shrine to regenerate your own Torridon.

Kurosawa the Oboro, a Special breed of **Zan**, may appear when you have unlocked the Zan Tribe and currently have a **S Rank** monster. Defeat this stray to find a letter revealing its keyword, "KILL'em".

Caze the Liorosa, a Special breed of **Garu**, may appear when you are raising a Garu that is **S Rank**. Defeat this stray to discover its keyword, "GNIKNOIL".

Unlocking Pickle, Rainbow

The unlock requirements for both of these breeds are courtesy of the Monster Rancher Wiki. Unfortunately, due to their high requirements and me unable to find other players to link with, I cannot verify these breeds' requirements but have included them here for completion's sake.

Both Pickle (a Special breed of **Gitan**) and Rainbow (a Special breed of **Doodle**) require that you have a monster that has formed a lot of **Soulmate** bonds. Pickle requires that you have made 20 Soulmate bonds, while Doodle requires that you have 50. When you have fulfilled their respective requirements, you should receive their keywords used to regenerate them. Pickle's keyword is "MIL24BIL" and Rainbow's keyword is "RaIN_Bow".

While it is possible to make Soulmate bonds with stray monsters found at the ruins, I am not certain if there are enough strays in the game to make enough bonds with for either breed, or if it would even be possible to do so within a single monster's lifespan. It is likely that the only way to obtain Pickle and Rainbow, outside of using a cheating device, would be to link with other players and form Soulmates with their monsters.

Unlocking Carmilla

Once you've achieved the level of Grand Champion (after beating the **Emperor Cup** for the first time), there will be a series of events where each October Dr. Barak and Talt will stop by to examine your monster. After three years of this, Talt will begin examining your monster on her own every October from thereon.

While this annual event is intended to check your monster's health, it is also related to unlocking Carmilla, a Special breed of **Pixie**. Raise a **purebred** Pixie to **Champion Rank** and have Talt examine it. A new event will follow where the Pixie hands Talt a written note with the keyword "W_Angel". Afterwards, you will be able to regenerate Carmilla at the Shrine using this keyword.

Unlocking Valkyrie

Valkyrie is a Special breed of **Pixie**. Bring any breed of Pixie to the **Promias Ruins** and make your way to the winged goddess statue in the center of the ruins. **Its directions are:** Up from the camp, left, up, up, up, remove the roadblock at the fork, and finally turn right.

As you investigate the statue, Holly and Karnab will find some writing that also mentions the keyword "Valhalla". Following this event, Valkyrie can be regenerated using this keyword. Unlocking Valkyrie will also let you regenerate Ayane, Seraphim, Apsaras, and Kali.

Unlocking Gobi

Gobi is a Special breed of **Golem**. To unlock Gobi, you will first have to raise any breed of Golem's INT to at least Level 11 (**500 INT**). Once your Golem achieves this, take it to the **Promias Ruins** and travel to the northwest corner to find a temple. **Its directions are:** Up from the camp, right, right, up, up, up, right, up, right, up, remove the roadblock, and finally investigate the temple.

When you investigate, Holly will stop to fix her make-up. She then notices a keyword reflected on her mirror that reads "LastARMS". Afterwards, you will be able to regenerate Gobi at the Shrine using this keyword. Unlocking Gobi will also unlock Priest, Gogmagog, and GobiMarine.

Unlocking Eared Mew

Eared Mew is a Special breed of **Mew**. It is unlocked by raising any Mew and winning both the **Burning Cup** and **Sun Cup** with it. As these tournaments are INT move only competitions, you'll need to teach the Mew at least one of its two INT-type moves: **Recital and Zap**.

After winning both of these tournaments with a Mew, you'll receive a letter from AGIMA the following week with the keyword "RAB?CAT?", which will regenerate an Eared Mew. Unlocking Eared Mew will also let you regenerate Sylvanian, Cait Sith, and Blossom.

Unlocking Diva

Diva is a Special breed of **Dragon**, and as such you will first need to unlock its Tribe before it becomes available. Diva requires that you win the **Emperor Cup** the second time after the game's main story is completed. You'll face Dynast, as originally intended, at the Cup. The battle will be significantly harder than the first time.

Dynast	
Breed	Diva (Dragon × Special)
POW	828
INT	765
ACC	732
SPD	685
DEF	755
LIF	915
Traits	Up Fire, UpMagic+, SureHeal

While Cathedral almost exclusively focused on INT-based Fire attacks, Dynast is the opposite of that. Aside from its much higher stats, it also has a slightly more varied moveset (Inferno and Flutter for Fire and Wind coverage). But it's really its POW and physical attacks to watch out for. SureHeal is a complete waste (it has no healing moves to speak of), and while it has no Magic Moves either, its UpMagic+ Trait will still give it a defensive boost.

After you've won, Ayase will deliver your letter officially granting you permission to regenerate Diva. This letter includes its keyword, "LST_DRG".

Unlocking Archreaper

Archreaper is a Special breed of **Joker** and therefore you will need to first unlock its Tribe. You will also need to first unlock the Special breed **Valkyrie** before Archreaper becomes available. Once you have accomplished that, raise a Joker and take it to the same goddess statue in the **Promias Ruins** where Valkyrie's keyword was found. **Its directions are:** Up from the camp, left, up, up, up, and right.

As you approach the statue, you should find a new script with the keyword "MAD_DOC" which will regenerate an Archreaper. Unlocking Archreaper will also unlock Pitbocor and Requiem.

Unlocking Drarin

Drarin is a Special breed of **Suzurin**. Similarly to Eared Mew, Drarin is unlocked by winning both the **Sirius Cup** and **Primary 8** with any Suzurin, only that these tournaments are POW move only. You'll have to teach the Suzurin at least one of its two POW-type moves: **Pokorin and Pokkorin**.

After winning both of these tournaments with a Suzurin, a letter will arrive with the keyword "Vampire" needed to regenerate a Drarin. Unlocking Drarin will also let you regenerate JingleBell and Sister.

Tip: Try combining a Suzurin with a Golem to create a RingRock, as opposed to regenerating one at the Shrine. This should produce a RingRock that already knows both Pokorin and Pokkorin at birth.

Unlocking Franken

Franken is a Special breed of **Henger**. Take a Henger with at least **600 INT** to the **Malkt Ruins** and investigate the pillar monument in the northern ruins, close to the ice trench. **The directions are:** Up from the camp, up, right, down, up, right, up, left, left, left, down, and right.

Upon investigating the monument, Holly should find a script with the keyword "MECCOLD". Enter this at the Shrine to regenerate a Franken.

Unlocking Grasseed

Grasseed is a Special breed of **Raiden**. Grasseed requires that you win all of the **Death Blow** tournaments using a Raiden. The qualifying tournaments for each Death Blow tournament are:

- **C Rank:** Summer Classic, Wild Cup, Countdown Cup, Flower Cup
- **B Rank:** Storm Cup, Brilliant 8, Spartacus Festival
- **A Rank:** Strike Cup, Corona Classic, Mistral Cup

Once you have won all three of the Death Blow tournaments with a Raiden, you'll receive AGIMA's letter the following week with the keyword "1W0000D" needed to regenerate Grasseed.

Unlocking JeetKuneDo

JeetKuneDo is a Special breed of **Raiden** and thus you must first unlock its Tribe before it becomes available. A couple months after you've achieved Grand Champion (have beaten the **Emperor Cup**), there will eventually be an event where Francesca will visit and mention Crow's shop. Provided you have unlocked Raiden, this will later be followed by another event where Francesca reveals she has taken up martial arts. There will be a few more related events over the next couple months.

Finally, Francesca will eventually visit again to thank Holly for her advice on taking up exercise. In return, she passes along a keyword she heard from her master, "ATatTack". Use this keyword at the Shrine to regenerate JeetKuneDo.

Unlocking Campanella

Campanella is a Special breed of **Gitan**. Bring a Gitan to the **Promias Ruins** and take it to the stone altar in the north-east corner of the ruins. Its directions are: Up from the camp, right, right, right, right, left, up, and right.

At the altar you'll find a rod that your Gitan will pull out, revealing it to be a **WhtSpear**. Combine the WhtSpear with any two monsters to create a Campanella. This will also permit you to regenerate one at the Shrine as well.

Reference Lists

These sections cover listings of the game's monsters, tournaments, items, Moves, and so on.

Section Contents

[Item List](#) • [Tournament List](#) • [Monster List \(Part 1, Part 2\)](#) • [Move List](#) • [Trait List](#)

Item List

This is a list of items in MRA2, along with their effect, prices, and where they can be obtained. Note that this list is not complete; some items may be missing or have lacking details. Unless otherwise noted, all prices are from the **Shop**.

Usable Items

These are items that can be given to your monster. Some items will help improve its status, such as relieving **Fatigue** or **Stress**, while others are intended to be given as treats to increase its **Reliance**. Monsters will have different reactions to these items depending on how liked they are. Items that are classified as food (such as HonCandy, DietWeed, Oily Oil, MintLeaf, etc) can only be given once per week as they will completely fill up a monster.

These items can generally be purchased from the **Shop**, but they can also be obtained through many other means as well.

Name	Obtained	Buy Price	Sell Price	Effect
Cheese	Shop	600 G	300 G	Feeds a monster.
Flowers	Shop, Promias Ruins	500 G	250 G	Relieves some Stress.
DietWeed	Shop, stray monsters	1000 G	500 G	Helps improve a monster's metabolism by breaking down fat. Intended to be used for overweight monsters. Classified as food.
Dodorin	Shop	500 G	250 G	Feeds a monster.
Gelatin	Shop	500 G	250 G	Helps improve a monster's metabolism by filling its belly. Intended to be used for underweight monsters. Classified as food.
Grapes	Shop	500 G	250 G	Feeds a monster.
HonCandy	Shop, Tapota Ruins , Promias Ruins , Wood Box	200 G	100 G	Feeds a monster.
MeatSlab	Shop	1000 G	500 G	Feeds a monster.
MintLeaf	Shop, Malkt Ruins , Promias Ruins , Iron Box, Wood Box	500 G	250 G	Relieves some Stress. Classified as food.
MntCandy	Shop, Tapota Ruins , Malkt Ruins	800 G	400 G	Relieves some Fatigue and Stress. Classified as food.
MonstToy	Shop, Tapota Ruins	500 G	250 G	Relieves some Stress.
Newt	Shop, Malkt Ruins , Iron Box, Wood Box	500 G	250 G	Feeds a monster.
NitroBer	Shop, Wood Box	300 G	150 G	Relieves some Stress. Classified as food.
Oily Oil	Shop, Tapota Ruins , Iron Box	1000 G	500 G	Relieves some Fatigue. Classified as food.
StarPrun	Crocus Cup , Rain Cup , Malkt Ruins , Iron Box	N/A	500 G	Feeds a monster.
Wine	Shop	1200 G	600 G	Feeds a monster.

Valuable Items

These are rare items that can be sold at the **Shop** at a high price.

Name	Obtained	Sell Price
Diamond	–	15000 G
Emerald	Stray monsters , Gold Box	7500 G
Gold Bar	Stray monsters , Gold Box	5000 G
SilvrBar	Tapota Ruins , Promias Ruins , stray monsters	3000 G

Inventory Items

These are items that produce a passive effect simply by owning them, such as relieving some **Fatigue** or **Stress** at the start of every week. These items can be purchased from the **Shop** and are highly expensive, but are worth the investment. They can also be rarely obtained through other means.

Name	Obtained	Buy Price	Sell Price	Effect
AromaPot	Shop	24000 G	12000 G	May aid with a monster's rest.
BrghtGem	Shop	65000 G	32500 G	Relieves some Stress every week.
GlimrGem	Shop	25000 G	12500 G	Relieves some Stress every week.
Gold Cup	Shop	25000 G	12500 G	Relieves some Fatigue every week.
Holy Cup	Shop, Peddler	65000 G * 32500 G †	32500 G	Relieves some Fatigue every week.
Incense	Shop, stray monsters , Gold Box	8000 G	4000 G	May aid with a monster's rest.
ShinyGem	Shop, Gold Box	10000 G	5000 G	Relieves a little Stress every week.
SilvrCup	Shop	10000 G	5000 G	Relieves a little Fatigue every week.
WindDrum	Shop, stray monsters	12000 G	6000 G	May aid with disciplining monsters.
WndFlute	Shop, stray monsters	12000 G	6000 G	May aid with praising monsters.

• = Shop's and Peddler's full price.

† = Peddler's discount price.

Boxes

Boxes contain a random item inside when opened. They are generally won by placing first in certain tournaments and are immediately opened upon returning to the ranch.

Name	Obtained	Possible Item
BlackBox	Stray monsters	DefStone, IntStone, VicCharm
Gold Box	Master Cup	Emerald, Gold Bar, Incense, ShinyGem
Iron Box	Flower Cup , Brilliant 8	MintLeaf, Newt, Oily Oil, StarPrun
SilvrBox	Storm Cup , Mistral Cup , Strike Cup , Strongman Cup	EaglMask, SilvrBar
Wood Box	Guardian Cup , Treasure Cup , Summer Classic	HonCandy, MintLeaf, Newt, NitroBer

Combination Items

These are items that are specifically intended to be added when **combining** two monsters together.

Some combination items will slightly increase the combined monster's stats (such as the DefCharm) or teach it new **Traits** (such as the LuckFrag). Other items will create a rare, restricted monster when added and thereby unlock its Tribe for regeneration. The latter kind are usually awarded after completing a sidequest and cannot be sold.

Name	Obtained	Buy Price	Sell Price	Effect
BkSpear	Trident Open	N/A	N/A	Creates a Gitan when combined.
DbIEdged	See Unlocking Durahan	N/A	N/A	Creates a Durahan when combined.
DefCharm	Malkt Ruins	N/A	3000 G	Teaches IronHart to the combined monster.
DefStone	Peddler , BlackBox	8000 G * 4000 G †	3000 G	Slightly increases the combined monster's DEF.
DragFang	See Unlocking Dragon	N/A	N/A	Creates a Dragon when combined.
EaglMask	Peddler , SilvrBox	4000 G * 2000 G †	2000 G	Teaches EagleEye to the combined monster.
Feather	See Unlocking Phoenix	N/A	N/A	Creates a Phoenix when combined.

GaliMask	See Unlocking Gali	N/A	N/A	Creates a Gali when combined.
IntStone	Peddler , BlackBox	8000 G * 4000 G †	3000 G	Slightly increases the combined monster's INT.
JokerMsk	See Unlocking Joker	N/A	N/A	Creates a Joker when combined.
LuckFrag	Peddler	4000 G * 2000 G †	2000 G	Teaches LuckStar to the combined monster.
Mech Bot	See Unlocking Henger	N/A	N/A	Creates a Henger when combined.
Monolith	See Unlocking Monol	N/A	N/A	Creates a Monol when combined.
Ninja Bk	See Unlocking Zan	N/A	N/A	Creates a Zan when combined.
Nunchaku	Peddler	10000 G * 5000 G †	N/A	Creates a Raiden when combined.
OddChalk	See Unlocking Doodle	N/A	N/A	Creates a Doodle when combined.
SeeScrol	Peddler	6000 G * 3000 G †	2000 G	Teaches Foresee to the combined monster.
VicCharm	BlackBox	N/A	2000 G	Teaches Success to the combined monster.
WhtSpear	Promias Ruins	N/A	N/A	Creates a Campanella when combined.
WndStone	Peddler	8000 G * 4000 G †	3000 G	Slightly increases the combined monster's ACC.

• = Peddler's full price.

† = Peddler's discount price.

Key Items

These are items that are received as part of story progression or completing certain sidequests. Key items cannot be sold or used in combining.

Name	Obtained	Effect
Chalk	See Unlocking Doodle	Part of the Doodle sidequest.
Flare Orb	Story event after achieving Breeder Level 1	Part of the Phoenix sidequest.
GolemOrb	See Unlocking Phoenix	Part of the Phoenix sidequest.
Hare Orb	See Unlocking Phoenix	Part of the Phoenix sidequest.
Invite D	See Unlocking Dragon	Permission to compete in the Dragon Invitation Match .
Invite N	See Unlocking Zan	Permission to compete in the Zan Invitation Match .
Invite W	See Unlocking Durahan	Permission to compete in the Durahan Invitation Match .
Machine	See Unlocking Henger	Part of the Henger sidequest.
MechBody	See Unlocking Henger	Part of the Henger sidequest.
MechHead	See Unlocking Henger	Part of the Henger sidequest.
MochiOrb	See Unlocking Phoenix	Part of the Phoenix sidequest.
Odd Part	See Unlocking Henger	Part of the Henger sidequest.
SuezoOrb	See Unlocking Phoenix	Part of the Phoenix sidequest.
TigerOrb	See Unlocking Phoenix	Part of the Phoenix sidequest.

Tournament List

This is a list of all tournaments in MRA2. Tournaments are ordered first by their month, week, and associated **Rank**. A monster can only compete in a tournament so long as its Rank matches with the tournament's (Champion monsters may still compete in S Rank tournaments).

Most tournaments are annual events. Some however require an invitation to enter, which may have certain prerequisites to receive. These tournaments will appear on the Battle calendar once their invitation is received.

Section Contents

January • February • March • April • May • June • July • August • September • October • November • December • AGIMA Officials

January Tournaments

Week 1:

No tournaments in January's first week.

Week 2:

Crocus Cup	Rank	Form	Limit	1st Prize	2nd Prize

	E	8-Tier Elimination	None	1600 G StarPrun	800 G
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Week 3:

January Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Tier Elimination	Group	2400 G	1200 G

Crystal Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	8-Tier Elimination	None	4000 G	2000 G

Capricorn Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	8-Tier Elimination	None	6000 G	3000 G

Week 4:

New Year's Fest.	Rank	Form	Limit	1st Prize	2nd Prize
	C	4-Tier Elimination	Tribe	4000 G	2000 G

Mistral Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	8-Tier Elimination	None	8000 G SilvrBox	4000 G

Details: This is one of the qualifying tournaments to compete in the A Rank Death Blow.

General Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	8-Tier Elimination	None	10000 G	5000 G

February Tournaments

Week 1:

Aquarius Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Tier Elimination	Tribe	2400 G	1200 G

Death Blow (C Rank)	Rank	Form	Limit	1st Prize	2nd Prize
	C	6-Round Robin	None	6000 G	3000 G

Details: To receive an invite to this tournament, you must place first in **at least two** of the following tournaments: Summer Classic, Wild Cup, Countdown Cup, and Flower Cup (all C Rank).

The Death Blow features an unique rule where there is no time limit and battles go on indefinitely until a monster is KOed.

FIMBA Amity Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	Vs	None	0 G	0 G

Details: If your monster is A Rank, you will receive an invite to this tournament on January Week 1.

Week 2:

Princess Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Tier Elimination	None	1600 G	800 G

Diamond Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Tier Elimination	None	6000 G	3000 G

Week 3:

No tournaments in February's third week.

Week 4:

AGIMA Official tournament week.

March Tournaments

Week 1:

Surprise Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Round Robin	Tribe	1600 G	800 G

Dynamite Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Round Robin	Tribe	8000 G	4000 G

Spirit Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Tier Elimination	Tribe	10000 G	5000 G

Week 2:

Element Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	8-Tier Elimination	Group	10000 G	5000 G

Week 3:

Rizer 4	Rank	Form	Limit	1st Prize	2nd Prize
	C	4-Tier Elimination	None	4000 G	2000 G

Greatest 3	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Round Robin	None	20000 G	10000 G

Details: This is one of the "Great Four" tournaments, which must all be won in order to participate in the Emperor Cup. You will receive an invite to this tournament on February Week 3 after your monster achieves Champion Rank.

Week 4:

Blossom Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Tier Elimination	None	2400 G	1200 G

Flower Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	8-Tier Elimination	None	4800 G Iron Box	2400 G

Details: This is one of the qualifying tournaments to compete in the C Rank Death Blow.

Spartacus Fest.	Rank	Form	Limit	1st Prize	2nd Prize
	B	6-Round Robin	None	7200 G	3600 G

Details: This is one of the qualifying tournaments to compete in the B Rank Death Blow.

April Tournaments

Week 1:

Green Leaf Open	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Tier Elimination	None	6000 G	3000 G

Mission Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Tier Elimination	None	8000 G	4000 G

Master Cup	Rank	Form	Limit	1st Prize	2nd Prize
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	S	6-Round Robin	None	10000 G Gold Box	5000 G
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Week 2:

Death Blow (A Rank)	Rank	Form	Limit	1st Prize	2nd Prize
	A	6-Round Robin	None	10000 G	5000 G

Details: To receive an invite to this tournament, you must place first in **at least two** of the following tournaments: Strike Cup, Corona Classic, Mistral Cup (all A Rank).

The Death Blow features an unique rule where there is no time limit and battles go on indefinitely until a monster is KOed.

King X	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Tier Elimination	Tribe	10000 G	5000 G

Week 3:

Youth Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Tier Elimination	None	1600 G	800 G

Week 4:

Lake Ira Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	4-Round Robin	None	4000 G	2000 G

May Tournaments

Week 1:

Spring Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Round Robin	None	1600 G	800 G

Goldor Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Round Robin	None	2400 G	1200 G

Kingdom Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Round Robin	None	8000 G	4000 G

Week 2:

Death Blow (B Rank)	Rank	Form	Limit	1st Prize	2nd Prize
	B	6-Round Robin	None	8000 G	4000 G

Details: To receive an invite to this tournament, you must place first in **at least two** of the following tournaments: Storm Cup, Brilliant 8, and Spartacus Fest (all B Rank).

The Death Blow features an unique rule where there is no time limit and battles go on indefinitely until a monster is KOed.

Age Monsters Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Round Robin	None	20000 G	10000 G

Details: This is one of the "Great Four" tournaments, which must all be won in order to participate in the Emperor Cup. You will receive an invite to this tournament on April Week 2 after your monster achieves Champion Rank.

Week 3:

Guardian Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	8-Tier Elimination	Group	2400 G Wood Box	1200 G

Falcon Cup	Rank	Form	Limit	1st Prize	2nd Prize

	C	8-Tier Elimination	None	4000 G	2000 G
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Dragon Invitation Match	Rank	Form	Limit	1st Prize	2nd Prize
	A	Vs	None	0 G DragFang	0 G

Details: To participate in this tournament, you must first complete the **breeder training** that is held on March Week 2. After finding the Invite D, you will be able to compete in this match. By winning the Invitation Match, you will unlock Dragon.

Week 4:

Emerald Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Round Robin	Tribe	6000 G	3000 G

Strike Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	8-Tier Elimination	None	8000 G SilvrBox	4000 G

Details: This is one of the qualifying tournaments to compete in the A Rank Death Blow.

Primary 8	Rank	Form	Limit	1st Prize	2nd Prize
	S	8-Tier Elimination	POW. Only	10000 G	5000 G

June Tournaments

Week 1:

Altair Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Tier Elimination	Group	10000 G	5000 G

Week 2:

Rain Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	8-Tier Elimination	None	1600 G StarPrun	800 G

Aspia Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	8-Tier Elimination	None	4000 G	2000 G

Week 3:

Pearl Carnival	Rank	Form	Limit	1st Prize	2nd Prize
	B	8-Tier Elimination	Group	6000 G	3000 G

Week 4:

AGIMA Official tournament week.

July Tournaments

Week 1:

Rising Sun Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Tier Elimination	Tribe	1600 G	800 G

Summer Classic	Rank	Form	Limit	1st Prize	2nd Prize
	C	6-Round Robin	None	6000 G Wood Box	3000 G

Details: This is one of the qualifying tournaments to compete in the C Rank Death Blow.

Sirius Cup	Rank	Form	Limit	1st Prize	2nd Prize

	B	4-Tier Elimination	POW. Only	6000 G	3000 G
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Emperor Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	Vs	None	0 G	0 G

Details: To compete in this tournament, you must first win the AGIMA Official S and then win all of the "Great Four" tournaments: the E-I Grand Prix, Winner's Cup, Greatest 3, and Age Monsters Cup. Once this is accomplished, you will receive the invite on June Week 1.

The Emperor Cup is the final tournament in the game's main story. If you clear the Emperor Cup for the second time, you will receive a letter with the keyword for the **Special** breed **Diva**.

Week 2:

Corona Classic	Rank	Form	Limit	1st Prize	2nd Prize
	A	6-Round Robin	None	8800 G	4400 G

Details: This is one of the qualifying tournaments to compete in the A Rank Death Blow.

Week 3:

Wave Crest Open	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Round Robin	Tribe	2400 G	1200 G

Beach Wind Open	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Tier Elimination	None	6000 G	3000 G

Sea Breeze Open	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Tier Elimination	None	8000 G	4000 G

Week 4:

Vizlee Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	4-Tier Elimination	None	4000 G	2000 G

August Tournaments

Week 1:

Rookie Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Tier Elimination	None	1600 G	800 G

Sunflower Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Round Robin	Group	6000 G	3000 G

Dignity Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	8-Tier Elimination	Group	10000 G	5000 G

Week 2:

Carota Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Tier Elimination	None	2400 G	1200 G

Week 3:

Tapota Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Round Robin	None	6000 G	3000 G

IMa Amity Cup	Rank	Form	Limit	1st Prize	2nd Prize

	A	Vs	None	0 G	0 G
Details: If your monster is A Rank, you will receive an invite to this tournament on July Week 3.					

Zan Invitation Match	Rank	Form	Limit	1st Prize	2nd Prize
	S	Vs	None	0 G Ninja Bk	0 G
Details: To participate in this tournament, you must first complete the breeder training that is held on May Week 3. After finding the Invite N, you will be able to compete in this match. By winning the Invitation Match, you will unlock Zan.					

Week 4:

Twister Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Tier Elimination	Group	8000 G	4000 G

Sun Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Tier Elimination	INT. Only	10000 G	5000 G

September Tournaments

Week 1:

No tournaments for September's first week.

Week 2:

Rising Dragon	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Round Robin	None	1600 G	800 G

Island Festival	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Round Robin	None	2400 G	1200 G

Wild Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	6-Round Robin	None	6000 G	3000 G

Details: This is one of the qualifying tournaments to compete in the C Rank Death Blow.

Week 3:

Autumn Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	8-Tier Elimination	Group	2400 G	1200 G

Crux Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	6-Round Robin	None	8000 G	4000 G

Strongman Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	8-Tier Elimination	None	10000 G SilvrBox	5000 G

Week 4:

Storm Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	8-Tier Elimination	None	6400 G SilvrBox	3200 G

Details: This is one of the qualifying tournaments to compete in the B Rank Death Blow.

October Tournaments

Week 1:

Neo Age Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Round Robin	Tribe	1600 G	800 G

Malkt Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Round Robin	None	8000 G	4000 G

Week 2:

Skill Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	4-Round Robin	Group	4000 G	2000 G

E-I Grand Prix	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Round Robin	None	20000 G	10000 G

Details: This is one of the "Great Four" tournaments, which must all be won in order to participate in the Emperor Cup. You will receive an invite to this tournament on September Week 2 after your monster achieves Champion Rank.

Week 3:

Tachyon 4	Rank	Form	Limit	1st Prize	2nd Prize
	C	4-Tier Elimination	Tribe	4000 G	2000 G

Week 4:

AGIMA Official tournament week.

November Tournaments

Week 1:

Treasure Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Tier Elimination	Tribe	2400 G Wood Box	1200 G

Brilliant 8	Rank	Form	Limit	1st Prize	2nd Prize
	B	8-Tier Elimination	None	6400 G Iron Box	3200 G

Details: This is one of the qualifying tournaments to compete in the B Rank Death Blow.

Ultimate Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Tier Elimination	None	10000 G	5000 G

Week 2:

Sprout Cup	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Tier Elimination	None	1600 G	800 G

Burning Cup	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Tier Elimination	INT. Only	8000 G	4000 G

The Fist	Rank	Form	Limit	1st Prize	2nd Prize
	S	6-Round Robin	Group	10000 G	5000 G

Week 3:

Harvest Fest.	Rank	Form	Limit	1st Prize	2nd Prize
	C	4-Tier Elimination	None	4000 G	2000 G

Trident Open	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Tier Elimination	None	8000 G BlkSpear	4000 G

Details: This tournament is crucial to unlocking **Gitan**, as the BlkSpear is used in **combining** to create one. You could still enter this annual tournament and win more BlkSpears if you so desire.

Week 4:

Tribe Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Round Robin	Tribe	6000 G	3000 G

December Tournaments**Week 1:**

New Energy Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Tier Elimination	None	2400 G	1200 G

Frost Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Tier Elimination	Tribe	10000 G	5000 G

Week 2:

Durahan Invitation Match	Rank	Form	Limit	1st Prize	2nd Prize
	A	Vs	None	0 G DbIEged	0 G

Details: To participate in this tournament, you must first complete the **breeder training** that is held on September Week 4. After finding the Invite W, you will be able to compete in this match. By winning the Invitation Match, you will unlock Durahan.

Week 3:

Winter Cup	Rank	Form	Limit	1st Prize	2nd Prize
	D	4-Round Robin	None	2400 G	1200 G

Sagittarius Cup	Rank	Form	Limit	1st Prize	2nd Prize
	B	4-Round Robin	None	6000 G	3000 G

Icicle Festival	Rank	Form	Limit	1st Prize	2nd Prize
	A	4-Tier Elimination	Group	8000 G	4000 G

Winner's Cup	Rank	Form	Limit	1st Prize	2nd Prize
	S	4-Round Robin	None	20000 G	10000 G

Details: This is one of the "Great Four" tournaments, which must all be won in order to participate in the Emperor Cup. You will receive an invite to this tournament on November Week 3 after your monster achieves Champion Rank.

Week 4:

Junior Open	Rank	Form	Limit	1st Prize	2nd Prize
	E	4-Round Robin	None	1600 G	800 G

Countdown Cup	Rank	Form	Limit	1st Prize	2nd Prize
	C	8-Tier Elimination	None	4800 G	2400 G

Details: This is one of the qualifying tournaments to compete in the C Rank Death Blow.

AGIMA Officials

The AGIMA Official tournaments are the most important tournaments in the game. By winning one, it will promote your monster to the next **Rank** and allow it to participate in harder tournaments and **explorations**. Winning an Official tournament for the first time will also promote your **Breeder Level** as well. These events are held on the fourth week of every **February, June, and October**. Their rewards are the same across the year.

AGIMA Officials are also where some of the game's story take place. In a few of the competitions, your monster will be pit against a rival NPC's monster. Defeating these NPCs and advancing to the next Rank will progress the story along. There is no fault gained if you lose against these NPCs and you can try again the next time. Once a rival NPC has been defeated, they will no longer appear at that Official.

E Rank:

AGIMA Official E	Form	Limit	1st Prize	2nd Prize

	6-Round Robin	None	2000 G	1000 G
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D Rank:

AGIMA Official D	Form	Limit	1st Prize	2nd Prize
	6-Round Robin	None	3200 G	1600 G
Details: Hunter and his monster Huego will be your final opponent. See Walkthrough – AGIMA Official D for more info.				

C Rank:

AGIMA Official C	Form	Limit	1st Prize	2nd Prize
	6-Round Robin	None	4800 G	2400 G

B Rank:

AGIMA Official B	Form	Limit	1st Prize	2nd Prize
	6-Round Robin	None	6400 G	3200 G
Details: Gavin and his monster Metalbad will be your final opponent. See Walkthrough – AGIMA Official B for more info.				

A Rank:

AGIMA Official A	Form	Limit	1st Prize	2nd Prize
	6-Round Robin	None	8000 G	4000 G
Details: Geras and his monster Jiggrat will be your final opponent. See Walkthrough – AGIMA Official A for more info.				

S Rank:

AGIMA Official S	Form	Limit	1st Prize	2nd Prize
	6-Round Robin	None	10000 G	5000 G
Details: Winning this tournament will promote your monster to Champion Rank, the highest Rank there is. It will then be eligible to compete in the "Great Four" tournaments and eventually the Emperor Cup.				

Monster List (Part 1)

This is a list of all monsters that appear in MRA2, ordered by their **Tribe** and Book number. There are a total of 512 monsters. **Credit** goes to the Monster Rancher Wiki for providing all the names, breeds, and most of the listed keywords of monsters I was missing, along with the unlock requirements for a number of **Special** breeds.

Each table in this section lists a monster's basic data, including their breeding and a keyword used to regenerate them (if known), as well as any other additional info. Note that if a monster is denoted as "restricted", it has a specific unlock requirement that I have yet to verify.

This is first and foremost a general listing and not a keyword archive. The keywords listed here are those that I have found while playing or were provided by the Wiki or other contributors. Each breed's keyword is only just one suggestion and there are several dedicated keyword guides already on the net if you're looking for more (I recommend Eggie's Ultimate Passwords FAQ on IGN).

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Pixie Tribe (#001 - 022)

Pixies tend to excel in INT, ACC, and SPD, and usually lack in POW, DEF, and LIF.

Name	Breed	Keyword
#001 Pixie	Pixie x Pixie	key
#002 Granity	Pixie x Golem	COCO

#003 Lip Pink	Pixie x Mocchi	tan
#004 Daina	Pixie x Dragon	Risen
#005 Dixie	Pixie x Zuum	lisa
#006 Mint	Pixie x Tiger	Wa+D
#007 Allure	Pixie x Naga	Lake
#008 Lilim	Pixie x Joker	.final
#009 Xylohorn	Pixie x Momo	upstay
#010 Rinka	Pixie x Suzurin	SWORD
#011 Fetish	Pixie x Raiden	1988
#012 Hell	Pixie x Gitan	OfTheWin
#013 Angel	Pixie x Gali	exodio
#014 Silhouette	Pixie x Monol	Yukio
#015 Carmilla	Pixie x Special (Red)	W_Angel
Details: Carmilla is unlocked after Talt gives her examination to a purebred Pixie at Champion Rank .		
#016 Truenos	Pixie x Special (Red)	AlaRE
#017 Stream	Pixie x Special (Red)	99%POWER
#018 Valkyrie	Pixie x Special (Blue)	Valhalla
Details: Valkyrie is unlocked by taking any Pixie breed to the goddess statue in Promias Ruins.		
#019 Ayane	Pixie x Special (Blue)	Kunoichi
Details: Ayane is also unlocked after unlocking Valkyrie.		
#020 Seraphim	Pixie x Special (Blue)	Thilly
Details: Seraphim is also unlocked after unlocking Valkyrie.		
#021 Apsaras	Pixie x Special (Blue)	Boy
Details: Apsaras is also unlocked after unlocking Valkyrie.		
#022 Kali	Pixie x Special (Blue)	goDDESS
Details: Kali is also unlocked after unlocking Valkyrie.		

Golem Tribe (#023 - 041)

Golems tend to excel in POW, DEF, and LIF, and usually lack in INT, ACC, and SPD.

You will need to upgrade to a **Medium Barn** before you can raise Golems.

Name	Breed	Keyword
#023 Golem	Golem x Golem	Cook
#024 Dagon	Golem x Arrow Head	GOJIRA
#025 Titan	Golem x Suezoo	Horn
#026 Scalie	Golem x Zuum	Daimyou
#027 Marble Guy	Golem x Naga	ryuu
#028 Geo	Golem x Mogi	
#029 Rhinogigas	Golem x Psiroller	Rocky
#030 Angolmor	Golem x Joker	strange
#031 Jailkeeper	Golem x Zan	
#032 Ogre	Golem x Antlan	Lousy
#033 Amenhotep	Golem x Gali	DOPPLEGA
#034 ThorHummer	Golem x Garu	nICo
#035 Volcano	Golem x Special (Red)	Lava
#036 Talos	Golem x Special (Red)	BRONZE
#037 Thrump	Golem x Special (Red)	Thlegm
#038 Gobi	Golem x Special (Blue)	LastARMS
Details: Gobi is unlocked by taking any Golem with at least 500 INT to the northwest temple in Promias Ruins.		
#039 Priest	Golem x Special (Blue)	4ENOKILL
Details: Priest is also unlocked after unlocking Gobi.		
#040 Gogmagog	Golem x Special (Blue)	"unKarl
Details: Gogmagog is also unlocked after unlocking Gobi.		

#041 GobiMarine	Golem x Special (Blue)	Neptune
Details: GobiMarine is also unlocked after unlocking Gobi.		

Mew Tribe (#042 - 063)

Mews tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

Name	Breed	Keyword
#042 Mum Mew	Mew x Pixie	=UD
#043 Rocky Mew	Mew x Golem	,DCQ
#044 Mew	Mew x Mew	COOL
#045 Mochmew	Mew x Mocchi	MU+D
#046 Zuumew	Mew x Zuum	Trunks
#047 Bowmew	Mew x Tiger	Ia+D
#048 Octy Mew	Mew x Octopee	Rest
#049 Mint Mew	Mew x Psiroller	(!!)
#050 Metamew	Mew x Durahan	Pharoah
#051 Mewitch	Mew x Joker	
#052 Momomew	Mew x Momo	HAWKMAN
#053 Night Mew	Mew x Zan	Jeennoo
#054 Mecmew	Mew x Henger	will
#055 Bastetnya	Mew x Gali	Barbaran
#056 Ailuron	Mew x Monol	DX+D
#057 Leeumew	Mew x Garu	Eggo
#058 Drumew	Mew x Special (Red)	Drunkard
#059 White Mew	Mew x Special (Red)	gyaradok
#060 Eared Mew	Mew x Special (Blue)	RAB?CAT?

Details: Eared Mew is unlocked by winning both the **Burning Cup** and **Sun Cup** with a Mew.

#061 Sylvanian	Mew x Special (Blue)	Dobalt
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Details: Sylvanian is also unlocked after unlocking Eared Mew.

#062 Cait Sith	Mew x Special (Blue)	SCOTLAND
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Details: Cait Sith is also unlocked after unlocking Eared Mew.

#063 Blossom	Mew x Special (Blue)	CHerry
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Details: Blossom is also unlocked after unlocking Eared Mew.

Mocchi Tribe (#064 - 085)

Mocchis tend to excel in ACC, SPD, DEF, and LIF, and usually lack in POW and INT.

Name	Breed	Keyword
#064 Ancoron	Mocchi x Golem	Si
#065 Mocchi	Mocchi x Mocchi	TIME
#066 Draco Moch	Mocchi x Dragon	
#067 Warabi	Mocchi x Suezo	fab
#068 Breakie	Mocchi x Ducken	gaLa
#069 Marimocchi	Mocchi x Zuum	wild
#070 Peng Moch	Mocchi x Tiger	Qa+D
#071 Armocchi	Mocchi x Durahan	ELVISis
#072 Pierrocchi	Mocchi x Joker	nitemare
#073 MarineMocchi	Mocchi x Lesione	NewDawn
#074 Gizumocchi	Mocchi x Antlan	Uc+D
#075 Cotton	Mocchi x Hare	Meww
#076 Robocchi	Mocchi x Henger	Will
#077 Birdlimer	Mocchi x Raiden	Spork
#078 Fair Moch	Mocchi x Gali	Gandalf
#079 Coqcchi	Mocchi x Special (Red)	ELVIS

#080 Mallowan	Mocchi x Special (Red)	Unmole
#081 Devi	Mocchi x Special (Blue)	CHILDREN
Details: Devi is unlocked by combining a thoroughbred Mocchi with a thoroughbred Zan.		
#082 Deviroso	Mocchi x Special (Blue)	BDabde16
Details: Deviroso is also unlocked after unlocking Devi.		
#083 Deviazul	Mocchi x Special (Blue)	Nintendo
Details: Deviazul is also unlocked after unlocking Devi.		
#084 Deviverd	Mocchi x Special (Blue)	GR_Devi
Details: Deviverd is also unlocked after unlocking Devi.		
#085 DeviBianc	Mocchi x Special (Blue)	WHTtooth
Details: DeviBianc is also unlocked after unlocking Devi.		

Dragon Tribe (#086 - 106)

Dragons tend to excel in POW, INT, ACC, and DEF, and usually lack in SPD and LIF.

Dragons first have to be **unlocked** before they can be regenerated. You will also need to upgrade to a **Large Barn** before you can raise one.

Name	Breed	Keyword
#086 RockDragon	Dragon x Golem	
#087 Dragcatze	Dragon x Mew	TheDark
#088 Dragon	Dragon x Dragon	JACK
#089 Crevazze	Dragon x Tiger	Dava
#090 Niezheg	Dragon x Naga	DOGOODER
#091 Octgon	Dragon x Octopee	YOUyou
#092 Quellepre	Dragon x Psiroller	April
#093 Diaboros	Dragon x Joker	d610
#094 Vievie	Dragon x Antlan	Candidat
#095 Dragster	Dragon x Hare	
#096 Hagi Dragon	Dragon x Suzurin]ICC
#097 Chaos Head	Dragon x Gitan	Scotland
#098 Gariel	Dragon x Gali	swordfis
#099 GateKeeper	Dragon x Garu	Zunatic
#100 Vrtra	Dragon x Special (Red)	Lippy
#101 Windwurm	Dragon x Special (Red)	drache
#102 XtalDragon	Dragon x Special (Red)	Crystal
#103 Ragnaroks	Dragon x Special (Blue)	
Details: This monster is restricted.		
#104 FeaterGold	Dragon x Special (Blue)	
Details: This monster is restricted.		
#105 Wyvern	Dragon x Special (Blue)	
Details: This monster is restricted.		
#106 Diva	Dragon x Special (Blue)	LST_DRG
Details: Diva is unlocked after winning the Emperor Cup for the second time.		

Arrow Head Tribe (#107 - 128)

Arrow Heads tend to excel in POW, INT, and DEF, and usually lack in ACC, SPD, and LIF.

You will need to upgrade to a **Medium Barn** before you can raise Arrow Heads.

Name	Breed	Keyword
#107 Caro	Arrow Head x Pixie	AA-
#108 Mew Head	Arrow Head x Mew	KingArth
#109 Rose River	Arrow Head x Mocchi	gAla
#110 Fire Gear	Arrow Head x Dragon	
#111 Arrow Head	Arrow Head x Arrow Head	50%

#112 VenomArrow	Arrow Head x Naga	
#113 Canaloa	Arrow Head x Octopee	Zest
#114 Land Driver	Arrow Head x Mogi	GRENDEL
#115 ArmedArrow	Arrow Head x Durahan	Armony
#116 Nut Arrow	Arrow Head x Suzurin	10:30
#117 Aqua Spike	Arrow Head x Raiden	MoLE
#118 Ciseaux	Arrow Head x Zan	emotion
#119 Land Shark	Arrow Head x Hare	thatsgr8
#120 Venomhead	Arrow Head x Suzurin	one
#121 SaintArrow	Arrow Head x Gali	sa19pa
#122 Isis Guard	Arrow Head x Monol	Ka-zaam!
#123 Graspector	Arrow Head x Special (Red)	Moorr
#124 Ironclaw	Arrow Head x Special (Red)	Lolol
#125 Serket	Arrow Head x Special (Blue)	
Details: Serket is unlocked by combining a thoroughbred Arrow Head with a B Rank Joker.		
#126 Scorpion	Arrow Head x Special (Blue)	
Details: Scorpion is also unlocked after unlocking Serket.		
#127 Girtab	Arrow Head x Special (Blue)	
Details: Girtab is also unlocked after unlocking Serket.		
#128 Pa Bil Sag	Arrow Head x Special (Blue)	
Details: Pa Bil Sag is also unlocked after unlocking Serket.		

Suezo Tribe (#129 - 146)

Suezos tend to excel in POW, INT, ACC, and usually lack in SPD, DEF, and LIF.

Name	Breed	Keyword
#129 Pink Eye	Suezo x Pixie	Peace
#130 Cat Eye	Suezo x Mew	Mrarl
#131 Red Suezo	Suezo x Dragon	Tunnel
#132 Crab Suezo	Suezo x Arrow Head	Heat
#133 Suezo	Suezo x Suezo	BELL
#134 Bloodshot	Suezo x Ducken	9876
#135 MelonSuezo	Suezo x Zuum	(ALLOW)
#136 Hornie	Suezo x Tiger	burt
#137 Purplr Sue	Suezo x Naga	JUDE
#138 Earth Eye	Suezo x Mogi	Tree
#139 Metal Sue	Suezo x Durahan	SPIDERMA
#140 Bad Eye	Suezo x Joker	"final
#141 Fukazo	Suezo x Lesione	kage
#142 Cherry	Suezo x Suzurin	grab
#143 Nycta	Suezo x Raiden	ghij
#144 Orion	Suezo x Gali	harmonic
#145 Mooner	Suezo x Special (Red)	PvRMG
#146 Noctovis	Suezo x Special (Red)	bowie

Ducken Tribe (#147 - 165)

Duckens tend to excel in INT, SPD, and DEF, and usually lack in POW, ACC, and LIF.

Name	Breed	Keyword
#147 Piekan	Ducken x Pixie	SA+D
#148 Blocken	Ducken x Golem	VB+D
#149 Kinkung	Ducken x Mew	luna
#150 Hicken	Ducken x Dragon	Graffiti
#151 Arokkung	Ducken x Arrow Head	SQ+D

#152 Ducken	Ducken x Ducken	maya
#153 Yuzukkun	Ducken x Zuum	Pellet
#154 Psikung	Ducken x Psiroller	BJ+D
#155 Boukung	Ducken x Joker	A610
#156 Zankung	Ducken x Zan	Phoenix
#157 Cuekang	Ducken x Antlan	Cc+D
#158 Othellot	Ducken x Hare	HZ+D
#159 Capsular	Ducken x Suzurin	Tart
#160 Toxdox	Ducken x Gitan	Micemice
#161 Quailkung	Ducken x Gali	Selfless
#162 Leokung	Ducken x Garu	MP+D
#163 Francois	Ducken x Special (Red)	StarWar5
#164 Torridon	Ducken x Special (Red)	Sun_Bath
Details: Torridon is unlocked after defeating one as a stray.		
#165 Brinjalon	Ducken x Special (Red)	Eggplant

Zuum Tribe (#166 - 182)

Zuums tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

Name	Breed	Keyword
#166 Salamander	Zuum x Dragon	BURGASTO
#167 Crab Zuum	Zuum x Arrow Head	CID
#168 Zuum	Zuum x Zuum	IMa
#169 Earth Zuum	Zuum x Mogi	quick
#170 Psirow	Zuum x Psiroller	B11
#171 Gaunt	Zuum x Durahan	Loostee
#172 Basilisk	Zuum x Joker	FXCreati
#173 Speedster	Zuum x Antlan	
#174 Heptameron	Zuum x Hare	kirk
#175 Milky Way	Zuum x Suzurin	Cid
#176 Mech Zuum	Zuum x Henger	abject
#177 WiryKicker	Zuum x Raiden	DownLow
#178 Cocadrille	Zuum x Gitan	Bird
#179 Roadivine	Zuum x Gali	WESTERN
#180 Thamoana	Zuum x Special (Red)	Quatre
#181 Golizards	Zuum x Special (Red)	9677581
#182 Athlete	Zuum x Special (Red)	phones

Tiger Tribe (#183 - 203)

Tigers tend to excel in POW, INT, ACC, and SPD, and usually lack in DEF and LIF.

Name	Breed	Keyword
#183 Rock Hound	Tiger x Golem	(47
#184 Volgue	Tiger x Arrow Head	BQ+D
#185 Venders	Tiger x Ducken	ABa[
#186 Datonare	Tiger x Zuum	Hijack
#187 Tiger	Tiger x Tiger	WERE
#188 Cabalos	Tiger x Naga	Mardoc
#189 Emrode	Tiger x Psiroller	ron
#190 Bargest	Tiger x Joker	Crazy
#191 Hazel Fur	Tiger x Momo	Arty
#192 Voltie	Tiger x Antlan	Fc+D
#193 Hare Hound	Tiger x Hare	loji
#194 Scarlet	Tiger x Suzurin	002

#195 Ribo	Tiger x Henger	cool_off
#196 Sleipnir	Tiger x Raiden	HAM
#197 Terror Dog	Tiger x Monol	/etrayal
#198 Hell Hound	Tiger x Special (Red)	rippy
#199 Snowcap	Tiger x Special (Red)	,rgon
#200 Kirin	Tiger x Special (Red)	
#201 WhiteHound	Tiger x Special (Blue)	
Details: WhiteHound is unlocked by combining a thoroughbred Tiger with a D Rank Gali.		
#202 Ifrit	Tiger x Special (Blue)	
Details: Ifrit is also unlocked after unlocking WhiteHound		
#203 Cu Sith	Tiger x Special (Blue)	
Details: Cu Sith is also unlocked after unlocking WhiteHound.		

Naga Tribe (#204 - 221)

Nagas tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

You will need to upgrade to a **Medium Barn** before you can raise Nagas.

Name	Breed	Keyword
#204 Hunter	Naga x Mew	Gentleme
#205 Wild Pink	Naga x Mocchi	AU+D
#206 Stinger	Naga x Zuum	Kelsey
#207 Naga	Naga x Naga	cook
#208 Octa Claw	Naga x Octopee	Coldland
#209 Sandler	Naga x Mogi	ZD+D
#210 Echidna	Naga x Joker	Etrange
#211 Nut Eater	Naga x Momo	QUANTUM
#212 Hydra	Naga x Lesione	Holly
#213 Alcatraz	Naga x Antlan	Dc+D
#214 Edgehog	Naga x Hare	DL+D
#215 Blue Nail	Naga x Suzurin	guru
#216 Python	Naga x Raiden	RED
#217 Bazula	Naga x Gali	Magna
#218 CrimsonEye	Naga x Monol	Wind
#219 Banaga	Naga x Garu	HARE
#220 Grendel	Naga x Special (Red)	russia
#221 Miasman	Naga x Special (Red)	Mxodia

Octopee Tribe (#222 - 240)

Octopees tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

Name	Breed	Keyword
#222 Picpee	Octopee x Pixie	AGMM
#223 Inkpotter	Octopee x Golem	Goku
#224 Lemopee	Octopee x Suezoo	Tab
#225 Trippee	Octopee x Ducken	beer
#226 Spicie	Octopee x Zuum	Holy
#227 Blue Octy	Octopee x Tiger	Ga+D
#228 Octopee	Octopee x Octopee	JoJo
#229 Chestnupee	Octopee x Mogi	
#230 Villainie	Octopee x Joker	Excalibe
#231 Fur Octy	Octopee x Momo	More
#232 Lesipee	Octopee x Lesione	Kage
#233 Poulpenger	Octopee x Henger	soft
#234 Abysspee	Octopee x Raiden	DBGT

#235 Cantripee	Octopee x Gitan	Danker
#236 Octalord	Octopee x Gali	abashing
#237 Kraken	Octopee x Monol	Gold
#238 Prepee	Octopee x Special (Red)	horseq
#239 DeepOne	Octopee x Special (Red)	nrgon
#240 OctaChrome	Octopee x Special (Red)	

Details: Due to a developer oversight, it is impossible to regenerate OctaChrome normally. The only means of obtaining one would be to use a cheating device.

Mogi Tribe (#241 - 259)

Mogis tend to excel in POW, INT, ACC, and usually lack in SPD, DEF, and LIF.

Name	Breed	Keyword
#241 Sopra	Mogi x Pixie	LEON
#242 Nyaggy	Mogi x Mew	Pork
#243 Pease	Mogi x Mocchi	Snow
#244 Shanx	Mogi x Ducken	SUN
#245 Fleece	Mogi x Tiger	BIKE
#246 Mogi	Mogi x Mogi	1+1=
#247 Grandie	Mogi x Joker	Auto
#248 Casua	Mogi x Momo	B00
#249 Offshore	Mogi x Lesione	Rare
#250 Ezzie	Mogi x Zan	Helmless
#251 Tap	Mogi x Hare	Citrus
#252 Amabile	Mogi x Suzurin	EYE
#253 Classic	Mogi x Henger	Enma
#254 Hard Luck	Mogi x Gitan	
#255 Religioso	Mogi x Gali	Sillines
#256 Percussion	Mogi x Garu	NR
#257 Rapper	Mogi x Special (Red)	AHhh6:
#258 Hooligan	Mogi x Special (Red)	%rgon
#259 Eurobeat	Mogi x Special (Red)	Chlegm

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Psiroller Tribe (#260 - 277)

Psirollers tend to excel in POW, SPD, and LIF, and usually lack in INT, ACC, and DEF.

You will need to upgrade to a **Medium Barn** before you can raise Psirollers.

Name	Breed	Keyword
#260 Eroller	Psiroller x Pixie	VA+D
#261 Mochroller	Psiroller x Mocchi	BU+D
#262 Aroller	Psiroller x Arrow Head	FQ+D
#263 Sueroller	Psiroller x Suezo	FLANGE
#264 Vioroller	Psiroller x Naga	%xrml
#265 Octoroller	Psiroller x Octopee	Wrestler
#266 Mogtroller	Psiroller x Mogi	FRIEND

#267 Psiroller	Psiroller x Psiroller	word
#268 Venoroller	Psiroller x Joker	ByTheWay
#269 Searoller	Psiroller x Lesione	CHIMNEYS
#270 Crosroller	Psiroller x Antlan	Sun
#271 Footroller	Psiroller x Hare	Lute
#272 Carroller	Psiroller x Henger	Spell
#273 Rabiroller	Psiroller x Gali	MAX_OCT
#274 Lioroller	Psiroller x Garu	Redvines
#275 Turbroller	Psiroller x Special (Red)	TOXIN
#276 Suproller	Psiroller x Special (Red)	brgon
#277 Grappler	Psiroller x Special (Red)	ARENA

Durahan Tribe (#278 - 297)

Durahans tend to excel in POW, ACC, and DEF, and usually lack in INT, SPD and LIF.

Durahans first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#278 Leziena	Durahan x Pixie	RHERLOCK
#279 Kelmadics	Durahan x Golem	Freebie
#280 Vesuvius	Durahan x Dragon	Clueless
#281 Andrew	Durahan x Ducken	Project0
#282 Glacier	Durahan x Tiger	
#283 Berserker	Durahan x Naga	AV5C
#284 Oct Knight	Durahan x Octopee	Philippi
#285 Angas	Durahan x Mogi	AH1
#286 Perseus	Durahan x Psiroller	(11
#287 Durahan	Durahan x Durahan	
#288 Genocider	Durahan x Joker	GREEN
#289 Lezaal	Durahan x Lesione	7tickets
#290 DarkRaider	Durahan x Zan	multiple
#291 Forti Kt.	Durahan x Henger	AG3
#292 Heimdall	Durahan x Gitan	Otrie
#293 Krsnik	Durahan x Gali	BOPPLEGA
#294 CuChulainn	Durahan x Monol	
#295 Beowlf	Durahan x Garu	VANADIUM
#296 Reflector	Durahan x Special (Red)	StarWars
#297 Bushi-Do	Durahan x Special (Red)	blood!!

Joker Tribe (#298 - 304)

Jokers tend to excel in POW, INT, ACC, and SPD, and usually lack in DEF and LIF.

Jokers first have to be **unlocked** before they can be regenerated. You will also have to upgrade to a **Large Barn** before you can raise one.

Name	Breed	Keyword
#298 Joker	Joker x Joker	Gavin
#299 Anathema	Joker x Special (Red)	ALIEN
#300 Hell Lord	Joker x Special (Red)	mimjedd
#301 Enma	Joker x Special (Red)	Uancer
#302 Archreaper	Joker x Special (Blue)	MAD_DOC
Details: Archreaper is unlocked after Valkyrie is unlocked and taking a Joker to the same goddess statue at the Promias Ruins.		
#303 Pitbocor	Joker x Special (Blue)	B_HAZARD
Details: Pitbocor is also unlocked after unlocking Archreaper.		
#304 Requiem	Joker x Special (Blue)	Mozart
Details: Requiem is also unlocked after unlocking Archreaper.		

Momo Tribe (#305 - 322)

Momos tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

Name	Breed	Keyword
#305 Zaza	Momo x Golem	KB+D
#306 Titi	Momo x Mocchi	FU+D
#307 Jiji	Momo x Dragon	Pilebile
#308 Kuku	Momo x Suezo	Scar
#309 Coco	Momo x Ducken	Harr
#310 Toto	Momo x Zuum	vine
#311 Popo	Momo x Psiroller	time
#312 Didi	Momo x Durahan	dooda
#313 Jojo	Momo x Joker	KRYPTON
#314 Momo	Momo x Momo	FF8
#315 Dada	Momo x Zan	Jelmless
#316 Pepe	Momo x Antlan	0123
#317 Muhha	Momo x Hare	Cute
#318 Gagariri	Momo x Gali	Monorail
#319 Monomono	Momo x Monol	SUZURIN
#320 Sisi	Momo x Garu	u3
#321 Persim	Momo x Special (Red)	horsep
#322 Kuloro	Momo x Special (Red)	LIKETEA

Lesione Tribe (#323 - 340)

Lesiones tend to excel in POW, INT and LIF, and usually lack in ACC, SPD, and DEF.

You will need to upgrade to a **Medium Barn** before you can raise Lesiones.

Name	Breed	Keyword
#323 Rubia	Lesione x Pixie	5A+D
#324 Brakios	Lesione x Golem	shan
#325 SandLessie	Lesione x Mew	Mayfly
#326 LavaLessie	Lesione x Dragon	Difficult
#327 Silkies	Lesione x Ducken	garu
#328 Hibis	Lesione x Zuum	DrDoom
#329 Plesio	Lesione x Tiger	Da+D
#330 Shadie	Lesione x Joker	T610
#331 Diamante	Lesione x Momo	
#332 Lesione	Lesione x Lesione	GALA
#333 MetalHead	Lesione x Zan	2002,
#334 Paleo	Lesione x Antlan	Nc+D
#335 Melesine	Lesione x Suzurin	LION
#336 Legias	Lesione x Raiden	Toad
#337 ToxLesi	Lesione x Gitan	time2tym
#338 Legaia	Lesione x Gali	kildren
#339 FairLessi	Lesione x Special (Red)	StarWarp
#340 Bloomer	Lesione x Special (Red)	Bould

Zan Tribe (#341 - 358)

Zans tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

Zans first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#341 Shuri	Zan x Pixie	7A+D
#342 Ryoku	Zan x Mocchi	fU+D

#343 Homura	Zan x Dragon	XUNG-FU
#344 Bui	Zan x Suezo	Apr.
#345 Karu	Zan x Tiger	boss
#346 Saga	Zan x Naga	TIN
#347 Ban	Zan x Octopee	don'tmak
#348 Zaki	Zan x Psiroller	dream
#349 Naraku	Zan x Joker	Loots
#350 Zan	Zan x Zan	MAX
#351 Rinn	Zan x Suzurin	Xick
#352 Tao	Zan x Raiden	cde3
#353 Siva	Zan x Gali	Tenkyu
#354 Asura	Zan x Monol	BATMAN
#355 Jetmartin	Zan x Garu	Flatfrat
#356 Hagakure	Zan x Special (Red)	Hidden
#357 Lavendula	Zan x Special (Red)	AazZE!
#358 Oboro	Zan x Special (Red)	KILL'em

Details: Oboro is **unlocked** after defeating one as a stray.

Antlan Tribe (#359 - 375)

Antlans tend to excel in POW, ACC, and DEF, and usually lack in INT, SPD and LIF.

Name	Breed	Keyword
#359 Quintie	Antlan x Pixie	SEPH
#360 Tomcat	Antlan x Mew	
#361 Vermillion	Antlan x Arrow Head	Mano
#362 Caraban	Antlan x Suezo	puff
#363 Octoban	Antlan x Octopee	
#364 Chaser	Antlan x Mogi	Lion
#365 Justin	Antlan x Durahan	homewith
#366 Blakkus	Antlan x Joker	6610
#367 Eval	Antlan x Zan	WHAMMO!!
#368 Antlan	Antlan x Antlan	.jjG
#369 Harken	Antlan x Hare	AFFFGG
#370 Trickster	Antlan x Gitan	
#371 Gekko	Antlan x Gali	tsampoy
#372 Phantom	Antlan x Monol	ICE-BURN
#373 Guardian	Antlan x Garu	FF
#374 Galeant	Antlan x Special (Red)	HELMET
#375 Skeletant	Antlan x Special (Red)	Tig_Cat

Hare Tribe (#376 - 392)

Hares tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

Name	Breed	Keyword
#376 FairyHare	Hare x Pixie	yama
#377 RockyFur	Hare x Golem	
#378 Hariluro	Hare x Mew	.tr2
#379 FourEyed	Hare x Suezo	Crow
#380 Suntham	Hare x Octopee	Finn
#381 MoonLight	Hare x Durahan	Jimsey
#382 Pain	Hare x Joker	X-MEN
#383 Speamint	Hare x Lesione	help
#384 Ellyllon	Hare x Zan	OutramP
#385 Hare	Hare x Hare	FFIV

#386 CupidHare	Hare x Suzurin	Ape
#387 MechHare	Hare x Henger	=Uh
#388 InabaHare	Hare x Raiden	1998
#389 PrinceHare	Hare x Gali	Bxodik
#390 EvilHare	Hare x Monol	Halberd
#391 Homonculus	Hare x Special (Red)	horse
#392 Celeris	Hare x Special (Red)	Queen

Suzurin Tribe (#393 - 412)

Suzurins tend to excel in INT, SPD, and DEF, and usually lack in POW, ACC, and LIF.

Name	Breed	Keyword
#393 RingRock	Suzurin x Golem	Bob
#394 SparkRing	Suzurin x Mew	on1
#395 PrunusBell	Suzurin x Mocchi	GWEN
#396 Sharorin	Suzurin x Octopee	ruby
#397 Rolling	Suzurin x Psiroller	K11
#398 BellKnight	Suzurin x Durahan	LE-FANG
#399 Wizring	Suzurin x Joker	
#400 Kuririn	Suzurin x Momo	Iron
#401 TinkleBell	Suzurin x Antlan	Louie
#402 Suzurin	Suzurin x Suzurin	FRED
#403 Browrin	Suzurin x Henger	68ROADS
#404 Manirin	Suzurin x Raiden	onotop
#405 Chapel	Suzurin x Gali	FIREEXIT
#406 GrayBell	Suzurin x Monol	MX+D
#407 Tumbrin	Suzurin x Garu	
#408 Shaorin	Suzurin x Special (Red)	StarWar8
#409 Frosker	Suzurin x Special (Red)	orgon
#410 Drarin	Suzurin x Special (Blue)	Vampire
Details: Drarin is unlocked after winning both the Sirius Cup and Primary 8 with a Suzurin.		
#411 JingleBell	Suzurin x Special (Blue)	X'mas!
Details: JingleBell is also unlocked after unlocking Drarin.		
#412 Sister	Suzurin x Special (Blue)	Prayer
Details: Sister is also unlocked after unlocking Drarin.		

Henger Tribe (#413 - 430)

Hengers tend to excel in POW, ACC, and SPD, and usually lack in INT, DEF, and LIF.

Hengers first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#413 Purineger	Henger x Pixie	SHERLOCK
#414 Gaia	Henger x Golem	TBF
#415 Garland	Henger x Dragon	KA-ching
#416 Yabbic	Henger x Arrow Head	MEDABOTS
#417 JammHat	Henger x Suezo	GLLkkn
#418 WhimFly	Henger x Ducken	ScubaGuy
#419 Maverick	Henger x Naga	Bugless
#420 EndBringer	Henger x Joker	b610
#421 Tender	Henger x Momo	Tuya
#422 Abyssinian	Henger x Lesione	Vincent
#423 Hidepod	Henger x Zan	EHAMMO!!
#424 Skullwave	Henger x Antlan	Bathroom
#425 Henger	Henger x Henger	Duck

#426 Prius	Henger x Raiden	MntCandy
#427 Proto	Henger x Gali	QEGENERA
#428 Warrior	Henger x Special (Red)	F~4ihnn
#429 Searcher	Henger x Special (Red)	Irgon
#430 Franken	Henger x Special (Red)	MECCOLD
Details: Franken is unlocked by taking a Henger with at least 600 INT to the northern pillar monument in the Malkt Ruins.		

Raiden Tribe (#431 - 447)

Raidens tend to excel in POW, ACC, SPD, and DEF, and usually lack in INT and LIF.

Raidens first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#431 Midas	Raiden x Mew	house
#432 Benu	Raiden x Dragon	
#433 RubberArm	Raiden x Arrow Head	Gitani
#434 Raiducken	Raiden x Ducken	pHOTO
#435 Shrike	Raiden x Mogi	roSS
#436 Juggernaut	Raiden x Psiroller	COOLDOWN
#437 Griffon	Raiden x Durahan	MORSEL
#438 Nix	Raiden x Joker	JERGENS
#439 Zephyrus	Raiden x Momo	Delighte
#440 Allblude	Raiden x Antlan	Limbo
#441 Raiden	Raiden x Raiden	1234
#442 Boreas	Raiden x Gitan	A+1
#443 Horus	Raiden x Gali	AOOBERS!
#444 Suparna	Raiden x Garu	NAUTILIS
#445 Grasseed	Raiden x Special (Red)	1W00000D
Details: Grasseed is unlocked by winning all three of the Death Blow tournaments with a Raiden.		
#446 JeetKuneDo	Raiden x Special (Red)	ATatTack
Details: JeetKuneDo is unlocked following a series of events in the post-end game where Francesca takes martial arts.		
#447 Raiden78	Raiden x Special (Red)	STARMAN

Gitan Tribe (#448 - 467)

Gitans tend to excel in INT, ACC, and SPD, and usually lack in POW, DEF, and LIF.

Gitans first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#448 Brownie	Gitan x Mew	Inside
#449 Wildfire	Gitan x Mocchi	CABLECAR
#450 Redcap	Gitan x Arrow Head	MEITNERI
#451 Sandmann	Gitan x Suezo	Arrakis
#452 Nis	Gitan x Tiger	ratsnest
#453 Gremlin	Gitan x Naga	Fiiee
#454 Rhigitan	Gitan x Psiroller	BASIC
#455 Venomous	Gitan x Joker	Clementi
#456 Smartie	Gitan x Momo	LoveHim6
#457 Jet	Gitan x Zan	rococo
#458 Wabbit	Gitan x Hare	
#459 Benemale	Gitan x Suzurin	Gala
#460 MechGitan	Gitan x Henger	EADAR
#461 Gitan	Gitan x Gitan	HANK
#462 Pooka	Gitan x Gali	Cenkyu

#463 MerryMerry	Gitan x Garu	Promotio
#464 Campanella	Gitan x Special (Red)	GALAXY
Details: Campanella is unlocked by taking a Gitan to the Promias Ruins and investigating the stone altar in the northeast corner to find the WhtSpear. Combine this item to create a Campanella.		
#465 Pickle	Gitan x Special (Red)	MIL24BIL
Details: Pickle is unlocked by having a monster that has made 20 Soulmate bonds.		
#466 Dickens	Gitan x Special (Red)	therapy
#467 Burrole	Gitan x Special (Red)	comics

Gali Tribe (#468 - 470)

Galis tend to excel in INT, ACC, and SPD, and usually lack in POW, DEF, and LIF.

Galis first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#468 Gali	Gali x Gali	(no)
#469 SunsetGali	Gali x Special (Red)	HAFNIUM
#470 Ombren	Gali x Special (Red)	rrgon

Doodle Tribe (#471 - 474)

Doodles tend to excel in ACC, SPD, and DEF, and usually lack in POW, INT, and LIF.

Doodles first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#471 Doodle	Doodle x Doodle	SKETCH
#472 Alhambra	Doodle x Special (Red)	Failing
#473 Rainbow	Doodle x Special (Red)	RaiN_Bow
Details: Rainbow is unlocked by having a monster that has made 50 Soulmate bonds.		
#474 Stitch	Doodle x Special (Red)	Dlaarf

Monol Tribe (#475 - 491)

Monols tend to excel in INT, ACC, and DEF, and usually lack in POW, SPD, and LIF.

Monols first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#475 Obelisk	Monol x Golem	Xpress
#476 MocchiWall	Monol x Mocchi	Beta
#477 GreatWall	Monol x Dragon	
#478 Sandy	Monol x Suezo	STONEMAN
#479 TricoWall	Monol x Ducken	Exabyte
#480 JuraWall	Monol x Zuum	Tourach
#481 TranceWall	Monol x Mogi	Soapopra
#482 BlueWind	Monol x Psiroller	
#483 Amenolwato	Monol x Joker	Xodia
#484 AquaWall	Monol x Lesione	LOBSTER
#485 ChocoWall	Monol x Henger	Cpell
#486 Tirumisu	Monol x Raiden	COOK
#487 MadWall	Monol x Gali	Romeo
#488 IvoryWall	Monol x Monol	
#489 Monol	Monol x Monol	WOLF
#490 CakeWall	Monol x Special (Red)	a LIVES
#491 Castella	Monol x Special (Red)	irgon

Phoenix Tribe (#492 - 494)

Phoenixes tend to excel in INT, ACC, SPD, and usually lack in POW, DEF, and LIF.

Phoenixes first have to be **unlocked** before they can be regenerated.

Name	Breed	Keyword
#492 Phoenix	Phoenix x Phoenix	
#493 Blaze	Phoenix x Special (Red)	
Details: This monster is restricted.		
#494 CinderBird	Pixie x Special (Red)	ASYCHIC

Garu Tribe (#495 - 512)

Garu tend to excel in POW, SPD, DEF, and usually lack in INT, ACC and LIF.

Name	Breed	Keyword
#495 Gillon	Garu x Pixie	dA+D
#496 Delphi	Garu x Mocchi	Kmii
#497 Pict	Garu x Arrow Head	NQ+D
#498 Becks	Garu x Mocchi	Ocean
#499 CousCous	Garu x Zuum	say
#500 Wolfkin	Garu x Tiger	
#501 Kijimuna	Garu x Octopee	Misuse
#502 Rugaru	Garu x Joker	
#503 CyanGaru	Garu x Lesione	TOD
#504 Gokuu	Garu x Hare	F61u
#505 Samson	Garu x Henger	BeXmas
#506 Puck	Garu x Gali	eaJYIF7
#507 BlackLion	Garu x Monol	Blok
#508 Garu	Garu x Garu	MRA2
#509 Lionel	Garu x Special (Red)	
Details: This monster is restricted.		
#510 Liorosa	Garu x Special (Red)	GNIKNOIL
Details: Liorosa is unlocked after defeating one as a stray.		
#511 Sun	Garu x Special (Red)	mancer
#512 Pantheon	Garu x Special (Red)	EMPIRE

Move List

This is a list of **Moves** in MRA2, along with their statistics and learning requirements. A single monster can learn up to nine different Moves. The tenth Move slot is reserved for **Soulmate Moves**.

The "Learned" field details which **Sparring** course and bare-minimum stats are needed to learn that Move. This is not always a guarantee however. For more information on this, see **Sparring – Learning Moves**. Moves listed as "Base" are those that a monster may already know when regenerated. This can vary with hybrids though. "Base" Moves can otherwise be learned through Sparring.

Credit goes to the Monster Rancher Wiki for providing the names of all Moves and their learning requirements. This list is not wholly complete yet as some Moves are missing details.

Pixie Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Big Bang	Near	INT	Fire, Magic	C	C	34	B	E	Attack	Sense course (500 INT)
Claw Slash	Near	POW	Cut	C	E	32	C	E	Attack	Power course (400 POW)
Hot Breath	Mid	INT	Fire	D	D	48	A	D	Attack	Sense course (600 INT)
Kiss	Mid	INT	Heart	B	A	28	E	E	Addled	Sense course (400 INT)
Life Steal	Mid	INT	Magic	D	E	34	C	E	Drain	Tough course (500 DEF)
Megaray	Far	INT	Magic	C	E	29	D	S	Attack	Technic course (500 ACC)
Ray	Far	INT	Magic	C	E	20	D	B	Attack	Base / Any course (300 POW)

Slap	Near	POW	Beat	S	E	12	D	E	Attack	Speed course (300 SPD)
Somersault	Mid	POW	Beat	B	E	21	C	E	Attack	Base / Any course (300 POW)

Golem Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Boulder	Mid	POW	Beat	D	B	40	A	B	Attack	Power course (500 POW)
Cyclone	Far	POW	Beat	C	B	52	A	B	Attack	Power course (600 POW)
Dive Press	Mid	POW	Beat	E	S	36	S	B	Suicidal	Tough course (600 DEF)
Fist Shot	Far	INT	Beat	D	S	49	A	B	Attack	Sense course (500 INT)
Magnifist	Far	INT	Earth	C	E	26	C	E	Palsy	Speed course (400 SPD)
Kick	Near	POW	Beat	E	D	12	C	C	Attack	Base / Any course (300 POW)
Punch	Near	POW	Beat	D	E	18	D	C	Attack	Any course (300 POW)
Uppercut	Near	POW	Beat	E	D	28	B	C	Attack	Base / Any course (300 POW)
W Chop	Far	POW	Beat	C	C	26	D	B	Attack	Technic course (400 ACC)

Mew Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
100 Blows	Mid	POW	Beat	A	C	49	B	D	Attack	Speed course (500 SPD)
Head Butt	Near	POW	Beat	B	E	23	E	B	Attack	Base / Technic course (400 ACC)
Hip Press	Mid	POW	Beat	D	E	26	C	D	Attack	Base / Tough course (300 DEF)
Hop Kick	Near	POW	Beat	D	E	36	B	D	Attack	Power course (400 POW)
Punch	Near	POW	Beat	B	E	15	E	E	Attack	Any course (300 POW)
Recital	Far	INT	Heart	B	S	31	E	E	Addled	Sense course (400 INT)
Stab	Mid	POW	Stab	D	E	18	D	D	Attack	Any course (300 POW)
Zap	Far	INT	Magic	B	D	55	S	D	Attack	Any course (300 POW)

Mocchi Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Head Butt	Near	POW	Beat	C	D	25	C	D	Attack	Base / Any course (300 POW)
Licking	Near	INT	Heart	C	S	23	E	E	Attack	Any course (300 POW)
MocchiBeam	Far	INT	Fire	D	B	46	A	C	Attack	Sense course (600 INT)
Mocchi Ray	Far	INT	Fire	S	D	29	D	D	Attack	Speed course (500 SPD)
PetalStorm	Mid	INT	Wind	C	E	39	A	E	Drain	Technic course (500 ACC)
PetalWhirl	Mid	INT	Wind	D	D	21	D	B	Attack	Technic course (400 ACC)
Press	Mid	POW	Beat	D	C	30	B	D	Attack	Tough course (400 DEF)

RollAttack	Far	POW	Beat	D	D	30	C	A	Attack	Power course (400 POW)
Slap	Near	POW	Beat	S	E	12	D	D	Attack	Base / Any course (300 POW)

Dragon Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
D. Bite	Near	POW	Stab	D	D	23	B	D	Attack	Base / Any course (300 POW)
D. Claw	Near	POW	Stab	D	B	43	A	A	Attack	Power course (400 POW)
D. Tail	Near	POW	Beat	D	E	17	D	D	Attack	Base / Any course (300 POW)
Flutter	Mid	INT	Wind	S	D	29	D	D	Attack	Any course (300 POW)
Grave Throw	Far	POW	Cut	D	E	30	A	D	Attack	Power course (400 POW)
Inferno	Mid	INT	Fire	S	D	33	C	D	Palsy	Sense course (500 INT)
Salamander	Far	POW	Cut	A	E	34	C	S	Attack	Technic course (500 ACC)
Trample										Tough course (400 DEF)
Wing Blade										Speed course (600 SPD)

Arrow Head Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
3 Stings	Near	POW	Stab	B	E	30	C	D	Attack	Speed course (400 SPD)
Claw Pinch	Mid	POW	Stab	B	E	16	D	E	Attack	Any course (300 POW)
Meteor Bomb										Sense course (600 INT)
Power Shot	Far	INT	Magic	A	B	28	D	D	Palsy	Sense course (400 INT)
Punch	Near	POW	Beat	A	E	15	D	E	Attack	Base / Any course (300 POW)
ScytheTail	Mid	POW	Cut	C	D	34	C	S	Attack	Base / Power course (500 POW)
Sneak Sting										Tough course (500 DEF)
Tail Sting	Near	POW	Stab	B	D	26	C	A	Attack	Technic course (400 ACC)

Suezo Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Kiss	Near	INT	Heart	C	B	27	D	E	Addled	Tough course (400 DEF)
Lick	Near	INT	Heart	B	C	13	E	E	Attack	Sense course (400 INT)
P. K.	Far	INT	Heart	B	E	29	C	E	Attack	Speed course (500 SPD)
Spit	Mid	POW	Water	C	D	20	D	E	Attack	Base / Any course (300 POW)
Suezo Beam										Any course (600 POW)
Tail Whip	Near	POW	Beat	D	E	13	D	E	Attack	Base / Power course (300 POW)
Telepathy	Mid	INT	Heart	C	D	24	D	A	Addled	Technic course (400 ACC)

Teleport	Far	POW	Beat	A	D	23	D	E	Attack	Any course (300 POW)
Yodel	Far	INT	Heart	A	S	38	E	C	Addled	Sense course (500 INT)

Ducken Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Beak Fall	Far	POW	Stab	C	E	24	D	B	Attack	Technic course (500 ACC)
Bombing	Mid	INT	Fire	D	C	32	C	C	Attack	Any course (400 POW)
Bound	Mid	POW	Beat	A	E	38	C	E	Attack	Any course (400 POW)
Eye Beam	Mid	INT	Magic	C	D	44	A	E	Attack	Sense course (500 INT)
Explosion	Near	INT	Fire	C	C	49	S	D	Suicidal	Tough course (600 DEF)
Hula-Hula	Near	INT	Heart	D	C	21	E	D	Addled	Any course (300 POW)
Missile	Far	INT	Fire	A	C	25	E	E	Attack	Base / Any course (300 POW)
Surprise	Near	INT	Heart	C	S	27	E	E	Addled	Sense course (400 INT)
Wing Slap	Bear	POW	Beat	C	D	18	E	D	Attack	Base / Any course (300 POW)

Zuum Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Charge	Mid	POW	Beat	C	E	50	A	D	Attack	Tough course (400 DEF)
Fireball	Far	INT	Fire	B	E	26	D	E	Attack	Speed course (400 SPD)
Great Fire	Far	INT	Fire	B	A	38	E	B	Attack	Sense course (500 INT)
Hero Kick	Mid	POW	Beat	E	E	40	S	C	Attack	Power course (600 POW)
Jump Kick	Near	POW	Beat	D	D	22	D	B	Attack	Any course (300 POW)
Spin Tail	Mid	POW	Beat	A	E	33	C	D	Attack	Speed course (500 SPD)
Tackle	Mid	POW	Beat	D	E	23	C	D	Attack	Base / Any course (300 POW)
Tail Slap	Far	POW	Beat	C	D	38	C	C	Attack	Technic course (400 ACC)
Tail Whip	Near	POW	Beat	C	E	19	D	E	Attack	Base / Any course (300 POW)
Tear Bite	Near	POW	Stab	D	D	38	A	C	Attack	Power course (400 POW)

Tiger Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Bite	Near	POW	Stab	E	E	18	C	E	Attack	Any course (300 POW)
Blizzard	Far	INT	Ice	B	D	30	C	A	Attack	Technic course (600 ACC)
Bolt	Far	INT	Thunder	B	C	23	E	D	Volt-Shock	Base / Technic course (300 DEF)
Charge	Mid	POW	Stab	A	E	22	D	D	Attack	Speed course (400 SPD)
Howl	Far	INT	Heart	A	S	34	D	D	Addled	Sense course (500 INT)

Ice Bomb	Mid	INT	Ice	C	E	19	D	S	Attack	Technic course (400 ACC)
Lightning	Near	INT	Thunder	C	A	39	B	E	Volt-Shock	Sense course (600 INT)
One-Two	Mid	POW	Beat	D	E	23	B	B	Attack	Power course (400 POW)
Scratch	Mid	POW	Cut	B	E	14	E	D	Attack	Base / Any course (300 POW)
SpinAttack	Far	POW	Cut	S	D	28	D	B	Attack	Speed course (500 SPD)

Naga Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Evil Bomb	Far	INT	Magic	C	C	40	C	D	Attack	Sense course (500 INT)
Life Steal	Near	INT	Magic	D	E	42	A	E	Drain	Tough course (500 DEF)
Pierce	Near	POW	Stab	D	E	36	C	S	Attack	Technic course (400 ACC)
Poison Gas	Mid	INT	Magic	C	B	23	E	E	Palsy	Sense course (300 INT)
Punch	Near	POW	Beat	B	E	18	D	E	Attack	Base / Speed course (300 SPD)
Scissors	Mid	POW	Cut	C	E	28	C	D	Attack	Base / Power course (400 POW)
Screw Drive	Far	POW	Stab	C	E	52	S	D	Attack	Power course (600 POW)
Stab	Near	POW	Stab	C	E	21	D	D	Attack	Any course (400 POW)
Tail Slash	Mid	POW	Cut	D	E	16	D	D	Attack	Any course (300 POW)

Octopee Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Bubbles	Mid	INT	Water	B	A	36	D	E	Attack	Sense course (500 INT)
Capoeira	Near	POW	Beat	C	C	48	B	D	Attack	Power course (600 POW)
Ear Slap	Near	POW	Beat	D	E	17	D	E	Attack	Base / Any course (300 POW)
Octo Ball	Near	POW	Beat	E	D	24	C	E	Attack	Power course (400 POW)
Octo Balloon										Tough course (600 DEF)
Octo Beam	Far	INT	Fire	C	E	28	D	C	Attack	Speed course (400 SPD)
Octo Magic	Mid	INT	Magic	B	C	22	E	E	Addled	Base / Any course (300 POW)
Octo Ink	Mid	INT	Water	D	A	26	E	E	Palsy	Tough course (500 DEF)
Sniper	Far	INT	Stab	S	E	55	C	A	Attack	Technic course (500 ACC)
Sucker	Mid	INT	Heart	D	D	40	B	E	Drain	Tough course (400 DEF)

Mogi Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Break Spin	Mid	POW	Beat	C	C	32	B	D	Attack	Speed course (500 SPD)
Dig	Far	POW	Stab	B	E	22	C	E	Attack	Technic course (500 ACC)

Dig Dig	Far	POW	Stab	A	D	42	B	D	Attack	Power course (500 POW)
GroundBeat	Far	INT	Earth	C	B	49	S	E	Attack	Sense course (600 INT)
Headbang	Near	POW	Stab	D	E	15	D	D	Attack	Base / Any course (300 POW)
Head Spin	Mid	POW	Stab	D	D	35	A	C	Attack	Tough course (400 DEF)
Punch In	Near	POW	Beat	B	E	16	D	D	Attack	Any course (300 POW)
Scratch	Mid	INT	Wind	C	D	21	D	D	Addled	Base / Technic course (300 ACC)
Splash	Near	INT	Earth	B	A	29	D	E	Attack	Sense course (400 INT)

Psiroller Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
0 to 60	Far	POW	Beat	D	D	40	A	C	Addled	Power course (400 POW)
Back Spin	Far	POW	Beat	D	E	15	C	C	Attack	Any course (300 POW)
Bang Bang	Mid	INT	Wind	D	A	40	A	C	Attack	Sense course (400 INT)
Cannonball	Mid	POW	Beat	A	C	50	B	C	Attack	Speed course (500 SPD)
Charge	Near	POW	Beat	A	D	17	E	E	Attack	Base / Any course (300 POW)
Drifting	Mid	INT	Earth	D	B	23	E	D	Attack	Sense course (400 INT)
Glider	Far	POW	Beat	E	D	26	A	D	Attack	Base / Any course (300 POW)
Megaroller	Mid	POW	Beat	C	C	39	A	D	Suicidal	Tough course (500 DEF)
Turn Throw	Far	INT	Beat	A	E	36	C	S	Attack	Technic course (500 ACC)

Durahan Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Air Shot										Speed course (400 SPD)
Aura Slash	Far	POW	Cut	D	E	40	S	D	Attack	Power course (500 POW)
Charge	Mid	POW	Beat	C	E	22	D	E	Addled	Any course (400 POW)
Cut-In-Two	Mid	POW	Cut	E	E	20	B	D	Attack	Base / Tough course (300 DEF)
Gaea Sword	Far	INT	Stab, Earth	D	D	37	A	C	Attack	Sense course (600 INT)
Gust	Mid	POW	Cut	D	E	32	B	S	Attack	Technic course (500 ACC)
Kick	Near	POW	Beat	C	E	17	D	D	Attack	Base / Any course (300 POW)
Swing	Near	POW	Cut	S	E	14	E	E	Attack	Any course (300 POW)
Turn Slash										Power course (400 POW)

Joker Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Air Shot	Far	POW	Cut, Wind	B	E	29	C	B	Attack	Technic course (400 ACC)

Berserk	Near	POW	Cut	D	E	39	S	B	Attack	Power course (500 POW)
Dark Flame	Mid	INT	Fire, Magic	D	E	53	S	A	Attack	Speed course (600 SPD)
Death Claw	Mid	INT	Magic	C	E	35	B	D	Drain	Tough course (500 DEF)
Hell Taunt	Far	INT	Heart	C	B	23	E	D	Addled	Base / Any course (300 POW)
Phantoms	Far	INT	Magic	A	S	54	D	D	Addled	Sense course (500 INT)
Scythe	Far	INT	Cut	B	C	32	C	B	Attack	Speed course (400 SPD)
Slash	Mid	POW	Cut	E	E	15	C	E	Attack	Any course (300 POW)
Uppercut	Near	POW	Cut	A	E	18	D	D	Attack	Base / Any course (300 POW)

Momo Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Air Raid	Far	INT	Fire	D	E	42	A	D	Attack	Technic course (400 ACC)
Air Spin										Technic course (600 ACC)
Dunk	Mid	POW	Beat	E	E	25	B	D	Attack	Power course (400 POW)
Full										Tough course (500 DEF)
MachineGun	Far	INT	Beat	B	D	24	C	D	Attack	Speed course (500 SPD)
Scratch	Near	POW	Cut	D	E	16	D	D	Attack	Any course (300 POW)
Sound Wave	Mid	INT	Wind	C	A	23	E	E	Addled	Sense course (400 INT)
Spike	Mid	POW	Beat	A	E	33	C	S	Attack	Technic course (600 ACC)
Spin Crush	Near	POW	Beat	C	C	46	A	C	Attack	Base / Power course (600 POW)
Tail Whip	Near	POW	Beat	A	E	19	D	D	Attack	Base / Any course (300 POW)

Lesione Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Boomerang	Far	INT	Cut	C	D	41	C	S	Attack	Technic course (500 ACC)
Head slap	Near	POW	Beat	D	E	18	C	E	Attack	Any course (300 POW)
Fin Slap	Near	POW	Beat	B	E	17	D	E	Attack	Base / Any course (300 POW)
Lesihorn	Mid	INT	Wind	B	B	26	D	D	Addled	Sense course (400 INT)
Spike	Far	POW	Beat	C	D	27	C	D	Attack	Power course (400 POW)
Submerge	Mid	POW	Beat	A	D	37	B	C	Attack	Speed course (600 SPD)
Tail Whip	Near	POW	Beat	B	E	26	C	E	Attack	Base / Speed course (500 SPD)
Tsunami	Far	INT	Water	B	C	51	A	C	Attack	Tough course (500 DEF)
Water Gun	Mid	INT	Water	D	B	38	B	D	Attack	Technic course (400 ACC)

Zan Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Caution	Mid	INT	Heart	B	E	32	E	E	Caution	Tough course (500 DEF)
DiveAttack	Far	POW	Beat	D	C	35	A	D	Addled	Power course (400 POW)
Leg Arc	Near	POW	Beat	D	D	17	D	D	Attack	Base / Any course (300 POW)
Nail Slash	Mid	POW	Cut	S	E	19	D	D	Attack	Speed course (400 SPD)
RisingRave	Near	POW	Cut	C	D	42	S	D	Attack	Power course (600 POW)
Somersault	Near	POW	Beat	D	E	21	B	C	Attack	Base / Power course (300 POW)
Stab	Near	POW	Stab	C	E	12	D	E	Attack	Any course (300 POW)
Stunner	Far	INT	Thunder	A	D	24	D	D	Volt-Shock	Sense course (400 INT)
Tempest	Mid	POW	Cut	C	D	24	C	D	Attack	Speed course (500 SPD)
Triassault	Far	POW	Cut	C	C	50	B	S	Attack	Technic course (500 ACC)

Antlan Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Crescent	Mid	POW	Cut	C	E	52	A	B	Attack	Speed course (600 SPD)
Fire Punch	Near	POW	Beat, Fire	D	E	17	C	E	Attack	Base / Any course (300 POW)
Lightning	Near	INT	Thunder	D	E	35	C	C	Volt-Shock	Power course (500 POW)
Meteor	Far	INT	Beat, Fire	C	C	49	A	C	Attack	Sense course (600 INT)
Punch Rush	Near	POW	Beat	C	C	25	D	E	Attack	Technic course (400 ACC)
Scissors	Mid	POW	Stab	E	E	27	B	E	Attack	Tough course (400 DEF)
Smoke Bomb	Near	INT	Magic	C	E	13	E	E	Addled	Base / Tough course (300 DEF)
Tail Sting	Near	POW	Stab	D	E	36	A	E	Attack	Technic course (400 ACC)
Whirlwind	Far	INT	Wind	B	A	32	E	D	Attack	Sense course (400 INT)
X Blade	Mid	POW	Cut	C	D	22	D	B	Attack	Any course (300 POW)

Hare Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
BulletHead	Mid	POW	Beat	B	D	50	B	C	Attack	Tough course (500 DEF)
FurryFurry	Far	INT	Wind	D	B	22	E	E	Addled	Base / Sense course (400 INT)
Mini Punch	Near	POW	Beat	C	E	10	E	E	Attack	Base / Any course (300 POW)
Muhha	Far	INT	Wind	B	B	26	E	D	Addled	Any course (300 POW)
Spin Bang	Near	POW	Beat	B	D	28	C	D	Attack	Speed course (300 SPD)
Spin Upper	Far	POW	Beat	C	C	36	B	D	Attack	Any course (500 POW)
SpringKick	Mid	POW	Beat	D	C	44	A	A	Attack	Power course (600 POW)

Surprise	Mid	INT	Heart	A	A	30	E	E	Addled	Sense course (400 INT)
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Suzurin Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Aim Boom	Far	INT	Beat, Fire	D	E	32	B	E	Attack	Speed course (500 SPD)
Aim Hit	Mid	INT	Beat	A	E	12	E	D	Attack	Base / Any course (300 POW)
Bowling	Far	INT	Beat	B	D	50	B	E	Attack	Technic course (600 ACC)
Dizzy	Mid	INT	Heart	C	A	26	D	E	Addled	Sense course (400 INT)
Do Mi So	Mid	INT	Beat	E	E	38	A	D	Addled	Sense course (500 INT)
Pokkorin	Near	POW	Beat	E	E	20	B	E	Attack	Power course (300 POW)
Pokorin	Near	POW	Beat	A	E	10	E	D	Attack	Base / Any course (300 POW)
Ring x3										Tough course (400 DEF)
Share Pain	Far	INT	N/A	C	A	42	S	E	Suicidal	Speed course (600 SPD)

Henger Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Beam	Far	INT	Thunder	B	E	12	E	B	Volt-Shock	Base / Sense course (300 INT)
CoreAttack	Mid	POW	Beat	B	E	18	D	E	Attack	Tough course (300 DEF)
DrillPunch	Near	POW	Beat	A	E	9	E	D	Attack	Base / Any course (300 POW)
Giga Blade										Power course (400 POW)
Giga Shot										Sense course (500 INT)
Ion Cannon										Speed course (600 INT)
Mega Blade	Near	POW	Cut, Thunder	E	E	15	C	D	Attack	Any course (300 POW)
Mixing Echo										Technic course (400 INT)
Ray Field										Tough course (500 DEF)

Raiden Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
AtomicFist	Mid	POW	Beat, Fire	B	C	37	B	D	Addled	Tough course (400 DEF)
Bird Combo	Near	POW	Beat, Fire	B	C	47	A	D	Attack	Power course (600 POW)
Heel Drop	Near	POW	Beat	A	E	10	E	E	Attack	Any course (300 POW)
Hell Arrow	Far	INT	Wind, Heart	D	A	56	S	D	Attack	Sense course (600 INT)
Judo Chop	Near	POW	Cut	C	E	12	D	E	Attack	Base / Any course (300 POW)
Jump Kick	Far	POW	Beat	D	A	46	B	D	Attack	Technic course (500 ACC)
Plow Kick	Mid	POW	Beat	B	E	20	C	E	Attack	Base / Speed course (300 SPD)

SpinAttack	Mid	POW	Beat, Fire	D	D	42	B	B	Attack	Tough course (500 DEF)
Smash Fist	Near	POW	Beat	C	C	18	E	D	Attack	Power course (400 POW)

Gitan Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Ear Slap	Mid	POW	Beat	A	E	10	E	E	Attack	Base / Any course (300 POW)
Gang Bomb										Sense course (600 INT)
Gang Dance	Mid	INT	Heart, Magic	C	E	12	D	E	Volt-Shock	Sense course (400 INT)
HellBreath	Mid	INT	Fire	B	C	37	A	D	Attack	Technic course (400 ACC)
Javelin	Far	INT	Stab	D	A	46	B	D	Attack	Tough course (400 DEF)
Lightning	Mid	INT	Thunder	B	E	20	C	E	Volt-Shock	Sense course (400 INT)
Skewer										Speed course (500 SPD)
Thuk Thuk	Near	POW	Stab	C	E	12	D	E	Attack	Base / Any course (300 POW)
Turn Stab	Near	POW	Stab	D	D	42	A	B	Attack	Power course (600 POW)

Gali Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Blaze Wall	Near	INT	Fire	B	D	27	D	E	Attack	Technic course (400 ACC)
Fire Wall	Near	INT	Fire	C	E	15	E	E	Attack	Base / Any course (300 POW)
FlyingMask	Mid	POW	Cut	B	E	17	D	B	Attack	Power course (300 POW)
Giant Blow										Tough course (500 DEF)
Great Smash										Power course (600 POW)
Heavy Blow	Near	POW	Beat	C	C	35	C	C	Attack	Base / Any course (300 POW)
Hurricane										Sense course (600 INT)
Lightning	Far	INT	Thunder	D	E	13	E	E	Volt-Shock	Sense course (300 INT)
Red Wisp	Mid	INT	Magic	D	B	18	E	E	Attack	Base / Any course (300 POW)

Doodle Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Big Rattle										Sense course (400 INT)
Head Bomb	Mid	POW	Beat	D	D	20	C	E	Suicidal	Power course (400 POW)
Head Butt	Near	POW	Beat	D	E	16	D	E	Suicidal	Any course (300 POW)
Heel Kick										Tough course (500 DEF)
Motorcock										Power course (600 POW)
RattleBlow	Mid	INT	Heart	A	E	14	E	E	Added	Base / Sense course (300 INT)

Toon Cannon										Technic course (500 ACC)
Whip	Near	POW	Beat	C	E	12	D	D	Attack	Base / Any course (300 POW)
Whip Combo										Technic course (300 ACC)

Monol Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Charge	Near	POW	Beat	B	E	10	E	D	Attack	Base / Any course (300 POW)
Knock										Tough course (500 DEF)
Nail Stabs	Near	POW	Stab	D	E	21	C	E	Attack	Base / Any course (300 POW)
Odd Light	Mid	INT	Magic	D	E	18	D	B	Attack	Tough course (400 DEF)
Sound Wave	Far	INT	Heart	A	E	17	E	E	Added	Sense course (500 INT)
Spike Bite	Mid	POW	Stab	D	C	29	B	D	Attack	Power course (400 POW)
Tentacles										Speed course (400 SPD)
Triple Rays										Sense course (600 INT)
Volley										Technic course (600 ACC)

Phoenix Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Beak	Near	POW	Stab	D	E	13	D	E	Attack	Base / Any course (300 POW)
Fire Blast	Mid	INT	Fire, Wind	D	D	20	C	D	Attack	Speed course (300 SPD)
Fire Storm	Near	INT	Fire, Wind	B	E	26	B	B	Attack	Speed course (300 SPD)
FireStream	Far	INT	Fire	A	D	45	B	C	Attack	Technic course (500 ACC)
Fire Wave	Far	INT	Fire	D	C	50	S	B	Attack	Sense course (600 INT)
Flame Cannon										Power course (500 POW)
Flame Shot	Mid	INT	Fire	C	E	19	D	C	Attack	Base / Any course (300 POW)
Heat Beam	Far	INT	Fire	D	B	29	A	E	Attack	Tough course (500 DEF)
RapidBeaks	Near	POW	Stab	A	E	23	D	E	Attack	Power course (400 POW)
Talons	Near	POW	Cut	A	E	11	E	E	Attack	Any course (300 POW)

Garu Moves

Name	Distance	Type	Element	ACC	GutsDown	Guts	Damage	Critical	Effect	Learned
Beam	Far	INT	Fire	S	D	32	C	E	Attack	Sense course (500 INT)
FireCharge	Far	POW	Beat, Fire	A	E	30	B	B	Suicidal	Speed course (400 SPD)
Fire Kick	Mid	POW	Beat, Fire	A	E	31	C	B	Attack	Technic course (400 ACC)
Fire Upper	Mid	POW	Beat, Fire	C	D	28	C	C	Attack	Base / Tough course (400 DEF)

GoldenArm	Far	POW	Beat	C	E	40	A	D	Attack	Power course (600 POW)
Sild Combo	Near	POW	Cut	C	D	24	D	D	Attack	Power course (300 POW)
Tornado	Mid	INT	Wind	B	A	24	E	D	Addled	Sense course (400 INT)
Wild Bite	Near	POW	Stab	D	E	22	C	D	Attack	Any course (300 POW)
Wild Slash	Near	POW	Cut	C	E	14	E	E	Attack	Base / Any course (300 POW)
Wild Stomp										Technic course (500 ACC)

Trait List

This is a list of known **Traits** in MRA2, along with their descriptions and further details.

Note that this list is incomplete. Given the vague nature of MRA2 and the limited space for in-game descriptions, not all of these Traits are properly understood.

Trait	In-Game Description	Details
BigVoice	"Loud voice moves are more likely to succeed."	—
Charisma	"Gives the knack of teaching others."	Unknown effect; may give a better stat yield if the monster is assigned as a Coach .
Charm	"Gets items cheaply with its charm."	Discounts items at the Shop . Does not apply anywhere else.
Dignity	"Increases stats during battle."	Temporarily increases all of the monster's stats before a battle.
EagleEye	"See high-speed opponents and up accuracy."	Temporarily increases the monster's ACC stat before a battle. Can be gained by combining with the EaglMask . Some monsters may learn this if their strongest stat is ACC.
Expert	"Gets good at cert. training but moody if fails."	Unknown effect; may increase the stat yield during Coached Training or Sparring but at the cost of becoming more stressed if it fails.
Failure	"Gives poor execution in battle."	Effect unknown; may hinder the monster's performance if it is made to fight on its own.
FarSight	"Can see far very well but not near."	Unknown effect; may increase the accuracy of Far Moves but decrease accuracy of Near Moves.
Foresee	"Anticipate and dodge better but damage easily."	Temporarily increases a monster's SPD stat before a battle but at the cost of reducing its DEF stat.
FullArmr	"Ups resis. to phys. atkts but harder to move."	Temporarily increases a monster's DEF stat before a battle but at the cost of reducing its SPD stat.
Glutton	"Always hungry no matter how much it eats."	Makes a monster tire more easily. Gained when a monster becomes overweight and persists until its Figure returns to normal.
Hi Aim	"Makes it easier to increase the Acc. stat."	Unknown effect; may increase the likelihood of successes in ACC training.
Hi Power	"Makes it easier to increase the Power stat."	Unknown effect; may increase the likelihood of successes in POW training.
Hi Speed	"Makes it easier to increase the Speed stat."	Unknown effect; may increase the likelihood of successes in SPD training.
Inferno	"A trait particular to Canute only."	Exclusive to Canute's Cathedral. Effect unknown; may increase the power of Fire Element Moves .
IronHart	"Training hard won't tire the monster out."	Unknown effect; may reduce the Fatigue gain from training. Can be gained by combining with the DefCharm .
NearSght	"Can see near very well but not far."	Unknown effect; may increase the accuracy of Near Moves but decrease accuracy of Far Moves.
Lazy	"Absolutely no motivation. Hates training."	Makes a monster more likely to fail its training.
Listless	"Can't get motivated. Doesn't want to train."	Makes a monster more likely to fail its training. Can sometimes be gained when a monster becomes spoiled .
LuckStar	"The Lucky Star brings good fortune."	May cause random events or rare occurrences to happen more frequently. Can be gained by combining with the LuckFrag .
Macho	"Increases strength attacks but tire easily."	Unknown effect.

MagicGrd	"Ups resis. to magic attk but lowers to physical."	Increases tolerance of Magic Element Moves at the cost of reducing resistance to physical Moves.
Observer	"Makes it easier to find items on adventures."	Increases the chance of finding items while exploring .
Popular	"Easier to become popular. More friends."	Increases Fame gain and the likelihood of making Soulmate bonds. Can be gained when a monster's Fame is high.
ReekFeet	"Feet moves hit less but can give psyc. damage."	Reduces the accuracy of Moves that use feet but may cause GutsDown damage when they hit.
RockSkin	"Reduces damage but harder to dodge attacks."	Increases a monster's resistance to attacks but at the cost of reducing its evasion. This Trait is common among Golems and Monols .
SlamBack	"Hunter's deadly counter-attack."	Exclusive to Hunter's Crowley. Effect unknown; may affect Countering .
SoftBody	"Softens damage from punch or stab attacks."	Increases a monster's resistance to Moves with the Beat and Stab Element .
Success	"Gives great execution in battle."	Effect unknown; may improve a monster's performance if it is made to fight on its own. Can be gained by combining with the VicCharm .
Sunshine	"Increases the number of clear-weather days."	Increases the likelihood for clear weather.
SureHeal	"Healing moves are more likely to succeed."	Increases the likelihood of a Move healing the user.
Swt Hips	"Moves that use hips are more likely to succeed."	—
SwtSmell	"Charm moves are more likely to succeed."	Unknown effect; may increase the likelihood of Heart Element Moves either landing or causing a status effect .
TufArmor	"Reduces damage but harder to dodge attacks."	Common to Durahans .
TufScale	"Reduces damage but harder to dodge attacks."	Common to Dragons .
TufShell	"Reduces damage but harder to dodge attacks."	Common to Arrow Heads .
Tuf Skin	"Reduces damage but harder to dodge attacks."	Common to Antlans .
Up Beams	"Increases power of moves that use beams."	—
UpBreath	"Increases power of moves that expel breath."	—
Up Charm	"Increases power of moves that use charm."	May apply to Heart Element Moves.
Up Claws	"Increases power of moves that use the claws."	—
UpCountr	"Increases power of counter attacks."	—
Up Dance	"Increases dance-move power and dodging ability."	May also increase a monster's evasion.
Up Earth	"Ups power, accuracy and toler. of Earth moves."	Applies to Earth Element Moves.
Up Fangs	"Increases power of moves that use the fangs."	—
Up Feet	"Increases power of moves that use the feet."	—
Up Fire	"Ups power, accuracy and toler. of Fire moves."	Applies to Fire Element Moves.
Up Fire+	"Greatly ups power/acc/toler of Fire moves."	Applies to Fire Element Moves.
Up Fist	"Increases power of moves that use the fists."	—
Up Hands	"Increases power of moves that use the hands."	—
Up Hands+	"Greatly ups power of moves that use the hands."	—
Up Head	"Increases power of moves that use the head."	—

Up Ice	"Increases power, accuracy and toler. of Ice moves."	Applies to Ice Element Moves .
Up IQ	"Increases power of intelligence moves."	Increases the strength of INT Type Moves. Can sometimes be learned if a monster's strongest stat is INT.
UpLtning	"Ups power, accuracy and toler. of Lightning moves."	Applies to Thunder Element Moves .
Up Magic	"Ups power, accuracy and toler. of Magic moves."	Applies to Magic Element Moves .
UpMagic+	"Greatly ups power/acc/toler of Magic moves."	Applies to Magic Element Moves .
Up Mind	"Ups power, accuracy and toler. of Mind moves."	Unknown effect; may either apply to INT Moves or Heart Element Moves .
UpScythe	"Increases power of moves that use scythes."	Exclusive to Jokers .
Up Shot	"Increases accuracy when throwing/shooting."	—
Up Spear	"Increases power of moves that use the spear."	Exclusive to Gitans .
Up Sword	"Increases power of moves that use the sword."	Exclusive to Durahans .
Up Tail	"Increases power of moves that use the tail."	—
Up Water	"Ups power, accuracy and toler. of Water moves."	Applies to Water Element Moves .
UpWater+	"Greatly ups power/acc/toler of Water moves."	Applies to Water Element Moves .
Up Wind	"Ups power, accuracy and toler. of Wind moves."	Applies to Wind Element Moves .
Worn Out	"Effectiveness of training drops."	Unknown effect; may make a monster more likely to fail its training or see fewer stat gains.

Version History

Version and Date	Change Log
1.2.1 (07/21/2020)	<ul style="list-style-type: none"> • Updated the Legal Information section to include permitted website hosts.
1.2.0 (07/15/2020)	<ul style="list-style-type: none"> • Slightly updated the Peddler section with more clarification and the LuckStar tip. • Added sections for unlocking the Special breeds Archreaper, Campanella, Drarin, Eared Mew, Franken, and Grasseed. • Added the WhtSpear and WndStone to the Item List. Thank you RhinoKneel for pointing out the WndStone. • Added a couple more keywords to the Monster Lists. • Added a few more missing details for a couple moves.

1.1.0 (05/12/2020)	<ul style="list-style-type: none"> • Fixed some typos and made some small clarifications across the guide. • Updated the ruins tables so that common items and sidequest items are now listed separately. • Added a section for unlocking Pickle and Rainbow under Unlocking Special Breeds. Their unlock requirements are courtesy of the Monster Rancher Wiki. I am unable to actually verify their requirements, but have included them for completion's sake. • Added a section for unlocking Liorosa and merged its section with Torridon's and Oboro's. • Updated the Item List so that the section tables are all unified. Added the Invite D and Invite N to key items, which were previously missing. • Updated the Monster Lists so that the Tribe tables are all unified. Tables also now only list one keyword instead of three. Additionally, numerous keywords from the Monster Rancher Wiki have also been added for completion's sake, as I'm unlikely (nor have the time) to find keywords for each individual breed on my own. These keywords have all been verified. • Added #333 MetalHead to the Monster List, which was previously missing. • Added some missing details for a couple of moves.
1.0.0. (07/03/2019)	<ul style="list-style-type: none"> • Original release.

To-Do List

- Verify and add the missing Special breeds.
- Add missing Move details in the Move List.
- Add anything else I'm missing as I come across them.

Credits and Special Thanks

- The **Monster Rancher Wiki** for clarifying and providing lists of the following:
 - Providing a complete list of all monster breeds, numerous keywords for most of the breeds, and the unlock requirements for several monsters and breeds I was missing (especially the requirements for Devi, Serket, WhiteHound, Pickle, and Rainbow). These (with the exception of Pickle and Rainbow) have been verified.
 - Providing a complete list of all of the game's Moves, along with the requirements needed to learn them while Sparring.
 - Clarifying several status effects.
- **Ghost of Culex** on Youtube, for pointing out the following in his Let's Play video series:
 - The strategy of regenerating another monster to use for the Malkt Ruins event in C Rank.
 - The difference between the two failure outcomes while training.
 - The effect of Hype-Up.
 - That MntCandies also relieve Fatigue in addition to Stress.
 - The Antlan keyword ".jG" (originally from MR Metropolis), which is honestly just too good not to include in this guide.
- **Chaosmago** on the MRA2 GameFAQs boards, for pointing out that you need at least 400 INT to find the Monolith item at the Tapota Ruins. (<https://gamefaqs.gamespot.com/boards/562032-monster-rancher-advance-2/45797699>)
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