Monster Rancher Advance 2 Max Stats Guide

by TinyGeo

```
Items
~~~~~
To get max stats it depends on if you have enough $$ to buy a ton of oily
oil to use almost every week which is 1000 every week and also some mint
leaf/meat slab/diet weed/newt and have ONE AromaPot/Holy Cup/BrightGem in
your inventory.

Req
~~~
Also you want to keep your monster feelings at pampered or maybe indulged is
ok as well as it is more likely to get GREAT! on training. In order to bring
up the feeling you need to praise it whenever you can and never scold it and
always feed foods it like.

You also want to keep its weight at norm or perhaps fat is ok but not
slim/thin/obese as they will get tired quicker.

Coach
~~~~~
You will need the right coach for each course that YOU trained yourself as
the monster you trained will do better on certain stats like durahan will do
better for pow/acc/def but a coach provided by the game will only give avg
on all stat. The 3 Couch i used for all 6 stat to get bonus result was
Durahan(Pow/Acc/Def),Pixie(Int/Spd), and Lesione(Lif) I had them all with
999 on all stat , I of course started with ones with 400 ish stat then 900
then 999. Any of the mixed breed with better stat is ok and even more prefer
with the best stat it can start with as long as the main breed is a
Durahan/Pixie/Lesione. When you go to set a monster it will say if its great
or bad for the type of training but if it doesn't say anything then it just
means its avg. Once you have all 3 of these coach with 999 all stat then you
may not need to go for the GREAT in as much training since you can get 30
already which is the max stat you can get in training with just a success in
certain stat like power/def or lif for a golem but they will need to have
about over 200 in the stat itself in order to get the max amount during
training.

Training
~~~~~~~~
OK for how to train your monster I would say start with the heavy training
on the first day unlike what everyone says but you need to feed it a oily
oil even on the first day when it isn't tired and save before you start to
train and reload whenever you fail but don't bother going for a GREAT as
it痴 not going to happen. You only have a decent chance of getting a GREAT
when your monster is between indulged/pampered and is not even a little
tired. You can only use ONE item per week so make sure you use them every
week which is mainly oily oil(even after just resting) in this case to rid
fatigue unless it starts to get stress which you would want to use mint leaf
over oily oil to rid stress as it would drain your monsters life span with
stress. When you first start to get your monster's feeling to indulged then
you want to go for getting GREAT in your training which is right after you
finish resting then you want to feed the oily oil which will give you the
best chance of getting GREAT which can go between 1-35 reloads in order to
```

get it and once you reach pampered feeling then you would maybe get it
between 1-20 reloads and if you are in spoiled chance is about the same as
indulge but seems to get more fail i think. Make sure it only says your
monster is energetic/lively or in good shape and without stress as it will
greatly lower the chance with stress or when it reach little tired which
comes after in good shape. With getting GREAT in training you can praise
your monster which will lower the build up of stress in the training which
leads to longer continuous training without it getting to the point of
needing to rest and the stat it gives from GREAT is more than the regular
success in training. In order to get 999 on all stat it is a must to not
getting any fail at all as you get 0 stats and it goes to building up more
stress which leads to your continuous training being cut short and needing
to rest quicker.

Planning & Sparring
~~~~~~~~~~~~~~~~~~~~
Oh almost forgot but make sure to plan ahead on which training to go for so
that you won稚 need to waste any point when certain stat is maxed, I for
example would do the Def/Lif and Lif/Def to pull both evenly and Pow/Acc and
Acc/Pow together and the Spd/Int while there is no Spd/Int I would leave
some space in the Lif and Pow stat for Int/Pow or Acc to max Int. Also make
sure when you are planning ahead you remember that you will be getting stats
from sparring as well which you will ONLY doing them when it says you have a
possibility of learning a new skill which of course you will have saved
before doing them and reload until you actually learn the skill. Winning the
sparring match will get you more stats but it can be quite hard and there is
always that chance that after winning you may not get the skill so that is
totally optional if you want to reload for. Also for sparring make sure it
doesn't overlap with the week they announce the date of the 4 great
tournament cup(S ranking only) and the week of the actual tournament or you
will miss them as sparring goes for a whole month it痴 easy to miss these
tournament which can get you 80k in total with all 4 which covers about half
the cost of all the oily oil you will be needing.

Resting
~~~~~~~
Well back to training you will only rest when you see that your guy is
either past tired and it says he is worn out or exhausted or if he is tired
and stressful both BUT not if it says he is only a little tired and a bit
stressed(not if is says too stressed) as you would just use a mint leaf to
rid the stress and train anyways with a little tired. Just train every week
until your monster meets one of the things i mentioned above which can be a
continuous training for around 3-10 week without rest as long as he gets an
oily oil every week and only on the week he must rest that you can give him
any food other than oily oil like meat slab if its slim or thin and dietweed
if its fat or obese and newt if it gets past pampered and into spoiled but
go with newt first if it needs two of the items as the monthly feeding can
help it adjust the weight as well but adjusted its feeling is harder. I
would prefer using newt than not praising it when it does anything good as
it effects its chance on getting GREAT in training.

Monthly Feeding
~~~~~~~~~~~~~~~~
For its monthly feeding when you first get your monster you want to just
give it vitamins when it has the Glutton trait automatically until a few
month it will lose the glutton trait(check every week after 2month) then you
want to choose foods it likes to bring up its feeling but also choose one
that would help balance its weight like the meat if it is slim or thin as
its the best for building weight you still want to give it if its 2 bar but
if its 1 which mean it doesn't like it then you can choose between

fish/banana/milk for which it likes best and if it is getting fat then
choose between oranges/nuts/vitamins.

Expedition
~~~~~~~~~~
.... you don't want to do anything of the expeditions as you get no stat and
they go for a whole month.

Traits
~~~~~~
Lookout for your traits once in a while as you may get the trait listless
sometimes randomly after training which makes it not motivated to train
which totally kills your chance in getting GREAT and effects all your
training so make sure to go to hospital to get operation to get rid of it.
This is very rare as I've only get this about one out of every 4 monsters I
trained. There is also good traits like hi aim, hi speed, or hi stam which
will help in training that you can get from sparring with the matching stat
coach or if the coach has the trait himself as well. You will want to match
them with getting a skill from sparring together so if you are going for
these it may take a lot of reloading to get the trait and skill both. You
don't want to do a lot of sparring to get them separately as sparring gives
lesser stat getting you about 20-60 for 4weeks while training you can get
about 25-50 stat weekly getting 100-200 in 4weeks, but of course that's if
you meet most the requirement I've mentioned before that this would be the
case.

Monsters
~~~~~~~~
For monsters you probably want to pick one out of this amazing code list
provided at this link:

hxxp://ca.ign.com/faqs/2004/monster-rancher-advance-2-ultimate-passwords-faq-5
49521#09

As you should know that different code that may give the same monster but
will give different stat, this person here seems to have got THE BEST stat
of all the possible stat that it can give and also it has different code of
the monster with a bonus trait that it can come with as well. In order the
obtain max stat you will probably want to get the one that comes with a
bonus "Expert" trait as it will help training but it can be bad if you get
any fail but since we are working toward 0 fail that won稚 be a problem.
There is some monster that it is almost impossible to get a GREAT in
training at all which makes them even harder to get max stat for. In the top
of my head I can only remember Tiger that wouldn稚 get any GREAT in training
at all.

Emulator
~~~~~~~~
If you are playing on an emulator then the saving and reloading process
would probably be much easier with the save state. Also with the save state
you can easily get the ton of $$ you need from expedition by finding which
area you investigate can drop one of the high price minerals and just save
state before investigating and loading back till it gives you the mineral
and save again and repeat to get a ton of them, but always make sure you
have enough energy to walk back to the beginning to get out or you will lose
all of the items you gotten. Minerals you want are SilverBar(3k),
GoldBar(5k), Emerald(7.5k), and Diamond(15k) the more advanced expedition
you go to the better of these mineral they have. In this game the save state
can easily get corrupted when you use the save state ALOT where you can get
a frozen screen during training or during a battle which in order to fix

```
this you just load the latest time you can save in game and not with the
save states. You want to save game and then close the emulator and then load
the game in game once again not loading the save states, then you want to
find where all the save state files are located in your computer and put
those in a new file or perhaps delete them if you are not worry about
needing them for any reason, but mainly just make sure there isn't any save
state files at the file they get created in and then you can use the save
state to create new save state files that won稚 be corrupted. Make sure you
aren't just saving state over your old corrupted save states after loading
in game as they will still be corrupted, you will need to make brand new
save states file free of corruption.
```