

# Mother 3 (Import) Battle Memory Completion Guide

by Dragorn

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M O T H E R 3  
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Battle Memory Guide

For the Nintendo Game Boy Advance

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The most recent version of this document can always be found at:  
[http://sites.google.com/site/dragorn/mother\\_3\\_battle\\_memory.txt](http://sites.google.com/site/dragorn/mother_3_battle_memory.txt)

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## 1 Basics

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Before you jump into the walkthrough, here is some background info:

- \* The Battle Memory is found in a gift box on the first floor of Osohe Castle, near where you get the Rope Snake. It's a Key Item that keeps track of all the enemies you've encountered, and which of their poses you've seen. (Most enemies have two poses; a few, mainly bosses, have only one.) You can practice combos on any enemies logged in the Battle Memory; they'll have infinite HP and won't fight back.
- \* Aside from a sense of personal accomplishment, there's no big reward for completing the Battle Memory. But, if you're playing with starmen.net's translation, your Battle Memory will be marked with a silver star if you log every enemy, and a gold one if you log every enemy and every pose. If you beat the game with one of these achievements, a secret will be revealed to you during the ending:
  - \* Silver: Hold down the L and R buttons when you open the Status Menu to open the secret Memo Menu.
  - \* Gold: Enter the player's name in the Forest Sanctuary in Chapter 2 as "HARD MODE" to activate Hard Mode.
- \* When you see a new enemy or pose in battle, it's logged immediately; you do not have to finish the battle. It's okay to run away or a get a game over. (In fact, one situation requires it.)
- \* Enemies and poses can only be logged to the Battle Memory from real battles. Any new poses you encounter in fights initiated using the Battle Memory itself do NOT count. (If they did, there wouldn't be much point to this guide!)
- \* Although there are a few rare enemies, the real challenge for completing the Battle Memory is getting enemies to assume their alternate poses. There are a few ways to go about this:
  - \* Get a green swirl when you initiate battle
  - \* Get a red swirl; Duster might flip the enemies around automatically
  - \* Use a Made-You-Look
  - \* Use Duster's Siren Beetle
  - \* Use Salsa's Dance
  - \* Let the enemy change poses by itself (examples include Pseudoor, Mecha-Turtle and any bosses that have two poses)
- \* Finally, please note that you can only force an enemy to change its pose in a regular battle; in "mandatory battles" (i.e. scripted battles that are necessary to advance the plot), the Siren Beetle, Made-You-Look, etc. will never work. (This is mainly applicable to the Pigmask Major and Pigmask Colonel; you encounter these enemies in mandatory battles in Chapter 7, but you can't fight them regularly until Chapter 8.)

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## 2 Walkthrough

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Note that enemies with only one pose have their names written {like this}.

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### 2.1 Prologue

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The {Mole Cricket} will be logged automatically in a mandatory battle.

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### 2.2 Chapter 1

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The first three chapters are the most difficult, and Chapter 1 is the most difficult of all. There are many enemies exclusive to this chapter, and you have to rely on green swirls for all of them.

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#### 2.2.1 Sunshine Forest (Fire)

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Log the Yammonster before you return Fuel to his father. WARNING: This enemy is available only while the forest is on fire.

The {Firefly} will be logged automatically in a mandatory battle.

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#### 2.2.2 Sunshine Forest (Night)

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Log the following enemies while it's raining:

- \* Mighty Bitey Snake
- \* Baked Yammonster

The {Reconstructed Caribou} will be logged automatically in a mandatory battle.

Notes:

- \* WARNING: These enemies will also appear in Sunshine Forest during the day, but they're gone for good after this chapter.

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#### 2.2.3 Sunshine Forest (Day)

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Log the following enemies on the way to Alec's House:

- \* Praying Mantis
- \* Greedy Mouse
- \* Flying Mouse
- \* Beanling
- \* Soot Dumpling
- \* Spud Bug
- \* Agitated Boar

Notes:

- \* WARNING: Most of these enemies are available only in this chapter, and you will lose access to them after you talk to the Magypsies. (The Praying Mantis and Greedy Mouse appear near Isaac's house, so you can also log them in Chapter 2 or Chapter 3.)

- \* WARNING: The Agitated Boar disappears when Alec joins your party.
- \* To get a green swirl on the Flying Mouse, try engaging one and then running away. Now just stand still; when both of you stop flashing, another battle will start, and you might get a green swirl. If you don't, just run away and try again.
- \* Getting a green swirl on a Spud Bug is trickier; I couldn't get the above trick to work. There are a couple options:
  - \* Try this: <https://www.youtube.com/watch?v=vX7QoE3R4Wc>
  - \* An easier, but more tedious method is to level Flint up until he can stun Spud Bugs by dashing into them; after the enemy stops flashing, it will run away from Flint, and you can get a green swirl easily. (Don't go overboard with the leveling, though; this won't work if Flint's dash defeats them instantly instead of stunning them.)
- \* The Beanling is a rare enemy that appears in the northern part of the area that connects Isaac's House and Lighter's House. If you see one, dash after it until it retreats into the ground, then run around the nearby area until you see it reemerge. Like a Yammonster, it takes a couple seconds to pull itself out of the ground, so you shouldn't have trouble getting a green swirl.
- \* The Soot Ball is a rare enemy that appears in front of Lighter's House. It just rolls back and forth, so it's easy to get a green swirl on it; just make sure that you walk, not dash, when you approach it.

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#### 2.2.4 Drago Plateau

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The {Mecha-Drago} will be logged automatically in a mandatory battle.

Notes:

- \* There are no plot-related reasons to return to Drago Plateau after Chapter 1; this is probably why the enemies in this area are never updated. Since Chapter 1 is already hard enough, I suggest you come back in Chapter 7 to log the three enemies in this area.

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### 2.3 Chapter 2

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#### 2.3.1 Sunshine Forest (Night)

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Before you collect the Noble Spittoon, enter Sunshine Forest and log Mr. Batty. You could have logged him during the night segments of Chapter 1, but it's easier to do it now. You can also log Mr. Batty in Chapter 7, in the dark cave that leads to Drago Plateau.

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#### 2.3.2 Sunset Cemetery

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Log the following enemies in the outdoor area of the Cemetery:

- \* Zombie Man
- \* Zombie Lady
- \* Zombie Dog

- \* Mobile Grave

Log the following enemies in the Gravedigger's Tunnel:

- \* Detached Leech
- \* Spineless Lobster

Notes:

- \* WARNING: The enemies in the Gravedigger's Tunnel are available only in this chapter. You will lose access to the tunnel after collecting the Noble Spittoon. You will also lose access to the enemies in the outdoor area at that time, but those can also be logged in Chapter 3.

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### 2.3.3 Osohe Castle (Night)

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Log the following enemies before giving the Noble Spittoon to Wess:

- \* Stinky Ghost
- \* Arachnid!
- \* Barrel Man
- \* Ghost Armor
- \* Artsy Ghost
- \* Violent Roach
- \* {Strawberry Slime}
- \* Carpet Monster
- \* Ghost Sword
- \* Ghost Shield
- \* Ghost Knight
- \* Rockin' Ghost
- \* Pseudoor

{Mr. Passion} will be logged automatically in a mandatory battle.

Notes:

- \* WARNING: The Rockin' Ghost is still available after you return the Noble Spittoon to Wess, but it disappears for good after this chapter.
- \* The Pseudoor will assume its alternate pose after performing its defensive move.
- \* The {Strawberry Slime} is a unique enemy found in the second floor kitchen. If you don't fight it now, it will disappear in Chapter 3, but then reappear in Chapter 4 and remain available until the end of Chapter 7. (I've only verified this using the Debug Room though, so I suggest you play it safe and just take care of it now.)
- \* The Arachnid!, Stinky Ghost, Artsy Ghost and Violent Roach disappear once the Pig Army invades the Castle. Oddly, they all reappear in Chapter 7. (The Violent Roach is also available in Candrum Underpass in Chapter 3.)
- \* The Barrel Man is available in the basement until the end of Chapter 7.
- \* The Carpet Monster and Pseudoor are available until you lose the Rope Snake in Chapter 5. Ghost Armor, Ghost Sword and Ghost Shield are also available until then, but, I think that if you're too powerful when you come back (that is, they flee from you), these enemies won't come together to form the Ghost Knight.

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### 2.3.4 Osohe Castle (Day)

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The Clayman will be logged automatically in a mandatory battle.

Log the following enemies before collecting the Hummingbird Egg:

- \* Pigmask
- \* Recon Mech
- \* Lingerin Spirit
- \* Osohe Cape

The Oh-So-Snake will be logged automatically in a mandatory battle.

Notes:

- \* The Clayman will assume his alternate pose after performing his "...crashed down upon \_\_\_\_\_ with all of its weight" move.
- \* If you miss the Pigmask or Recon Mech, they can be fought again in Sunshine Forest near the end of Chapter 3. The Pigmask can also be found in the Chimera Lab in Chapter 7 (after you rescue Salsa and talk to Doria), and outside the abandoned Clayman Factory in Chapter 7.
- \* The Lingerin Spirit and Osohe Cape can be found on the upper floors of the castle until you lose the Rope Snake in Chapter 5.
- \* The Oh-So-Snake will assume its alternate pose after performing its Tsunami attack.

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## 2.4 Chapter 3

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Remember that Salsa's Dance technique can flip enemies around. It's not nearly as effective as Duster's Siren Beetle, but it's better than nothing.

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### 2.4.1 Death Desert

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Log the following enemies before leaving the Desert:

- \* Dung Beetle
- \* Sand Lizard
- \* Sara-Sara-Sahara
- \* Great Antlion

The {Cactus Wolf} will be logged automatically in a mandatory battle.

Notes:

- \* WARNING: These enemies are available only in this chapter.

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### 2.4.2 Candrum Underpass

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Log the HUGE Pillbug. WARNING: The HUGE Pillbug is available only in this chapter.

The {Goey Goo} will be logged automatically in a mandatory battle.

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### 2.4.3 Osohe Castle

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Log the following enemies in the Osohe Castle Basement:

- \* Big Bro
- \* Li'l Big Bro

Notes:

- \* WARNING: These enemies are gone for good after this chapter.
- \* The Big Bro can be logged in Chapter 2, it's just more convenient to do it now. You don't need the Siren Beetle; the Big Bro's slow, erratic movement pattern makes it easy to get a green swirl.

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2.4.4 Sunshine Forest  
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The Pork Tank will be logged automatically in a mandatory battle. The Pork Tank will assume its alternate pose after suffering a certain amount of damage.

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2.5 Chapter 4  
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The quest for a complete Battle Memory gets easier at this point. There are still a few areas that you only get to visit once, but most of the enemies you encounter in Chapters 4 - 7 will be available until the end of Chapter 7. Since most of the enemies you meet in this chapter can be fought later, we're going to save them for the Chapter 5, when Duster is back in the party.

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2.5.1 Club Titiboo  
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Log the following enemies before dropping into Lucky's Room:

- \* Slimy Slug
- \* Greedier Mouse
- \* Arachnid!!!!
- \* Elder Batty
- \* Gently Weeping Guitar
- \* Beaten Drum

The {Jealous Bass} will be logged automatically in a mandatory battle.

Notes:

- \* You can buy Made-You-Looks from the mouse shop in the attic. In addition to using them for these enemies, you might want to deposit five or six with the Item Guy. (These are for Snowcap Mountain in Chapter 7; you won't normally have Duster with you for that area. Of course, if you don't mind a lot of backtracking, you can just return there after you get Duster back.)
- \* WARNING: After you drop into Lucky's Room, you will not be able to return to the attic or underground tunnel. The only one of these enemies that you can find later is the Elder Batty, who appears in Chapter 7 in the Dark Cave leading to Drago Plateau.
- \* Remember, you can't use Made-You-Looks on the Gently Weeping Guitar and Beaten Drum in the boss battle. You must fight them separately to log their alternate poses.

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2.6 Chapter 5  
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2.6.1 Catch Up  
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The first thing you should do in Chapter 5 is trek all the way back to Osohe Castle to fight Lord Passion. On the way there, you can log all the enemies you skipped in Chapter 4.

Log the follow enemies in the area around the Ropeway:

- \* Reconstructed Mole
- \* Cattlesnake
- \* Pigtunia
- \* Batangutan

Log the following enemies on the Railway:

- \* Slitherhen
- \* Really Flying Mouse
- \* Ramblin' Mushroom
- \* Squawking Stick
- \* Muttshroom

Notes:

- \* WARNING: All of these enemies are available until the end of Chapter 7, except the Squawking Stick; in Chapter 7, the Squawking Stick disappears and is replaced by the Squawking Boomstick.

Log the following enemies in Sunshine Forest:

- \* Grated Yammonster
- \* Black Beanling
- \* Walking Bushie
- \* Big Spud Bug
- \* Mischievous Mole

Also, head north out of the forest and log the Crag Lizard.

Notes:

- \* None of these enemies are going anywhere. Since you have to pass through the forest in Chapter 7 to reach Argilla Pass, you could wait until then to take care of them, if you want.
- \* The Black Beanling appears in the same area as the Beanling and exhibits the same behavior. Here's a video that shows how to catch one: [https://www.youtube.com/watch?v=2ByVSiwK\\_0o](https://www.youtube.com/watch?v=2ByVSiwK_0o)
- \* The Mischievous Mole is in the small cave to the right of the location where you fought the {Reconstructed Caribou}.

Finally, return to Osohe Castle and log {Lord Passion}. WARNING: Lord Passion is available only in this chapter.

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2.6.2 Murasaki Forest  
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Log the following enemies on the way to the Clayman Factory:

- \* Parental Kangashark
- \* Reconstructed Lion
- \* Mecha-Turtle

Notes:

- \* These enemies are also available in Chapter 7.



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### 2.6.3 Highway

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The {Fierce Pork Trooper [1]} will be logged automatically in a mandatory battle.

Log the following enemies on your way to the Garbage Dump:

- \* Wound-Up Road Hog
- \* Scrapped Robot
- \* Road Block
- \* Bright Smile
- \* Wobbly Robot
- \* Atomic Power Robot
- \* Rhinocerocket

The {Forlorn Junk Heap} will be logged automatically in a mandatory battle.

Notes:

- \* All of these enemies are available in Chapter 7.
- \* **WARNING:** They look similar, so it's easy to confuse the Wobbly Robot and Scrapped Robot. Make sure you get both.
- \* The Bright Smile is a rare enemy. Unlike the other rare enemies in this game, it has multiple spawn points. (It spawns in some of the tunnels in this area. I don't know if it spawns in all of them.) Here's one way to find it: take your Pork Bean to the lower right corner of the construction site. (That's the area with the Mouse Mother and the Rhinoceroockets.) Enter the tunnel here. Keeping the Pork Bean all the way to the left, against the tunnel wall, move south in a straight line, through the first set of Road Blocks. Keep moving south until the second set of Road Blocks comes into view; at that point, you can turn around and head back out of the tunnel. Reenter the tunnel and repeat the process; you should eventually encounter a Bright Smile between the two sets of Road Blocks.

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### 2.6.4 Thunder Tower

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Log the following enemies before engaging the {Fierce Pork Trooper [2]}:

- \* Whatever
- \* Minor Robot
- \* Battery Man

The {Fierce Pork Trooper [2]} will be logged automatically in a mandatory battle.

Notes:

- \* **WARNING:** You cannot return to the lower level of Thunder Tower after you defeat the {Fierce Pork Trooper [2]}.

Log the following enemies before engaging Mr. Genetor:

- \* Screwloose
- \* {Surprise Box}
- \* Li'l Miss Marshmallow
- \* Short Circuit Zap!

Mr. Genetor will be logged automatically in a mandatory battle.

Notes:

- \* WARNING: These enemies are available only in this chapter.
- \* The {Surprise Box} is a unique enemy found in a gift box in King P.'s Room.
- \* Li'l Miss Marshmallow is a unique enemy found in King P.'s Room; she'll attack you if you examine the yo-yo in the display case.
- \* Li'l Miss Marshmallow will assume her alternate pose after after she suffers a certain amount of damage.
- \* Mr. Genetor will assume his alternate pose after his "Discharge Zap attack".

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## 2.7 Chapter 7

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For this chapter, I assume that you're doing things in the standard order. You don't have to; if you want Duster back ASAP, you can go rescue him after you check on the Needle in Osoche Castle. But whatever you do, don't open up the entrance to the Mole Cricket Hole until you've pulled Doria's Needle. (That's the one near the Chimera Lab.) This will be explained shortly.

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### 2.7.1 Chimera Laboratory

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The {Almost Mecha-Lion} will be logged automatically in a mandatory battle.

WARNING: After you've pulled Doria's Needle, you'll be ambushed by {The Squeekz} in the lake area east of the Chimera Lab. This is an easy fight; it's really just the game's way of telling you where to go to find the next Needle. After you beat him, he'll warn you to "watch out for them mole crickets if you keep goin' east". But, if you've already opened up the Mole Cricket Hole at this point, you don't need this hint, and {The Squeekz} will never show up.

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### 2.7.2 Snowcap Mountain

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If you stored any Made-You-Looks with the Item Guy back in the Titiboo Attic, withdraw them before entering the Mole Cricket Hole.

Log the following enemies before leaving Snowcap Mountain:

- \* Ten-Yeti
- \* Chilly Dog
- \* Frosted Bun

The {Steel Mechorilla} will be logged automatically in a mandatory battle.

Notes:

- \* The Frosted Bun is a rare enemy. You can find it next to the gift box that contains a Cancer Bracelet. Enter the area from the top, and run down the slope; if you don't see the enemy (it looks like a snowball), run back up, exit the area, and try again.
- \* These enemies are available for the rest of the chapter, so if you don't bring Made-You-Looks with you, you can just come back after you get Duster. Trekking through the Mole Cricket Hole again is a pain,

though.

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### 2.7.3 Saturn Valley

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The {Frightbot} will be logged automatically in a mandatory battle.

After you get Duster back, reenter the tunnel to the highway and log the following enemies:

- \* Naughty Mushroom
- \* Filthy Attack Roach

Log the following enemies in the Volcano:

- \* Sky Titany
- \* Mrs. Lava
- \* Pyrefly
- \* Magman
- \* Scamperin' Mushroom

{New Fassad} will be logged automatically in a mandatory battle.

Notes:

- \* All of these enemies are available for the remainder of the chapter.
- \* Although you encounter the Pigmask Major here, you won't be able to fight him outside of an event battle until Chapter 8.
- \* You can also find the Scamperin' Mushroom on Tanetane Island.

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### 2.7.4 Catch Up

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Now that you've got Duster back for good, let's get completely caught up.

First, trek back to Drago Plateau and log:

- \* Titany
- \* Balding Eagle
- \* Tree

Notes:

- \* When you are very powerful, the Tree enemies will hide from you by standing still and pretending to be regular trees.
- \* Because it can fly, you might have some trouble logging the Balding Eagle when it's afraid of you. To catch one, you have to dash towards it, stop just short of hitting it, and then walk up to it to initiate the battle before it flies away.

From Drago Plateau, head back to Aeolia's House. Retrace your steps from the beginning of the chapter: head through the underground tunnel to Osohe Castle Courtyard, logging the Cleocatra on the way.

Head into the castle basement and log the following enemies:

- \* Cheery Skeleton
- \* Bro Team

Notes:

- \* These enemies are available until the end of Chapter 7.

Head for Murasaki Forest; on the way there, log the Squawking Boomstick on the Railway.

Log the following enemies around the Chimera Lab and the nearby lake:

- \* Dogfish
- \* Top Dogfish
- \* Ostrelephant
- \* Horsantula
- \* Einswine

Notes:

- \* The Top Dogfish is a rare enemy. It appears on the left side of the lake near the Chimera Laboratory. To find one, enter the lake area from the left and run about halfway up the side of the lake; if you see just a regular Dogfish jump out, leave the screen and try again.

Log the following enemies inside the Chimera Lab:

- \* Zombidillo
- \* Pigmask Captain
- \* Nice Poser
- \* Security Robot

Notes:

- \* You can find the Zombidillo in the basement and freezer.
- \* The Security Robot is in a few different rooms on the first and second floors. You can also find it in the abandoned factory by the Highway.
- \* The Nice Poser is found on the third floor. Take the back elevator to reach him.

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2.7.5 Sea Floor Dungeon  
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Before you leave for Tanetane Island, deposit all your money.

Log the following enemies on the way to Tanetane Island:

- \* Navy SQUEAL
- \* Carefree Jellyfish
- \* Rooound Fish
- \* Rock Lobster
- \* Fish Roe Man

{Master Eddy} will be logged automatically in a mandatory battle.

Notes:

- \* These enemies are available until the end of this chapter.
- \* To find the Fish Roe Man, go south from the start point until you reach an oxygen machine; refill your oxygen, and keep going south. Take the right path; you should find another oxygen machine as soon as you enter the next screen. Refill with this one, then go back to the previous screen and head left. Follow this path, and you can just barely make it to another oxygen machine in time; after that, keep following the path, and you'll find Fish Roe Man guarding a gift box containing the Awesome Crown.

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2.7.6 Tanetane Island  
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WARNING: When you reach Tanetane Island, save with the frog, then fight {Zombieshroom} \*BEFORE\* you eat the mushrooms. He'll knock out your party, and you'll respawn back at the frog.

Now eat the mushrooms, and fight {Zombieshroom} again. This battle will log the {Eerie Smile}.

Notes:

- \* You may observe that after eating the mushrooms, you can just walk past {Zombieshroom} without fighting him. This raises a couple of questions. What if you just came back and fought {Zombieshroom} after you'd talked to Mixolydia? Couldn't the {Eerie Smile} instead be logged by fighting any of the regular enemies in the jungle? Unfortunately, it's no on both counts; {Zombieshroom} disappears after the shrooms wear off, and, even though all enemies will appear as an {Eerie Smile} after you eat the shrooms, you can only log it by fighting {Zombieshroom}.

On your way to the Barrier Trio, log the Unwelcome Gust.

The Barrier Trio will be logged automatically in a mandatory battle. The Barrier Trio will assume its alternate pose after changing its PSI weakness.

On your way back to the beach, log the enemies you missed while on shrooms:

- \* Monkalrus
- \* Ancient Dragonfly
- \* Titanian

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2.7.7 Argilla Pass  
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Log the following enemies outside the cave:

- \* Blue Balding Eagle
- \* Tender Loving Tree

Log the following enemies inside the cave:

- \* Mystery Metal Monkey
- \* Mecha-Mole!
- \* Cuddle Bomb
- \* Negative Man
- \* Sticky Slug
- \* Heftyhead

The {Masked Man} will be logged automatically in a mandatory battle.

Notes:

- \* Negative Man is a unique enemy. You can find him by taking the first left in the cave and following that path until it ends.
- \* The Mystery Metal Monkey is only found in one room in the cave. You'll encounter him on your way to Negative Man. You can also find him outside the cave; he's sometimes on the path to the Hot Springs.
- \* Although you encounter the Pigmask Colonel here, you won't be able to fight him outside of an event battle until Chapter 8.
- \* **WARNING:** As you probably know, you're stuck in New Pork City for Chapter 8 after you use the Waters of Time on the vines of the Chupichublahblah Temple. If there's anything you missed, you have to get it now. If you want to be sure you're ready for Chapter 8, you can spend a couple minutes counting the entries in your Battle Memory; you should have 150, and you should be missing poses for only the Pigmask Major and Pigmask Colonel.

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2.8 Chapter 8  
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2.8.1 Sewers

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Log the following enemies:

- \* Metal Attack Roach
- \* Putrid Moldyman

{Miracle Fassad} will be logged automatically in a mandatory battle.

After you leave the Sewers, log the {King Statue} in the northeast part of the city. (Examine it three times to fight it.)

Notes:

- \* WARNING: You will be trapped in the Empire Porky Building after you get in the elevator.
- \* You can also find the Metal Attack Roach in the Empire Porky Building.

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2.8.2 Empire Porky Building

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In the Hippo Pool, log the Hippo Launcher.

Log the following enemies on the Restrooms Floor:

- \* Pigmask Major
- \* Men's Room Sign

Log the following enemies on the Construction Floor:

- \* Boa Transistor
- \* K9000
- \* Rhinocerocket Mark II
- \* Love Walker

Log the following enemies on the Laboratory Floor:

- \* Pigmask Colonel
- \* Mecha-Lion
- \* Return of Octobot
- \* Upgraded Robot
- \* Nuclear Reactor Robot

The N.K. Cyborg will be logged automatically in a mandatory battle. The N.K. Cyborg will assume its alternate pose after its "End of the Century Beam" attack.

{PORKY 01} will be logged automatically in a mandatory battle.

Notes:

- \* One of the PORKY bots will summon random enemies during the battle. Since it's an event battle though, this probably won't do you any good if you're missing an entry. (If you're missing an enemy that assumes its alternate pose by itself, like the Mecha-Turtle, then you might get lucky.)

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2.8.3 Final Cavern

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Log the following enemies in the Final Cavern:

- \* Minerali
- \* Fenomeno

Porky [1] and Porky [2] will be logged automatically in a mandatory battle.

That's it! WOO HOO!

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### 3 Checklist

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For quick reference, here all the entries in the Battle Memory. Note that enemies with only one pose have their names written {like this}.

1. {Mole Cricket}
2. Mr. Batty
3. Yammonster
4. {Firefly}
5. Flying Mouse
6. Mighty Bitey Snake
7. Baked Yammonster
8. Mischievous Mole
9. {Reconstructed Caribou}
10. Praying Mantis
11. Greedy Mouse
12. Beanling
13. Soot Dumpling
14. Walking Bushie
15. Spud Bug
16. Agitated Boar
17. Crag Lizard
18. Titany
19. Balding Eagle
20. Tree
21. {Mecha-Drago}
22. Zombie Man
23. Zombie Lady
24. Zombie Dog
25. Mobile Grave
26. Detached Leech
27. Spineless Lobster
28. Stinky Ghost
29. Arachnid!
30. Big Bro
31. Barrel Man
32. Ghost Armor
33. Artsy Ghost
34. Violent Roach
35. {Strawberry Slime}
36. Carpet Monster
37. Ghost Sword
38. Ghost Shield
39. Ghost Knight
40. Rockin' Ghost
41. Pseudoor
42. {Mr. Passion}
43. Clayman
44. Pigmask
45. Recon Mech

46. Lingering Spirit
47. Osohe Cape
48. Oh-So-Snake
49. Dung Beetle
50. Sand Lizard
51. Sara-Sara-Sahara
52. Great Antlion
53. {Cactus Wolf}
54. HUGE Pillbug
55. {Goody Goo}
56. Cheery Skeleton
57. Li'l Big Bro
58. Pork Tank
59. Ramblin' Mushroom
60. Slitherhen
61. Really Flying Mouse
62. Grated Yammonster
63. Black Beanling
64. Big Spud Bug
65. Squawking Stick
66. Muttshroom
67. Reconstructed Mole
68. Cattlesnake
69. Pigtunia
70. Batangutan
71. Dogfish
72. Top Dogfish
73. Ostrelephant
74. Slimy Slug
75. Greedier Mouse
76. Arachnid!!!!
77. Elder Batty
78. Gently Weeping Guitar
79. Beaten Drum
80. {Jealous Bass}
81. Parental Kangashark
82. Reconstructed Lion
83. Mecha-Turtle
84. Wound-Up Road Hog
85. {Fierce Pork Trooper [1]}
86. Scrapped Robot
87. Road Block
88. Bright Smile
89. Wobbly Robot
90. Atomic Power Robot
91. Rhinocerocket
92. {Forlorn Junk Heap}
93. Whatever
94. Minor Robot
95. Battery Man
96. {Fierce Pork Trooper [2]}
97. Screwloose
98. {Surprise Box}
99. Li'l Miss Marshmallow
100. Short Circuit Zap!
101. Mr. Genetor
102. Cleocatra
103. Bro Team
104. {Lord Passion}
105. Squawking Boomstick
106. Horsantula
107. Einswine
108. {Almost Mecha-Lion}



109. Zombidillo
110. Pigmask Captain
111. Nice Poser
112. {The Squeekz}
113. Ten-Yeti
114. Chilly Dog
115. Frosted Bun
116. {Steel Mechorilla}
117. Security Robot
118. Naughty Mushroom
119. Filthy Attack Roach
120. {Frightbot}
121. Pigmask Major
122. Sky Titany
123. Mrs. Lava
124. Pyrefly
125. Magman
126. Scamperin' Mushroom
127. {New Fassad}
128. Navy SQUEAL
129. Carefree Jellyfish
130. Rooound Fish
131. Rock Lobster
132. Fish Roe Man
133. {Master Eddy}
134. {Zombieshroom}
135. {Eerie Smile}
136. Monkalrus
137. Ancient Dragonfly
138. Titanian
139. Unwelcome Gust
140. Barrier Trio
141. Blue Balding Eagle
142. Tender Loving Tree
143. Mystery Metal Monkey
144. Mecha-Mole!
145. Cuddle Bomb
146. Negative Man
147. Sticky Slug
148. Heftyhead
149. Pigmask Colonel
150. {Masked Man}
151. Metal Attack Roach
152. Putrid Moldyman
153. {Miracle Fassad}
154. {King Statue}
155. Hippo Launcher
156. Men's Room Sign
157. Boa Transistor
158. K9000
159. Rhinocerocket Mark II
160. Love Walker
161. Mecha-Lion
162. Return of Octobot
163. Upgraded Robot
164. Nuclear Reactor Robot
165. N.K. Cyborg
166. {PORKY 01}
167. Minerali
168. Fenomeno
169. Porky [1]
170. Porky [2]

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#### 4 Contact

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Feel free to email me at Dragorn@Hotmail.com with questions, comments, or to point out errors. Please make sure your question isn't already covered in this guide, though, and put "Mother 3" in the email's subject line. (I have a filter set-up to catch these emails. Otherwise, your email might be marked as junk, which severely reduces the chance of me ever seeing it.)

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#### 5 Revision History

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Version 1.01 - October 29, 2009

Updated url for my website. Unfortunately, Freezoka went belly up. Apologies to anyone who tried to access it during the past month.

Version 1.0 - July 12, 2009

Finished and submitted the initial version of the guide.

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#### 6 Legal Information

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Mother 3 is copyright Nintendo.

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