

Master of Monsters (Import) FAQ/Walkthrough

by War Doc

Updated to v1.02 on Aug 19, 2005

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| M A S T E R   O F   M O N S T E R S |  
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GAME: MASTER OF MONSTERS
PLATFORM: SEGA GENESIS
GENRE: RPG/STRATEGY
CREATOR: RENOVATION PRODUCTS INC. Copyright 1991
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FAQ VERSION: 1.02

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5. Press CTRL-F
5. You will arrive at the desired chapter or subchapter.

***** U N I T I *****

+=====+
| 1. LEGAL STUFF |=====+
+=====+

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+=====
| 2. VERSION INFORMATION |=====
+=====

Version 1.0 7/ 8/05: A guide is born.

Version 1.01 7/11/05: Fixed some errors.

Version 1.02 8/19/05: Fixed some errors.

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| 3. ACKNOWLEDGEMENTS |=====
+=====

The following are a list of people or organizations that have made this FAQ possible:

My wonderful family (who has had to put up with the tapping on the keyboard)
Renovation Products, Inc.
The instruction manual for various information
GameFAQ's for putting up this FAQ

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| 4. WELCOME |=====
+=====

Welcome to my FAQ for Master of Monsters (or MOM short). Since this is a RPG/strategy game, there is no walkthrough per se. Instead, this FAQ is broken up into parts. First you will be given an explanation of choices you have for playing the game. Next, you will be given all the possible commands you can give with a brief description of what those commands are. The last part is dedicated to strategy. These general strategies will give you an idea on how to defeat the various Masters both computer and human. In addition they will give you tips on maximizing the efficiency of your monsters. Input is appreciated along with constructive criticism. If you wish to e-mail me thoughts on this FAQ, better ways of doing things, other strategies, etc., feel free. Make sure you put MOM in the subject. If you don't, I'm liable to discard the e-mail as spam.

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| 5. OVERVIEW |=====
+=====

Gaya, king of the Dark World, summoned five of his loyal subjects. His instructions to them were simple, the Dark World needed a new king and these five have proven worthy to vie for said position. Only one, though, could be king. Therefore, a contest was devised by King Gaya. He instructed the five loyal subjects to use their magical powers to create fighting monsters. These monsters would be used to defeat the other subject's monsters and ultimately defeat the other Masters. Whoever the last subject that was left standing after these battles would inherit the kingdom and be crowned king.

MOM is a combination of both a RPG and strategy game. It is an RPG in the sense that you gain experience for each of the battles and this gives you the potential to level up your monsters and make them more powerful. It is a strategy game in the fact that you must plan accordingly by not only taking your own plans into account, but also those of the enemy Masters. Good luck on your quest to become the new king of the Dark World.

***** U N I T II *****

+=====+
| 6. GETTING STARTED |=====+
+=====+

Once the game has loaded, press START to get the opening menu. You will have a choice of continuing a game already in progress, playing in two campaigns of eight battles apiece, or seven individual battles against computer or human players. These choices are designated as follows:

- CONTINUE
- CAMP-1
- CAMP-2
- CIRCLE
- MOONLAND
- ISLAND
- DESERT
- HALF
- FIRELAND
- ICECROSS

Once you make a selection, you will be given another menu with the following options:

- MASTER
- PLAYER
- MAGIC
- MUSIC
- START

/ 6. 1 Master / _____

Except for the two campaigns which have fixed Masters, you are allowed to choose from the Daimyou, Darklord, Sorcerer, Summoner, or Wizard Masters.

/ 6. 2 Player / _____

Allows you to choose whether the Blue, Red, Green, or Yellow Masters will be human or computer controlled. Again, this option is not available for the two campaigns.

/ 6.3 Magic / _____

Allows you to adjust the number of points your magic regenerates per turn. For the two campaigns, it only allows you to adjust your player's magic point regeneration up to 100 points per turn in 10 point increments.

On the individual battles, you can adjust all the regeneration rates up to 100 points per turn in 10 point increments.

/ 6.4 Music / _____

Allows you to choose from six musical selections for the background music for your Master as well as the other Masters. This options works for both campaign and individual battles.

/ 6.5 Start / _____

Once you are happy with all of your selections, select this to start the game.

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+=====+  
| 7. TAKING CONTROL |=====+  
+=====+
```

/ 7.1 The Controls / _____

These are the controls for this games:

<< CONTROLS >>

| BUTTON INVOLVED | RESULT |
|-----------------|---|
| A | BRINGS UP THE BATTLE MENU |
| B | CANCEL A CHOICE |
| C | SELECT THE HIGHLIGHTED CHOICE OR USED TO EITHER MOVE A MONSTER OR FIGHT |
| KEYPAD | MOVE THE CURSOR OR MONSTER |

/ 7.2 The Game Screen / _____

 This is the primary game screen:

```

+=====+
|                                     | +-----+ |
|                                     | |         | |
| / \                                 | |   AREA   | |
| |   |                               | |         | |
|/ \ / \                              | |   OF     | |
| |   |                               | |         | |
|\ / \ /                               | |  BATTLE  | |
|                                     | +-----+ |
|                                     |         | |
|                                     | +-----+-----+ |
|                                     | |         | COLOR | |
|          ZOOMED IN AREA OF BATTLE | |         |         | |
|                                     | +-----+ TURN | |
|                                     | +-----+  ##/## | |
|                                     | | TOD   |         | |
|                                     | |         | X =   | |
|                                     | +-----+ Y =   | |
|                                     | +-----+-----+ |
|                                     |         |         | |
|                                     |         |         | |
|                                     |         |         | |
|          +----+---OPONENT(S)-----+ |         |         | |
|          /      |           |           \   | |   PICTURE | |
| BLUE           RED           GREEN        YELLOW | |         | |
| MP####        MP####        MP####        MP#### | |         | |
| T##M##        T##M##        T##M##        T##M## | |         | |
|                                     | +-----+-----+ |
+-----+-----+
  
```

Area of Battle - Shows the "big picture" of the area you are fighting in.

Zoomed in Area of Battle - Shows a 9 x 12 "window" of the Area of Battle.

Color - Indicates which Master is up next to play.

Turn - Indicates the current turn out of the total number of turns for this area. Four turns make a full day. A day is defined at sunrise, day, sunset, night.

TOD - Icon to indicate the time of day.

X=; Y= - X,Y coordinates of the cursor.

When you click on a Master or monster, the following information becomes available in the above window:

Monster Name - Name of selected monster and their alignment.

MV and LV - Their movement rate and level.

HP and XP - Numbers that have the total points at present over the total points possible. In the case of HP, you cannot heal a monster greater the total points possible. In the case of XP, if a monster gets the total points possible or greater, they will go up a

level unless they are already at the highest level possible.

- S and L - Short and Long-Range attacks. The first number is the base damage caused by said attack while the second number is the number of attacks (with that base damage) the monster can inflict. These numbers are modified by enemy defenses, terrain, or attacking power of your monster.
- Opponent(s) - Current opponents you are facing. The MP indicates magic points, the T indicates number of towers owned, and M indicates the total number of monsters a Master has.
- Picture - Picture of the Master or monster when the cursor is selected over their icon on the map.

/ 7.3 Battle Menu /

When you press the "A" button, you will get a battle menu with the following choices:

```
SUMMON  TABLE
CALL    HELP
MAGIC   SET UP
FORCE   END
```

```
+-----+
| 7.3.1 Summon |-----+
+-----+
```

If you have the magic points and some towers, you can summon monsters. The types of monsters you can summon depends on the type of Master you chose to be. More details about the monsters are found in Chapter 12.

You can only summon monsters in a castle, fortress, or tower hex next to your Master. Towers play an important part in summoning. The number of towers you possess plus one is the number of monsters you are allowed to summon. So capturing towers is an important part of the game.

```
+-----+
| 7.3.2 Call |-----+
+-----+
```

Only used in campaigns. Any monsters that survive a battle can be brought back into the next battle. The rules of summoning apply in the fact you must have some towers to bring these monsters back. NOTE: Damage will be repaired on injured monsters when they are brought back.

```
+-----+
| 7.3.3 Magic |-----+
+-----+
```

Allows you to cast spells. More details about spells are found in 13.

```
+-----+
| 7.3.4 Force |-----+
```

+-----+

If a given master has this ability, they are able to call up elemental forces to deal damage to their enemies.

+-----+

| 7.3.5 Table |-----

+-----+

Allows the player to quickly find their Master and all their monsters. In addition, it allows you to instantly go to their location.

+-----+

| 7.3.6 Help |-----

+-----+

When turned on, it automatically moves the cursor to a tower (or near one) during a monster's move phase.

+-----+

| 7.3.7 Set Up |-----

+-----+

This option allows you to:

Save - You can only save the current game in progress.

Player - For non-campaign game, allows you to change a player from human or vice-versa.

Speed - Allows you to select the speed of battles from Slow, Real, Fast.

Music - Allows you to change the BGM from six selections.

+-----+

| 7.3.8 End |-----

+-----+

Ends the players turn. It is at this time that magic points are regenerated.

***** U N I T III *****

+=====+

| 8. GENERAL STRATEGIES |=====

+=====+

Since this game is both a RPG and strategy game, these are some general strategies that will allow you to gain maximum benefits from you monsters and allow you to overcome your opponents (regardless of whether they are human or computer). These are not all-encompassing and I know there are other general strategies to use. These are, though, the best I have found to work for me.

/ 8. 1 Not All Masters Are Created Equal /

Each Master has its strengths and weaknesses. Knowing how to build on the strengths and minimize weaknesses is what will make you an effective Master.

Since the monsters that can be summoned and the spells that can be used vary for each of the Masters, it would behoove you to know the Master you choose inside and out to make them an effective Master. More detail regarding Masters is in Chapter 11.

/ 8. 2 Know Your Monster's Strengths and Weaknesses / _____

As with Masters, the monsters also have their strengths and weaknesses. Being able to capitalize on these strengths and subdue the weaknesses makes for an effective monster. Certain monsters are immune to attacks that would lay another monsters in its grave. Other monsters are more effective at hitting during the night versus the daytime. Pay attention to what monsters are effective against what types of enemies and you should be able to take out enemy monsters with little trouble.

/ 8. 3 A Healthy Monster is a Happy Monster / _____

To ensure that your monsters reach their maximum battle ability, it is important to make sure that they don't get killed. This means not using them to fight in every battle and to keep them healed. Usually it is good to pull them off the "line" when they have lost 40-50% of their total hit points. This then will give you a chance to make sure you can heal them to full potential while being able to use them if a crisis develops.

/ 8. 4 The Weak Shall Overcome / _____

All monsters are not created equal. All monsters have their strengths and weaknesses. This means that you want to ensure you can level your monsters up without having to worry about them getting killed all the time. A good strategy is to team up weaker monsters with stronger monsters. Use the stronger monsters to "soften" up the targets and let the weaker monsters finish off those weakened targets to gain the experience points. This way, your weaker monsters can level up to more powerful monsters that have a greater survivability. More regarding monster leveling in 12.2.

/ 8. 5 Bigger, Faster, Stronger / _____

Besides defeating enemy Masters, one of your main goals should be getting your monsters leveled up. Leveling up monsters allows them to get better attacks and more hit points. This, in turn, increases their chances of surviving on the battlefield. This principal is especially crucial during the campaign phases since the computer player will be able to call up higher level monsters during the later battles.

/ 8. 6 The Numbers Game / _____

Although every monster has a base attack and defense, these value can be modified by several things. Things such as terrain, the other monster's resistance, and time of day to name a few. You will need to be able to use all of these factors when you decide to pit your monster against an enemy monster.

If an enemy is vulnerable to fire but strong against cold, you obviously wouldn't use a monster that uses cold breath as a weapon. In addition, terrain can play a big factor in allowing even a weak monster to successfully take on a stronger monster. Pay attention to attack and defense adjustments against the various monsters.

/ 8. 7 A Good Offense is a Good Defense or Vice-versa / _____

Both offense and defense go hand-in-hand. You can't launch an effective offensive campaign if you have no way of protecting your monsters or your Master. Also, you can't be really effective in defense if you continually are pressured due to lack of an offense. Finding the balance between these strategies can take some time but once you have the "feel" for them, you can become an unstoppable force.

/ 8. 8 Apply Maximum Force / _____

All is fair in love and war. This game is no exception to that rule except the love part. When taking on enemy monsters, use as many of your monsters to bring down an enemy as you can. Potentially, you could surround an enemy with six of your monsters. For powerful enemies, this can be a brutal and effective strategy. Being able to take out powerful enemies in one turn can sometimes significantly weaken another Masters hold in an area and give you the advantage.

/ 8. 9 Monster Blitzkrieg / _____

This kind of goes with applying maximum force. When you are being swamped by enemy monsters, there are a few tactics that will help break up their formations. While keeping their monsters "busy", use other monsters to go around the flanks and strike at the enemy rear. This will force your opponent to break off a frontal attack and attempt to "mop up" damage you are doing. Also, you may get lucky and get the enemy Master in an exposed position. This would be the ultimate victory since defeating an enemy Master effectively defeats all their monsters.

/ 8.10 The Right Monster For the Right Job / _____

If you only have monsters that move on land, it will make your job that much tougher if a lot of the towers are in the water. On another track, if you only have monsters that move effectively in the water, then a lot of land targets will slip away. This means striking a balance so that you have different kinds of monsters in your arsenal to enable you to do the specific things you want to. Control the game, don't let the game control you. More information regarding monsters can be found in 12.

/ 8.11 Magic Makes the World Go Round / _____

If you plan to build up an effective force, you had better ensure you have the magic points to pull it off. Although monsters are "cheap" in regard to magic

you need to expend, you still must plan carefully or you might find yourself in a bind with no magic points. In addition, magic points are also used for your offensive, defensive, and healing spells. Again, the same reasons apply that it makes it rough to cast spells if you don't have the energy.

/ 8.12 Teamwork Has No "I" In It / _____

When playing multi-player games and you are allied with another human player or players, make sure you and that/those player(s) know what you need to do to secure a victory. It doesn't help if everyone is doing their own thing. This only gives the enemy Masters an opportunity to take control of the game and eliminate each player or players piece-meal.

/ 8.13 Real Estate Acquiring / _____

Towers represent power. They also are needed for summoning new monsters. When you are out acquiring towers, make sure that you will be able to defend your new acquisition. It doesn't mean a whole lot if you gain a tower only to lose it to the next player. This usually means that you shouldn't go outside of the effective range of your other monsters so that they can provide backup if needed.

/ 8.14 You Want it By When / _____

Each world has a set number of turns that you must eliminate the other player(s) in. If you fail to achieve this goal, then your game is automatically over. This means you need to use other General Strategy principles to ensure you have a sound victory.

/ 8.15 Two-front Wars Can Be Very Taxing / _____

One way to expend magic points and monsters quickly is to fight on multiple fronts at one time.

/ 8.16 Army Size / _____

You are allowed to only have 30 monsters at any one time. This means you will need to do a little pre-planning instead of just summoning up monsters. If you find you don't have the right balance, there is nothing wrong with sacrificing a monster in order to get another monster. In addition to the above limit, there can only be 56 monsters on the playing field at any one time. You could use this to your advantage to limit your enemies ability to summon more monsters.

+=====+
| 9. CAMPAIGN SPECIFICS |=====+
+=====+

First, go over the general strategies in Chapter 8. These will help you considerably in the battles ahead.

There are two campaigns you can fight in. Each battle consists of eight battles. If you either lose your Master or cannot defeat all enemy Masters within the allotted turns, you will lose the campaign.

As you go farther in these campaigns, enemy Masters will be able to summon up higher level monsters and also certain monsters that you can not summon.

All coordinates in the game will be in X,Y format where 0,0 is the upper, left corner. All game fields are 63 hexes by 63 hexes in size.

This chapter will be set up like so:

/ Campaign number /

Brief blurb regarding campaign

+-----+
| Battle Number |
+-----+

Turns: Number of turns you have to complete the battle.

Color Master: This will list each specific Master by either Blue, Red, Green, or Yellow

Type : Master type (Daimyou, Darklord, Sorcerer, Summoner, or Wizard)
Start : Where on the map the current Master starts from
MP : Starting magic points
MPR : Magic Point Regeneration (points/turn)
Towers: Starting number of towers

NOTE: All Masters start with one monster since a Master is classified as a monster.

Total Towers: Total number of towers for the present battle.

Tower Locations: The locations of all the towers for the current battle. The coordinates for each tower will be given. Neutral towers are colored white-gray while towers owned by Masters will be their color. If a tower is owned by a Master, then a letter will follow the coordinates. The letters are: B=Blue; R=Red; G=Green; Y=Yellow.

LEGEND FOR TOWER LOCATIONS: COORD=COORDINATES OF TOWER

/ 9.1 Camp-1 /

These battles take place on the seven individual battlefields plus the battlefield for CAMP-1.

+-----+
| 9.1.1 Battle 1 |-----
+-----+

Turns: 30

Blue Master:

Type : Daimyou
Start : 19,40 (lower, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 3

Red Master:

Type : Darklord
Start : 39,19 (lower, right corner)
MP : 400
MPR : 70 points/turn
Towers: 6

Total Towers: 35

Tower Locations:

```
+-----+-----+
|  COORD  ||  COORD  |
+-----+-----+
+-----+-----+
| (19,33) || (37,24) |
| (19,43)B || (37,30) |
| (22,28) || (38,14)R |
| (22,38)B || (38,16)R |
| (22,42)B || (38,19)R |
| (24,17) || (39,19) |
| (25,15) || (39,25) |
| (25,24) || (40,18)R |
| (26,35) || (40,20)R |
| (27,26) || (40,34) |
| (27,31) || (41,17)R |
| (29,21) || (43,30) |
| (30,28) || (44,13) |
| (30,41) || (44,22) |
| (32,23) || (44,26) |
| (34,20) || (47,24) |
| (34,42) || (49,11) |
| (35,27) |+-----+
+-----+
```

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+-----+
| 9.1.2 Battle 2 |-----+
+-----+
```

Turns: 25

Blue Master:

Type : Daimyou
Start : 30,31 (lower, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 4

Red Master:

Type : Sorcerer
 Start : 49,29 (middle right side)
 MP : 500
 MPR : 80 points/turn
 Towers: 8

Green Master:

Type : Summoner
 Start : 13,32 (middle left side)
 MP : 500
 MPR : 80 points/turn
 Towers: 6

Total Towers: 54

Tower Locations:

| COORD | COORD | COORD |
|----------|----------|----------|
| (07,29) | (25,44) | (43,45) |
| (09,23) | (27,26) | (44,39) |
| (10,36) | (28,37) | (45,32)R |
| (11,30)G | (29,31)B | (47,20) |
| (12,40) | (30,13) | (47,30)R |
| (14,27)G | (30,29)B | (47,48) |
| (14,35)G | (31,31)B | (48,26)R |
| (14,39)G | (33,31)B | (48,33)R |
| (15,19) | (34,27) | (49,39) |
| (16,32)G | (34,34) | (51,47) |
| (19,32)G | (34,47) | (52,34)R |
| (20,45) | (36,21) | (52,39) |
| (21,36) | (37,42) | (53,26)R |
| (23,28) | (39,30) | (53,31)R |
| (24,14) | (39,51) | (55,22) |
| (24,20) | (40,13) | (55,28)R |
| (24,39) | (41,21) | (55,23) |
| (25,31) | (42,26) | (57,33) |

-----+
 | 9.1.3 Battle 3 |-----
 +-----+

Turns: 34

Blue Master:

Type : Daimyou
 Start : 16,58 (lower, left corner)
 MP : 200
 MPR : 50-100 points/turn
 Towers: 2

Red Master:

Type : Daimyou

Start : 40,01 (upper, right side)
MP : 700
MPR : 80 points/turn
Towers: 9

Green Master:

Type : Sorcerer
Start : 43,43 (middle left coast)
MP : 500
MPR : 90 points/turn
Towers: 5

Total Towers: 65

Tower Locations:

| COORD | COORD | COORD | COORD |
|----------|----------|----------|---------|
| (13,58) | (37,41) | (43,08) | (53,01) |
| (15,55) | (37,60) | (44,03)R | (53,18) |
| (15,61) | (38,05)R | (44,10) | (53,21) |
| (17,59)B | (38,46) | (44,51) | (53,27) |
| (18,34) | (39,00) | (45,13) | (53,40) |
| (18,56)B | (39,10) | (45,38)G | (54,07) |
| (22,50) | (40,02)R | (45,42)G | (54,17) |
| (24,59) | (40,06)R | (45,58) | (57,44) |
| (25,27) | (40,51) | (46,38)G | (58,12) |
| (25,48) | (41,00)R | (48,14) | (58,15) |
| (27,54) | (41,01)R | (48,49) | (58,21) |
| (29,62) | (41,02)R | (49,00) | (58,31) |
| (31,20) | (41,41)G | (50,09) | (59,22) |
| (31,53) | (41,58) | (52,13) | (60,06) |
| (34,15) | (42,05)R | (52,47) | (61,13) |
| (35,46) | (42,46)G | (52,52) | (62,27) |
| (35,56) | | | |

-----+
| 9.1.4 Battle 4 |-----
-----+

Turns: 34

Blue Master:

Type : Daimyou
Start : 13,43 (lower, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 1

Red Master:

Type : Summoner
Start : 46,18 (upper, right side)
MP : 1200
MPR : 100 points/turn

Towers: 6

Total Towers: 47

Tower Locations:

```

+-----++-----++-----+
|  COORD  ||  COORD  ||  COORD  |
+-----++-----++-----+
+-----++-----++-----+
| (11,37) || (31,21) || (38,33) |
| (13,42)B || (32,36) || (39,29) |
| (15,33) || (33,17) || (39,36) |
| (16,39) || (33,23) || (39,44) |
| (17,45) || (33,29) || (40,32) |
| (18,30) || (33,32) || (41,21)R |
| (18,36) || (34,31) || (43,26) |
| (20,26) || (34,37) || (44,28)R |
| (23,39) || (34,40) || (45,17)R |
| (25,34) || (35,25) || (45,36) |
| (27,30) || (35,34) || (46,19)R |
| (27,41) || (36,29) || (47,18)R |
| (28,36) || (36,40) || (48,36) |
| (29,44) || (37,31) || (49,17)R |
| (30,27) || (38,24)R || (55,36) |
| (30,33) || (38,26)  |+-----+
+-----++-----++

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+-----+
| 9.1.5 Battle 5 |-----
+-----+

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Turns: 25

Blue Master:

Type : Daimyou
 Start : 30,49 (lower middle coast)
 MP : 200
 MPR : 50-100 points/turn
 Towers: 2

Red Master:

Type : Darklord
 Start : 28,06 (upper center land)
 MP : 1500
 MPR : 100 points/turn
 Towers: 16

Total Towers: 50

Tower Locations:

```

+-----++-----++-----+
|  COORD  ||  COORD  ||  COORD  |
+-----++-----++-----+
+-----++-----++-----+
| (15,44)B || (27,12)R || (32,16) |
| (16,33) || (27,17) || (32,23) |

```



```

| (17,21) || (27,18) || (32,35) |
| (19,28) || (27,38) || (33,04)R |
| (21,19) || (28,03)R || (33,09)R |
| (22,06)R || (28,08)R || (33,28) |
| (22,09)R || (28,29) || (33,33) |
| (22,41) || (28,35) || (34,14) |
| (23,27) || (28,42) || (34,15) |
| (24,04)R || (29,01)R || (35,49)R |
| (25,06)R || (29,12)R || (37,20) |
| (25,11) || (29,22) || (37,30) |
| (25,15) || (30,05)R || (37,37) |
| (25,30) || (30,11)R || (40,28) |
| (25,34) || (30,19) || (45,20) |
| (26,01)R || (30,31) || (48,25) |
| (26,29) || (32,01)R |+-----+
+-----++-----+

```

```

+-----+
| 9.1.6 Battle 6 |-----
+-----+

```

Turns: 35

Blue Master:

Type : Daimyou
Start : 12,52 (lower left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 1

Red Master:

Type : Summoner
Start : 45,26 (middle of small island)
MP : 1500
MPR : 100 points/turn
Towers: 34

Green Master:

Type : Wizard
Start : 05,03 (upper left corner)
MP : 1400
MPR : 100 points/turn
Towers: 6

Total Towers: 101

Tower Locations:

```

+-----++-----++-----++-----++-----+
| COORD  || COORD  || COORD  || COORD  || COORD  |
+-----++-----++-----++-----++-----+
+-----++-----++-----++-----++-----+
| (04,01)G || (18,20)  || (35,33)  || (42,36)  || (49,42)  |
| (04,05)G || (18,47)  || (35,37)  || (43,30)R || (50,23)R |
| (05,01)G || (22,02)  || (35,41)  || (44,01)  || (51,33)R |
| (05,05)G || (22,13)  || (36,26)R || (44,04)  || (52,18)R |
| (07,03)G || (22,33)  || (37,24)R || (44,19)R || (52,28)R |

```

```

| (07,04)G || (22,52) || (37,29)R || (44,27)R || (53,26)R |
| (09,11) || (23,24) || (37,32)R || (45,03) || (54,19)R |
| (10,07) || (24,45) || (37,46) || (45,22)R || (55,22)R |
| (10,53)B || (25,05) || (38,38) || (46,30)R || (56,16)R |
| (11,17) || (25,11) || (39,11) || (46,33)R || (56,46) |
| (12,14) || (28,18) || (39,26)R || (47,00) || (57,52) |
| (12,51) || (29,04) || (40,03) || (47,02) || (58,18)R |
| (12,52) || (29,07) || (40,18)R || (47,06) || (59,32) |
| (14,31) || (31,37) || (40,23)R || (47,19)R || (60,29) |
| (14,45) || (32,26)R || (40,30)R || (47,24)R || (60,31) |
| (15,05) || (32,55) || (41,27)R || (47,36)R || (61,33) |
| (15,59) || (33,35) || (41,54) || (48,27)R || (62,31) |
| (16,08) || (34,15) || (42,01) || (48,48) || (62,43) |
| (16,35) || (35,04) || (42,21)R || (49,21)R || (63,28) |
| (16,53) || (35,22)R || (42,24)R || (49,31)R || (63,29) |
| (18,06) | +-----+ +-----+ +-----+ +-----+ +
+-----+

```

```

+-----+
| 9.1.7 Battle 7 |-----+
+-----+

```

Turns: 18

Blue Master:

Type : Daimyou
Start : 20,40 (lower left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 0

Red Master:

Type : Wizard
Start : 30,27 (upper right corner)
MP : 2000
MPR : 100 points/turn
Towers: 7

Total Towers: 17

Tower Locations:

```

+-----+
| COORD |
+-----+
+-----+
| (22,34) |
| (24,33) |
| (24,35) |
| (25,29) |
| (25,34) |
| (26,35) |
| (27,27)R |
| (27,31)R |
| (28,30)R |
| (28,32)R |
| (29,30)R |
| (29,31)R |

```

```

| (29,32)R |
| (30,35) |
| (32,31) |
| (33,31) |
| (34,28) |
+-----+

```

```

+-----+
| 9.1.8 Battle 8 |-----
+-----+

```

Turns: 40

Blue Master:

```

Type : Daimyou
Start : 31,32 (middle of land)
MP : 200
MPR : 50-100 points/turn
Towers: 3

```

Red Master:

```

Type : Darklord
Start : 02,36 (middle, left side)
MP : 3000
MPR : 100 points/turn
Towers: 13

```

Green Master:

```

Type : Sorcerer
Start : 59,04 (upper right corner)
MP : 2200
MPR : 100 points/turn
Towers: 7

```

Yellow Master:

```

Type : Summoner
Start : 59,57 (lower right corner)
MP : 2500
MPR : 100 points/turn
Towers: 12

```

Total Towers: 89

Tower Locations:

```

+-----+-----+-----+-----+-----+
| COORD  || COORD  || COORD  || COORD  || COORD  |
+-----+-----+-----+-----+-----+
| (01,43)R || (15,33)R || (27,40)  || (38,02)  || (48,45)Y |
| (02,29)R || (15,41)R || (28,11)  || (38,12)  || (48,46)Y |
| (02,33)R || (16,26)R || (28,50)  || (38,28)  || (49,05)G |
| (03,35)R || (18,55)  || (28,54)  || (38,33)  || (49,60)Y |
| (04,46)R || (19,07)  || (29,05)  || (38,48)Y || (50,15)G |
| (05,20)  || (19,31)  || (29,32)B || (40,41)  || (52,04)G |
| (06,10)  || (20,18)  || (30,45)  || (41,02)  || (52,17)  |

```

```

| (07,31)R || (20,33) || (31,16) || (41,31) || (54,46)Y |
| (07,36)R || (20,38) || (31,30)B || (41,35) || (54,61)Y |
| (07,40) || (21,46) || (31,34)B || (42,46)Y || (57,04)G |
| (07,45)R || (22,10) || (32,39) || (43,54)Y || (57,19) |
| (08,22)R || (23,07) || (33,02) || (44,02) || (58,56)Y |
| (08,28) || (23,59) || (33,05) || (44,21) || (59,34) |
| (10,33) || (24,42) || (33,36) || (45,46)Y || (60,05)G |
| (12,45) || (25,03) || (34,11) || (46,02) || (61,14)G |
| (12,54) || (25,18) || (34,47) || (46,17) || (61,17)G |
| (14,07) || (25,32) || (36,15) || (46,41)Y || (61,51)Y |
| (15,20)R || (26,28) || (37,05) || (48,17) |+-----+
+-----++-----++-----++-----+

```

/ 9.2 Camp-2 /

These battles take place on seven unique battlefields plus the battlefield for CAMP-2.

+-----+

| 9.2.1 Battle 1 |-----

+-----+

Turns: 25

Red Master:

Type : Summoner
Start : 20,47 (lower, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 2

Yellow Master:

Type : Darklord
Start : 29,24 (lower, right corner)
MP : 250
MPR : 70 points/turn
Towers: 4

Total Towers: 22

Tower Locations:

```

+-----+
|  COORD  |
+-----+
+-----+
| (20,29) |
| (20,46) |
| (20,48)R |
| (21,47) |
| (24,29)R |
| (25,43) |
| (26,35) |
| (27,27) |
| (27,35) |
| (28,22)Y |

```

```

| (28,23) |
| (29,21)Y |
| (29,23) |
| (30,24) |
| (30,27) |
| (31,22)Y |
| (31,26) |
| (32,24)Y |
| (32,40) |
| (35,37) |
| (37,26) |
| (37,31) |
+-----+

```

```

+-----+
| 9.2.2 Battle 2 |-----
+-----+

```

Turns: 15

Blue Master:

```

Type : Daimyou
Start : 26,37 (upper, right corner)
MP : 600
MPR : 70 points/turn
Towers: 3

```

Red Master:

```

Type : Summoner
Start : 36,19 (lower, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 0

```

Total Towers: 33

Tower Locations:

```

+-----++-----+
| COORD || COORD |
+-----++-----+
+-----++-----+
| (23,37)B || (36,31) |
| (23,38)B || (36,32) |
| (23,39)B || (36,33) |
| (26,37) || (36,34) |
| (28,29) || (36,35) |
| (29,25) || (36,36) |
| (29,37) || (37,32) |
| (31,41) || (37,33) |
| (32,36) || (37,34) |
| (34,31) || (37,35) |
| (34,32) || (37,36) |
| (34,33) || (37,41) |
| (34,34) || (38,34) |
| (35,31) || (38,35) |
| (35,32) || (40,28) |
| (35,34) || (40,30) |

```

| (35,35) | +-----+
+-----+

+-----+
| 9.2.3 Battle 3 |-----
+-----+

Turns: 25

Blue Master:

Type : Summoner
Start : 49,35 (right corner)
MP : 1000
MPR : 90 points/turn
Towers: 3

Red Master:

Type : Summoner
Start : 39,20 (upper, right coast)
MP : 200
MPR : 50-100 points/turn
Towers: 1

Green Master:

Type : Wizard
Start : 13,50 (lower, left corner)
MP : 1100
MPR : 80 points/turn
Towers: 6

Total Towers: 33

Tower Locations:

| COORD | COORD |
|----------|----------|
| (10,46)G | (24,46) |
| (10,52)G | (28,42) |
| (12,35) | (30,23) |
| (12,46)G | (32,29) |
| (13,35) | (36,22)R |
| (15,48)G | (39,31) |
| (15,51)G | (40,21) |
| (16,54)G | (43,39)B |
| (17,45) | (45,29) |
| (18,44) | (46,28) |
| (21,37) | (49,33)B |
| (21,49) | (50,33)B |
| (22,37) | (52,24) |
| (24,25) | |

+-----+
| 9.2.4 Battle 4 |-----

+-----+

Turns: 16

Blue Master:

Type : Daimyou
Start : 33,22 (upper, right coast)
MP : 1000
MPR : 100 points/turn
Towers: 12

Red Master:

Type : Summoner
Start : 39,36 (middle, right coast)
MP : 200
MPR : 50-100 points/turn
Towers: 3

Total Towers: 15

Tower Locations:

```

+-----+
|  COORD  |
+-----+
+-----+
| (12,33)B |
| (13,37)B |
| (15,29)B |
| (17,32)B |
| (19,41)B |
| (20,31)B |
| (23,25)B |
| (24,39)B |
| (25,28)B |
| (30,26)B |
| (30,42)B |
| (36,24)B |
| (40,23)R |
| (42,32)R |
| (44,27)R |
+-----+

```

+-----+

| 9.2.5 Battle 5 |-----

+-----+

Turns: 20

Blue Master:

Type : Darklord
Start : 39,23 (upper, right corner)
MP : 1500
MPR : 100 points/turn
Towers: 20

Red Master:

Type : Summoner
Start : 22,42 (lower, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 10

Total Towers: 30

Tower Locations:

```
+-----+-----+
|  COORD  ||  COORD  |
+-----+-----+
+-----+-----+
| (02,14)B || (39,30)R |
| (02,59)B || (39,34)R |
| (03,13)B || (41,38)R |
| (03,56)B || (42,31)R |
| (03,57)B || (47,28)B |
| (03,59)B || (47,51)B |
| (04,59)B || (48,04)B |
| (06,06)B || (49,04)B |
| (06,61)B || (49,07)B |
| (21,27)R || (49,56)B |
| (26,25)R || (51,54)B |
| (32,24)R || (53,09)B |
| (32,43)R || (53,54)B |
| (35,29)R || (55,10)B |
| (38,32)R || (57,54)B |
+-----+-----+
```

```
+-----+
| 9.2.6 Battle 6 |-----+
+-----+
```

Turns: 30

Blue Master:

Type : Darklord
Start : 58,57 (lower, center coast)
MP : 1800
MPR : 100 points/turn
Towers: 9

Red Master:

Type : Summoner
Start : 02,20 (upper, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 3

Yellow Master:

Type : Wizard
Start : 29,37 (lower, right corner)
MP : 1800

MPR : 80 points/turn

Towers: 9

Total Towers: 44

Tower Locations:

```

+-----+-----+
| COORD  || COORD  |
+-----+-----+
+-----+-----+
| (01,19)R || (28,39)Y |
| (01,29)  || (29,61)  |
| (01,37)  || (30,36)Y |
| (03,44)  || (30,38)Y |
| (04,51)  || (30,40)Y |
| (06,57)  || (31,37)Y |
| (07,23)  || (31,39)Y |
| (07,24)  || (33,38)Y |
| (07,25)  || (33,40)Y |
| (08,22)  || (39,60)  |
| (08,23)  || (45,60)  |
| (08,24)  || (51,60)  |
| (10,63)  || (53,47)B |
| (16,22)  || (54,53)  |
| (16,55)  || (55,41)B |
| (18,60)  || (56,47)B |
| (21,29)  || (58,20)B |
| (21,39)R || (59,35)B |
| (22,34)R || (59,45)B |
| (24,62)  || (61,28)B |
| (26,30)  || (62,52)B |
| (28,38)Y || (63,40)B |
+-----+-----+

```

```

+-----+
| 9.2.7 Battle 7 |-----+
+-----+

```

Turns: 30

Blue Master:

Type : Wizard
Start : 49,06 (upper, right corner)
MP : 2000
MPR : 100 points/turn
Towers: 1

Red Master:

Type : Summoner
Start : 11,18 (upper, left corner)
MP : 200
MPR : 50-100 points/turn
Towers: 6

Green Master:

Type : Darklord

Start : 16,52 (lower, left corner)
MP : 2000
MPR : 100 points/turn
Towers: 0

Yellow Master:

Type : Sorcerer
Start : 47,53 (lower, right corner)
MP : 2100
MPR : 100 points/turn
Towers: 0

Total Towers: 54

Tower Locations:

```
+-----++-----++-----+
|  COORD  ||  COORD  ||  COORD  |
+-----++-----++-----+
+-----++-----++-----+
| (13,31)R || (27,54)  || (41,11)  |
| (14,37)  || (30,29)  || (41,53)  |
| (15,47)  || (30,40)  || (42,35)  |
| (17,29)R || (30,53)  || (42,56)  |
| (18,58)  || (31,36)  || (45,35)  |
| (19,20)R || (31,47)  || (46,13)  |
| (19,46)  || (32,33)  || (47,07)B |
| (20,35)R || (34,56)  || (47,18)  |
| (20,51)  || (35,45)  || (48,29)  |
| (21,25)R || (36,40)  || (48,34)R |
| (21,41)  || (36,52)  || (49,23)  |
| (22,34)R || (37,34)  || (51,12)  |
| (22,59)  || (38,26)  || (52,20)  |
| (23,55)  || (38,58)  || (55,36)  |
| (25,40)  || (39,19)  || (56,22)  |
| (25,46)  || (39,49)  || (58,39)  |
| (26,34)  || (40,30)  || (60,24)  |
| (27,50)  || (40,35)  || (60,32)  |
+-----++-----++-----+
```

```
+-----+
| 9.2.8 Battle 8 |-----
```

Turns: 38

Blue Master:

Type : Daimyou
Start : 27,43 (upper, right corner)
MP : 5000
MPR : 100 points/turn
Towers: 11

Red Master:

Type : Summoner
Start : 31,29 (top, middle)
MP : 200

MPR : 50-100 points/turn
Towers: 6

Green Master:

Type : Darklord
Start : 50,25 (lower, left corner)
MP : 2500
MPR : 100 points/turn
Towers: 11

Yellow Master:

Type : Wizard
Start : 12,28 (upper, left corner)
MP : 2500
MPR : 100 points/turn
Towers: 11

Total Towers: 40

Tower Locations:

```
+-----++-----+
|  COORD  ||  COORD  |
+-----++-----+
+-----++-----+
| (11,34)Y || (27,25)B |
| (12,32)G || (27,33)G |
| (13,33)G || (28,37)G |
| (15,22)Y || (28,40)B |
| (15,24)G || (29,46)B |
| (15,32)Y || (30,29)R |
| (16,27)Y || (30,33)B |
| (16,34)Y || (30,38)B |
| (18,19)G || (31,42)B |
| (18,33)Y || (32,28)R |
| (19,19)Y || (32,30)R |
| (19,23)R || (35,38)B |
| (22,25)G || (37,32)Y |
| (24,25)B || (40,26)Y |
| (24,29)G || (44,20)Y |
| (24,46)B || (45,32)Y |
| (25,37)B || (46,25)G |
| (25,38)B || (48,22)G |
| (26,38)R || (48,25)R |
| (26,47)B || (48,28)G |
+-----++-----+
```

```
+=====+
| 10. INDIVIDUAL BATTLE SPECIFICS |=====+
+=====+
```

First, go over the general strategies in Chapter 8. These will help you considerably in the battles ahead.

There are seven different areas you can fight individual battles in. As with the campaigns, if you lose either your Master or cannot defeat all enemy Masters within the allotted turns, you will lose the battle.

Successfully winning a battle will end it and send you back to the opening screen.

You will get to choose a Master to play. In addition, you can select what Masters will be human or computer players.

All coordinates in the game will be in X,Y format where 0,0 is the upper, left corner. All game fields are 63 hexes by 63 hexes in size.

This chapter will be set up like so:

/ Battle Name /

Color Master: This will list each specific Master by either Blue, Red, Green, or Yellow

Start : Where on the map the current Master starts from
MP : Starting magic points
Towers: Starting number of towers

NOTES: All battles are 90 turns in length. Magic point regeneration starts at 50 points/turn. You can increase in 10 pt increments to 100 points/turn. In addition, all Masters start with one monster since a Master is classified as a monster.

Total Towers: Total number of towers for the present battle.

Tower Locations: The locations of all the towers for the current battle. The coordinates for each tower will be given. Neutral towers are colored white-gray while towers owned by Masters will be their color. If a tower is owned by a Master, then a letter will follow the coordinates. The letters are: B=Blue; R=Red; G=Green; Y=Yellow.

LEGEND FOR TOWER LOCATIONS: COORD=COORDINATES OF TOWER

/ 10.1 Circle /

Blue Master:

Start : 30,31 (center of land)
MP : 200
Towers: 6

Red Master:

Start : 49,29 (right, middle of ring)
MP : 200
Towers: 8

Green Master:

Start : 13,32 (left, middle of ring)
MP : 200
Towers: 6

Yellow Master:

Start : 25,46 (lower, left part of ring)
MP : 200
Towers: 9

Total Towers: 64

Tower Locations:

```
+-----++-----++-----+
|  COORD  ||  COORD  ||  COORD  |
+-----++-----++-----+
+-----++-----++-----+
| (07,29) || (27,34)B || (40,13) |
| (09,23) || (27,47)Y || (41,21) |
| (10,36) || (28,37)  || (42,26) |
| (11,30)G || (28,44)Y || (43,45) |
| (12,40)  || (28,51)Y || (44,39) |
| (14,27)G || (29,31)B || (45,32)R |
| (14,35)G || (29,46)Y || (47,20) |
| (14,39)G || (29,48)Y || (47,30)R |
| (15,19)  || (29,50)Y || (47,48) |
| (16,32)G || (30,13)  || (48,26)R |
| (19,32)G || (30,29)B || (48,33)R |
| (20,45)  || (31,31)B || (49,39) |
| (21,36)  || (33,31)B || (51,47) |
| (23,28)  || (34,27)  || (52,34)R |
| (23,44)Y || (34,34)  || (52,39) |
| (24,14)  || (34,47)  || (53,26)R |
| (24,20)  || (36,21)  || (53,31)R |
| (24,39)  || (37,28)B || (55,22) |
| (25,31)  || (37,42)  || (55,23) |
| (25,44)Y || (39,30)  || (55,28)R |
| (26,49)Y || (39,51)  || (57,33) |
| (27,26)  |+-----++-----+
+-----++
```

/ 10.2 Moonland /

Blue Master:

Start : 16,58 (lower left)
MP : 200
Towers: 5

Red Master:

Start : 40,01 (top right)
MP : 200
Towers: 5

Green Master:

Start : 43,43 (center, coastline)
MP : 200
Towers: 5

Yellow Master:

Start : 57,19 (upper coast, right side)
MP : 200

Towers: 5

Total Towers: 69

Tower Locations:

| COORD | COORD | COORD | COORD |
|----------|----------|----------|----------|
| (13,58) | (35,46) | (44,51) | (53,40) |
| (14,59)B | (35,56) | (45,13) | (54,07) |
| (15,55) | (37,41) | (45,38)G | (54,17) |
| (15,61) | (37,60) | (45,42)G | (56,19)Y |
| (17,55)B | (38,46) | (45,58) | (57,18)Y |
| (17,59)B | (39,00)R | (46,38)G | (57,20)Y |
| (18,34) | (39,10) | (48,14) | (57,44) |
| (18,56)B | (40,02) | (48,49) | (58,12) |
| (18,57)B | (40,06)R | (49,00) | (58,15) |
| (22,50) | (40,51) | (50,09) | (58,19)Y |
| (24,59) | (41,00)R | (52,13) | (58,21) |
| (25,27) | (41,41)G | (52,47) | (58,31) |
| (25,48) | (41,58)G | (52,52) | (59,21)Y |
| (27,54) | (42,46)G | (53,01) | (59,22) |
| (29,62) | (43,08) | (53,18) | (60,06) |
| (31,20) | (44,03)R | (53,21) | (61,13) |
| (31,53) | (44,10) | (53,27) | (62,27) |
| (34,15) | | | |

/ 10.3 Island /

Blue Master:

Start : 13,43 (lower left)

MP : 200

Towers: 5

Red Master:

Start : 46,18 (top right)

MP : 200

Towers: 6

Green Master:

Start : 35,42 (lower, middle island)

MP : 200

Towers: 6

Yellow Master:

Start : 33,24 (upper, middle island)

MP : 200

Towers: 5

Total Towers: 62

Tower Locations:

| COORD | COORD | COORD |
|----------|----------|----------|
| (11,37) | (30,33) | (37,31) |
| (11,41)B | (31,21) | (37,39)G |
| (13,42)B | (31,25)Y | (37,42)G |
| (14,40)B | (32,24)Y | (38,24)R |
| (14,50)B | (32,36) | (38,26) |
| (15,33) | (33,17) | (38,33) |
| (15,46)B | (33,23) | (39,29) |
| (16,39) | (33,29) | (39,36) |
| (17,45) | (33,32) | (40,32) |
| (18,30) | (34,24)Y | (41,21) |
| (18,36) | (34,31) | (43,26) |
| (20,26) | (34,37) | (44,28) |
| (23,39) | (34,40) | (45,17)R |
| (25,34) | (34,42)G | (45,36) |
| (27,30) | (35,25) | (46,19)R |
| (27,41) | (35,34) | (47,18)R |
| (28,36) | (35,39)G | (48,36) |
| (29,18)Y | (35,43)G | (49,17) |
| (29,44) | (36,29) | (55,36) |
| (30,22)Y | (36,39)G | (55,28)R |
| (30,27) | (36,40) | |

/ 10.4 Desert /

Blue Master:

Start : 30,49 (middle, lower coast)
 MP : 200
 Towers: 5

Red Master:

Start : 28,06 (middle, upper land)
 MP : 200
 Towers: 5

Green Master:

Start : 13,21 (left, middle land)
 MP : 200
 Towers: 4

Yellow Master:

Start : 40,17 (right, middle island)
 MP : 200
 Towers: 5

Total Towers: 58

Tower Locations:

| COORD | COORD | COORD |
|-------|-------|-------|
|-------|-------|-------|

```

+-----++-----++-----++-----+
| (13,22)G || (26,29)  || (32,23)  |
| (15,44)B || (27,12)R || (32,35)  |
| (16,33)  || (27,17)  || (33,09)  |
| (17,19)G || (27,18)  || (33,28)  |
| (17,21)  || (27,38)  || (33,33)  |
| (18,18)G || (28,03)  || (33,48)B |
| (18,20)G || (28,29)  || (34,14)  |
| (19,28)  || (28,35)  || (34,15)  |
| (21,19)  || (28,42)  || (35,17)Y |
| (22,06)R || (28,49)  || (35,49)B |
| (22,09)  || (29,01)B || (36,17)Y |
| (22,41)  || (29,12)  || (37,17)Y |
| (23,27)  || (29,22)R || (37,20)  |
| (24,04)  || (29,52)  || (37,30)  |
| (25,06)R || (30,11)B || (37,37)  |
| (25,11)  || (30,19)R || (38,17)Y |
| (25,15)  || (30,31)G || (40,28)  |
| (25,30)  || (32,01)  || (45,20)  |
| (25,34)  || (32,16)  || (58,25)  |
| (26,01)  | +-----++-----++-----+
+-----++

```

/ 10.5 Half /

Blue Master:

Start : 36,36 (lower, left island)
MP : 200
Towers: 8

Red Master:

Start : 45,26 (middle of island)
MP : 200
Towers: 16

Green Master:

Start : 05,03 (upper, left mainland)
MP : 200
Towers: 8

Yellow Master:

Start : 60,30 (upper, right corner of mainland)
MP : 200
Towers: 8

Total Towers: 107

Tower Locations:

```

+-----++-----++-----++-----++-----+
| COORD  || COORD  || COORD  || COORD  || COORD  |
+-----++-----++-----++-----++-----+
+-----++-----++-----++-----++-----+
| (04,01)G || (18,47)  || (36,26)  || (44,19)R || (52,28)R |
| (04,05)G || (22,02)  || (37,24)R || (44,27)R || (53,26)Y |
| (05,01)G || (22,13)  || (37,29)B || (45,03)  || (54,19)R |

```



```

| (05,05)G || (22,33) || (37,32)B || (45,22)R || (55,22)Y |
| (07,03)G || (22,52) || (37,46) || (46,30) || (56,16) |
| (07,04)G || (23,24) || (38,38) || (46,33)B || (56,46) |
| (09,11) || (24,45) || (39,11) || (47,00) || (57,52) |
| (10,07) || (25,05) || (39,26) || (47,02) || (58,18) |
| (10,53)B || (25,11) || (40,03) || (47,06) || (59,32) |
| (11,17) || (28,18) || (40,18)G || (47,19)R || (60,29) |
| (12,14) || (29,04) || (40,23)R || (47,24)R || (60,30)Y |
| (12,51) || (29,07) || (40,30)B || (47,36)B || (60,31) |
| (12,52) || (31,37) || (41,27) || (48,27)R || (61,27)Y |
| (14,31) || (32,26) || (41,54) || (48,48) || (61,29)Y |
| (14,45) || (32,55) || (42,01) || (49,21)R || (61,31)Y |
| (15,05) || (33,35) || (42,21)R || (49,31)R || (61,33) |
| (15,59) || (34,15) || (42,24)R || (49,42) || (62,29)Y |
| (16,08) || (35,04) || (42,36) || (50,23)Y || (62,31) |
| (16,35) || (35,22)G || (43,30) || (50,53) || (62,43) |
| (16,53) || (35,22)B || (44,01) || (51,33)R || (63,28) |
| (18,06) || (35,37)B || (44,04) || (52,18)R || (63,29) |
| (18,20 || (35,41) | +-----+ +-----+ +-----+
+-----+ +-----+

```

/ 10.6 Fireland /

Blue Master:

Start : 20,40 (lower, left corner)
MP : 200
Towers: 1

Red Master:

Start : 30,27 (upper, right corner)
MP : 200
Towers: 1

Green Master:

Start : 32,33 (middle, right side)
MP : 200
Towers: 1

Yellow Master:

Start : 24,28 (upper, left corner)
MP : 200
Towers: 1

Total Towers: 14

Tower Locations:

```

+-----+
| COORD |
+-----+
+-----+
| (21,37)B |
| (22,34) |
| (24,33) |
| (24,35) |
| (25,25)Y |

```

```

| (25,29) |
| (25,34) |
| (26,35) |
| (27,27)R |
| (30,35) |
| (31,35)G |
| (32,31) |
| (33,31) |
| (34,28) |
+-----+

```

/ 10.7 Icecross /

Blue Master:

Start : 31,32 (middle of land)
MP : 200
Towers: 6

Red Master:

Start : 02,36 (middle, left side)
MP : 200
Towers: 9

Green Master:

Start : 59,04 (upper, right corner)
MP : 200
Towers: 7

Yellow Master:

Start : 59,57 (lower, right corner)
MP : 200
Towers: 8

Total Towers: 92

Tower Locations:

```

+-----+-----+-----+-----+-----+
| COORD  || COORD  || COORD  || COORD  || COORD  |
+-----+-----+-----+-----+-----+
| (01,43)R || (15,33) || (28,50) || (37,05) || (48,17) |
| (02,29)R || (15,41) || (28,54) || (38,02) || (48,45)Y |
| (02,33)R || (18,55) || (29,05) || (38,12) || (48,46)Y |
| (03,35)R || (19,07) || (29,32)B || (38,28) || (49,05)G |
| (04,46)R || (19,31) || (29,34)B || (38,33) || (49,60)Y |
| (05,20)  || (20,18) || (30,34)B || (38,48) || (50,15)G |
| (06,10)  || (20,33) || (30,45)  || (40,41) || (52,04)G |
| (07,31)R || (20,38) || (31,16)  || (41,02) || (52,17)  |
| (07,36)R || (21,46) || (31,30)  || (41,31) || (54,46)Y |
| (07,37)R || (22,10) || (31,34)  || (41,35) || (54,61)Y |
| (07,40)  || (23,07) || (32,33)  || (42,46) || (57,04)G |
| (07,45)R || (23,59) || (32,39)  || (43,54)Y || (57,19)  |
| (08,22)  || (24,42) || (33,02)  || (44,02) || (58,56)Y |
| (08,28)  || (25,03) || (33,05)  || (44,21) || (59,34)  |
| (10,33)  || (25,18) || (33,36)  || (45,46) || (60,05)G |

```

```

| (12,45) || (25,32) || (34,11) || (46,02) || (61,14)G |
| (12,54) || (26,28) || (36,47) || (46,17) || (61,17)G |
| (14,07) || (27,40) || (36,15) || (46,41) || (61,51)Y |
| (15,20) || (28,11) | +-----+ +-----+ +-----+
+-----+ +-----+

```

***** U N I T IV *****

+=====+

| 11. MASTERS |=====

+=====+

There are five different Masters in this game. They are the: Daimyou, Dark-lord, Sorcerer, Summoner, and Wizard. Each Master is able to summon different monsters and cast different spells. Each Master has their strengths and weaknesses. It is up to you as to what Master best suits you for your battles.

/ 11.1 Master General Information /_____

The Master information will be presented in a table format.

LEGEND: A = ALIGNMENT (L = LAWFUL, N = NEUTRAL, C = CHAOTIC); SRA = SHORT-RANGE BASE ATTACK; LRA = LONG-RANGE BASE ATTACK; M = MOVEMENT POINTS; HP = HIT POINTS; L = LEVEL; XP = EXPERIENCE POINTS

```

+-----+ +-----+ +-----+ +-----+ +-----+ +-----+ +-----+
| NAME   | A | SRA | LRA | M | HP | L | XP |
+-----+ +-----+ +-----+ +-----+ +-----+ +-----+ +-----+
| DAIMYOU | L | 3-3 | 13-3 | 3 | 100 | 3 | 255 |
+-----+ +-----+ +-----+ +-----+ +-----+ +-----+ +-----+
| DARKLORD | C | 5-2 | 21-2 | 3 | 100 | 3 | 255 |
+-----+ +-----+ +-----+ +-----+ +-----+ +-----+ +-----+
| SORCERER | L | 3-3 | 13-3 | 3 | 100 | 3 | 255 |
+-----+ +-----+ +-----+ +-----+ +-----+ +-----+ +-----+
| SUMMONER | N | 12-1 | 7-5 | 3 | 100 | 3 | 255 |
+-----+ +-----+ +-----+ +-----+ +-----+ +-----+ +-----+
| WIZARD   | C | 5-2 | 21-2 | 3 | 100 | 3 | 255 |
+-----+ +-----+ +-----+ +-----+ +-----+ +-----+ +-----+

```

/ 11.2 Master Summoning Information /_____

Each Master can summon specific monsters. Many times, different Masters can summon the same kind of monster. Monsters summoned is different between the campaign and individual player battles and this will be noted. Monsters that can only be summoned during a campaign will have a *C* after their name. These monsters will be in addition to the normal monsters said Master can summon. If an *NC* appears after the name, this means the monster can only be summoned during individual player battles.

NOTE: All elementals summoned via the Force command only stay in existence for the current battle. Also, they cannot be moved so if they defeat their current target, that elemental is effectively eliminated from play.

This table does not cover enemy Masters who have the ability to summon monsters beyond the first level and also to summon unique monsters. This will be covered in Chapter 12. In addition, only the monster that can be summoned will be listed. More detailed information regarding monsters and their abilities is also covered in Chapter 12.

LEGEND: MS = MAGIC POINTS TO SUMMON

| NAME | MONSTER NAME | MS |
|----------|-------------------|----|
| DAIMYOU | ANGEL *C* | 36 |
| | CHIMERA | 20 |
| | DRAGON (LAWFUL) | 26 |
| | ELEMENTAL (FIRE) | 40 |
| | LIZARD *C* | 10 |
| | LOC *NC* | 26 |
| | MARMAID | 13 |
| | MINOTAUR *C* | 17 |
| | PEGASUS *C* | 18 |
| | ROMAN | 12 |
| | SERPENT | 81 |
| | TROLL | 18 |
| DARKLORD | CYCLOPS | 19 |
| | DEMON | 34 |
| | DRAGON (CHAOTIC) | 22 |
| | ELEMENTAL (EARTH) | 40 |
| | LIZARD | 10 |
| | MINOTAUR | 17 |
| | OCTOPUS | 74 |
| | PEGASUS | 18 |
| | WRAITH | 10 |
| SORCERER | ANGEL | 36 |
| | DRAGON (LAWFUL) | 26 |
| | ELEMENTAL (AIR) | 40 |

| | |
|----------------------|---------|
| LOC | 26 |
| +-----+ | +-----+ |
| MARMAID | 13 |
| +-----+ | +-----+ |
| SERPENT | 81 |
| +-----+ | +-----+ |
| SOLDIER | 12 |
| +-----+ | +-----+ |
| TROLL | 18 |
| +-----+ | +-----+ |
| UNICORN | 20 |
| +-----+ | +-----+ |
| SUMMONER ANGEL | 36 |
| +-----+ | +-----+ |
| CHIMERA *C* | 20 |
| +-----+ | +-----+ |
| DEMON | 34 |
| +-----+ | +-----+ |
| DRAGON (CHAOTIC) *C* | 22 |
| +-----+ | +-----+ |
| DRAGON (NEUTRAL) | 81 |
| +-----+ | +-----+ |
| ELEMENTAL (AIR) | 40 |
| +-----+ | +-----+ |
| ELEMENTAL (EARTH) | 40 |
| +-----+ | +-----+ |
| ELEMENTAL (FIRE) | 40 |
| +-----+ | +-----+ |
| ELEMENTAL (WATER) | 40 |
| +-----+ | +-----+ |
| LIZARD *NC* | 12 |
| +-----+ | +-----+ |
| MARMAID *C* | 18 |
| +-----+ | +-----+ |
| MINOTAUR *C* | 20 |
| +-----+ | +-----+ |
| PEGASUS | 26 |
| +-----+ | +-----+ |
| GOLEM *NC* | 26 |
| +-----+ | +-----+ |
| SERPENT *NC* | 13 |
| +-----+ | +-----+ |
| SOLDIER *C* | 81 |
| +-----+ | +-----+ |
| TROLL *C* | 12 |
| +-----+ | +-----+ |
| WARRIOR *C* | 18 |
| +-----+ | +-----+ |
| WRAITH *C* | 20 |
| +-----+ | +-----+ |
| WIZARD DEMON | 34 |
| +-----+ | +-----+ |
| DRAGON (CHAOTIC) | 22 |
| +-----+ | +-----+ |
| ELEMENTAL (WATER) | 40 |
| +-----+ | +-----+ |
| CYCLOPS | 19 |
| +-----+ | +-----+ |
| GRIFFIN | 22 |
| +-----+ | +-----+ |

| | |
|---------|----|
| OCTOPUS | 74 |
| PEGASUS | 18 |
| WARRIOR | 18 |
| WRAITH | 20 |

=====+
| 12. MONSTERS |=====+
+=====+

There are a wide variety of monsters that can be used in MOM. Each monster can be summoned by a specific Master although many monsters can be summoned by more than one type of Master.

Each monster has its own specific attack and defense. It is up to you to determine the right monster for the right battle. Choose wisely and you will be victorious; choose poorly and you will add another monster to the graveyard.

/ 12.1 Monster Lists /

The monster lists are presented alphabetically and in ascending levels.

LEGEND: A = ALIGNMENT (L = LAWFUL, N = NEUTRAL, C = CHAOTIC); SRA = SHORT-RANGE BASE ATTACK; LRA = LONG-RANGE BASE ATTACK; M = MOVEMENT POINTS; HP = HIT POINTS; L = LEVEL

Items denoted by one asterisk "*" means only enemy Masters can summon that monster.

Items denoted by two asterisks "***" means the monster only lasts for that battle.

+-----+
| 12.1.1 Level 1 Monsters |-----+
+-----+

| NAME | A | SRA | LRA | M | HP |
|---------|---|------|------|---|----|
| ANGEL | L | 2-2 | 6-2 | 6 | 30 |
| CHIMERA | N | 7-2 | 0-0 | 5 | 40 |
| COCOON* | N | 15-2 | 40-1 | 0 | 50 |
| CYCLOPS | C | 15-1 | 0-0 | 5 | 46 |
| DEMON | C | 5-1 | 4-3 | 7 | 30 |
| DRAGON | L | 9-2 | 8-1 | 5 | 40 |
| DRAGON | N | 9-2 | 8-1 | 5 | 46 |
| DRAGON | C | 6-3 | 0-0 | 5 | 42 |

| | | | | | |
|---------------------|---|------|------|----|-----|
| ELEMENTAL (AIR)** | N | 0-0 | 15-2 | 0 | 100 |
| ELEMENTAL (EARTH)** | N | 0-0 | 10-3 | 0 | 100 |
| ELEMENTAL (FIRE)** | N | 0-0 | 10-3 | 0 | 100 |
| ELEMENTAL (WATER)** | N | 0-0 | 15-2 | 0 | 100 |
| GOLEM | N | 16-1 | 0-0 | 4 | 30 |
| GRIFFIN | N | 8-2 | 0-0 | 6 | 42 |
| GUARDIAN* | N | 6-4 | 6-5 | 3 | 50 |
| LIZARD | N | 4-2 | 5-1 | 5 | 30 |
| LOC | L | 5-3 | 0-0 | 10 | 30 |
| MARMAID | L | 2-1 | 10-2 | 5 | 26 |
| MINOTAUR | C | 7-2 | 0-0 | 5 | 38 |
| OCTOPUS | C | 8-3 | 0-0 | 6 | 65 |
| PEGASUS | N | 4-3 | 0-0 | 7 | 36 |
| ROMAN | L | 4-3 | 0-0 | 5 | 33 |
| SERPENT | N | 12-2 | 0-0 | 7 | 73 |
| SOLDIER | N | 3-4 | 0-0 | 6 | 34 |
| TROLL | L | 7-2 | 0-0 | 5 | 48 |
| UNICORN | L | 7-2 | 0-0 | 6 | 33 |
| VALKYRIE* | C | 10-1 | 18-2 | 6 | 40 |
| WARRIOR | C | 6-2 | 0-0 | 5 | 34 |
| WRAITH | C | 2-1 | 4-2 | 3 | 12 |

-----+
| 12.1.2 Level 2 Monsters |-----
+-----+

| NAME | A | SRA | LRA | M | HP |
|---------|---|------|------|---|----|
| AMAZON* | C | 10-3 | 10-3 | 6 | 40 |
| ARCH-A | L | 4-2 | 12-2 | 7 | 62 |
| ARCH-D | C | 10-1 | 8-3 | 8 | 44 |
| CYCLOPS | C | 15-1 | 0-0 | 5 | 46 |

| | | | | | |
|----------|---|------|------|---|----|
| AMAZON* | C | 10-3 | 10-3 | 6 | 40 |
| ARCH-A | L | 4-2 | 12-2 | 7 | 62 |
| ARCH-D | C | 10-1 | 8-3 | 8 | 44 |
| ATTACKER | C | 12-2 | 0-0 | 5 | 48 |
| BIG-S | N | 12-3 | 0-0 | 8 | 83 |
| CARTHAGO | L | 7-3 | 10-2 | 6 | 44 |
| DARK-D | C | 15-2 | 5-3 | 6 | 56 |
| DARK-W | C | 4-1 | 8-2 | 4 | 24 |
| FIGHTER | N | 5-4 | 6-3 | 7 | 46 |
| FLAME-D | L | 12-2 | 13-2 | 6 | 51 |
| FROST-D | L | 11-2 | 12-2 | 6 | 51 |
| GIANT | L | 11-2 | 16-1 | 5 | 75 |
| GORGON | C | 11-2 | 7-3 | 6 | 45 |
| ICEGIANT | C | 23-1 | 16-1 | 5 | 68 |
| KRAKEN | C | 8-4 | 0-0 | 7 | 75 |
| MAGE* | C | 3-2 | 20-2 | 6 | 40 |
| MONO-P | N | 4-6 | 0-0 | 9 | 42 |
| MUSHA* | L | 15-3 | 8-2 | 7 | 50 |
| PHOENIX | L | 4-4 | 8-3 | 9 | 24 |
| SIRENE | L | 8-3 | 10-3 | 6 | 45 |
| SKY-D | C | 7-3 | 6-3 | 7 | 48 |
| SPHINX | N | 11-2 | 6-2 | 6 | 60 |
| STONE-G | N | 26-1 | 0-0 | 5 | 35 |
| TRICORN | L | 7-3 | 9-2 | 7 | 48 |
| TWINHEAD | N | 6-2 | 7-2 | 5 | 48 |

-----+
| 12.1.3 Level 3 Monsters |-----
+-----+

| NAME | A | SRA | LRA | M | HP |
|-------|---|-----|-----|---|----|
| AIR-D | C | 9-4 | 8-4 | 8 | 96 |

| | | | | | |
|----------|---|------|------|---|-----|
| BLACK-W | C | 8-1 | 16-2 | 5 | 36 |
| CAESER | L | 11-3 | 18-2 | 6 | 62 |
| COLLOSUS | L | 33-1 | 38-1 | 6 | 110 |
| CRASHER | C | 20-2 | 12-1 | 6 | 63 |
| CRUSADER | N | 9-4 | 8-3 | 7 | 70 |
| DEATH-D | C | 20-2 | 7-4 | 6 | 90 |
| FIRBOLG | C | 30-1 | 16-2 | 6 | 86 |
| FIRE-D | L | 16-2 | 20-2 | 6 | 78 |
| GOLD-D | N | 18-2 | 16-2 | 7 | 70 |
| GREAT-A | L | 9-2 | 18-2 | 8 | 60 |
| GREAT-D | C | 15-1 | 12-3 | 8 | 66 |
| HYDRA | N | 10-3 | 12-3 | 5 | 60 |
| ICE-D | L | 10-3 | 19-2 | 6 | 88 |
| IRON-G | N | 38-1 | 0-0 | 5 | 40 |
| SILVER-D | N | 12-3 | 16-2 | 7 | 70 |
| SKY-G | C | 14-2 | 9-3 | 7 | 55 |

12.1.4 Level 4 Monsters

| NAME | A | SRA | LRA | M | HP |
|--------|---|------|------|---|-----|
| KING-D | L | 18-3 | 16-3 | 6 | 130 |
| TAITAN | N | 15-3 | 10-4 | 6 | 70 |

12.2 Monster Leveling

As you progress further through the campaigns, leveling your monsters is a must if you are going to survive the battles. Each monster requires a certain amount of experience points to go to the next level. As a monster levels, they usually gain in attack and defensive strength, movement rates, and hit points. Each monster is listed below with it's progression (if any) through leveling. The monsters are grouped together starting from level one and progressing through level three or four. Absent from this table are the Elemental monsters and monsters that can only be summoned by enemy Masters.

NOTE: When XPR = 255, it means that monster cannot level any longer.

LEGEND: XPR = EXPERIENCE POINTS REQUIRED FOR NEXT LEVEL

| PREVIOUS NAME | XPR | NEW NAME |
|---------------|-----|----------|
| ANGEL | 67 | ARCH-A |
| ARCH-A | 49 | GREAT-A |
| GREAT-A | 255 | N/A |

| | | |
|---------|-----|--------|
| CHIMERA | 40 | SPHINX |
| SPHINX | 255 | N/A |

| | | |
|----------|-----|----------|
| CYCLOPS | 46 | ICEGIANT |
| ICEGIANT | 48 | FIRBOLG |
| FIRBOLG | 255 | N/A |

| | | |
|---------|-----|---------|
| DEMON | 55 | ARCH-D |
| ARCH-D | 57 | GREAT-D |
| GREAT-D | 255 | N/A |

| | | |
|-------------------------------------|-----|---------|
| DRAGON (LAWFUL) DAIMYOU SUMMONED | 48 | FLAME-D |
| FLAME-D | 60 | FIRE-D |
| FIRE-D | 250 | KING-D |
| KING-D | 255 | N/A |

| | | |
|---------------------------------------|-----|---------|
| DRAGON (CHAOTIC) DARKLORD SUMMONED | 48 | DARK-D |
| DARK-D | 60 | DEATH-D |
| DEATH-D | 255 | N/A |

| | | |
|--------------------------------------|----|---------|
| DRAGON (LAWFUL) SORCERER SUMMONED | 48 | FROST-D |
|--------------------------------------|----|---------|

| | | |
|---------|-----|--------|
| FROST-D | 62 | ICE-D |
| ICE-D | 250 | KING-D |
| KING-D | 255 | N/A |

| | | |
|---------------------------------------|----|----------|
| DRAGON (NEUTRAL) SUMMONER SUMMONED | 78 | SILVER-D |
| SILVER-D | 30 | GOLD-D |
| GOLD-D | 30 | SILVER-D |

| | | |
|-------------------------------------|-----|-------|
| DRAGON (CHAOTIC) WIZARD SUMMONED | 48 | SKY-D |
| SKY-D | 53 | AIR-D |
| AIR-D | 255 | N/A |

| | | |
|---------|-----|---------|
| GOLEM | 45 | STONE-G |
| STONE-G | 45 | IRON-G |
| IRON-G | 255 | N/A |

| | | |
|---------|-----|---------|
| GRIFFIN | 42 | HIPPO-G |
| HIPPO-G | 255 | N/A |

| | | |
|----------|-----|----------|
| LIZARD | 24 | TWINHEAD |
| TWINHEAD | 48 | HYDRA |
| HYDRA | 255 | N/A |

| | | |
|---------|----|---------|
| LOC | 36 | PHOENIX |
| PHOENIX | 1 | PHOENIX |

| | | |
|---------|-----|--------|
| MARMAID | 39 | SIRENE |
| SIRENE | 255 | N/A |

| | | |
|----------|-----|--------|
| MINOTAUR | 32 | GORGON |
| GORGON | 34 | SKY-G |
| SKY-G | 255 | N/A |

| | | |
|---------|-----|--------|
| OCTOPUS | 86 | KRAKEN |
| KRAKEN | 255 | N/A |

| | | |
|---------|-----|--------|
| PEGASUS | 36 | MONO-P |
| MONO-P | 255 | N/A |

| | | |
|----------|-----|----------|
| ROMAN | 26 | CARTHAGO |
| CARTHAGO | 38 | CAESER |
| CAESER | 255 | N/A |

| | | |
|---------|-----|-------|
| SERPENT | 98 | BIG-S |
| BIG-S | 255 | N/A |

| | | |
|----------|-----|----------|
| SOLDIER | 24 | FIGHTER |
| FIGHTER | 35 | CRUSADER |
| CRUSADER | 255 | N/A |

| | | |
|----------|-----|----------|
| TROLL | 46 | GIANT |
| GIANT | 48 | COLLOSUS |
| COLLOSUS | 255 | N/A |

| | | |
|---------|-----|---------|
| UNICORN | 32 | TRICORN |
| TRICORN | 255 | N/A |

| | | |
|----------|----|----------|
| WARRIOR | 30 | ATTACKER |
| ATTACKER | 40 | CRASHER |

| | | |
|---------|-----|---------|
| CRASHER | 250 | TAITAN |
| TAITAN | 255 | N/A |
| WRAITH | 18 | DARK-W |
| DARK-W | 18 | BLACK-W |
| BLACK-W | 255 | N/A |

=====+
| 13. MAGIC |=====+
+=====+

In addition to the ability to summon monsters, each Master can cast magic. These magic spells can cause a variety of effects to happen. Some of the are specific to a monster while others are area effect spells. You can only cast one magic spell per turn so plan your spell casting accordingly.

Each Master has several "basic" spells shared by the other Masters. In addition, each Master has specific spells depending on the type of Master they are. Below is a chart of the spells for each master:

LEGEND (number in parentheses after the spell is the cost of said spell):

- 1. Again (30)
- 2. Awaken (30)
- 3. Confuse (70)
- 4. First (50)
- 5. Heal (10)
- 6. Heal All (40)
- 7. Meteor (60)
- 8. Mind (30)
- 9. Quick (20)
- 10. Refresh (40)
- 11. Reverse (40)
- 12. Shield (20)
- 13. Sleep (20)
- 14. Sonic Boom (30)
- 15. Stone (30)
- 16. Storm (30)
- 17. Stream (80)
- 18. Tower Heal (40)
- 19. Warp (30)

| NAME/SPELL | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|
| DAIMYOU | X | X | | | X | X | X | X | | | | X | X | |
| DARKLORD | X | X | X | | X | X | X | X | | | X | | X | |
| SORCERER | X | X | | | X | X | X | X | X | X | | | X | |
| SUMMONER | X | X | | | X | X | X | X | | | | | X | X |
| WIZARD | X | X | | X | X | X | X | X | | | | | X | |

| NAME/SPELL | 15 | 16 | 17 | 18 | 19 |
|------------|----|----|----|----|----|
| DAIMYOU | | X | X | | X |

| | | | | | | |
|----------|---|--|---|---|---|--|
| | | | | | | |
| DARKLORD | | | X | | X | |
| SORCERER | | | X | | X | |
| SUMMONER | | | X | X | X | |
| WIZARD | X | | X | | X | |
| | | | | | | |

_____ / 13. 1 Again / _____

Cost : 30 MP
 Area of Effect: One Monster

Cast this on an allied monster to allow them to have another turn. Only works on monsters whose turns have already ended.

_____ / 13. 2 Awaken / _____

Cost : 30 MP
 Area of Effect: One Monster

Use on an allied monster to counter the effects of a Sleep spell.

_____ / 13. 3 Confuse / _____

Cost : 70 MP
 Area of Effect: One Monster

Cast on an enemy monster to gain control of it for one turn. It only works on level one monsters.

_____ / 13. 4 First / _____

Cost : 50 MP
 Area of Effect: One Monster

Increases the mobility of an allied monster from its present movement points to 12 movement points.

_____ / 13. 5 Heal / _____

Cost : 10 MP
 Area of Effect: One Monster

Allows you to heal one allied monster.

_____ / 13. 6 Heal All / _____

Cost : 40 MP
Area of Effect: All Allied Monsters

Allows you to heal all allied monsters.

/ 13. 7 Meteor / _____

Cost : 70 MP
Area of Effect: Hexes Around a Master

Causes a meteor storm to occur in hexes around a master hitting all monsters (allied and enemy).

/ 13. 8 Mind / _____

Cost : 30 MP
Area of Effect: Any Monster

Causes damage to any monster by attacking its mental willpower.

/ 13. 9 Quick / _____

Cost : 20 MP
Area of Effect: One Monster

Gives an allied monster an additional attack.

/ 13.10 Refresh / _____

Cost : 40 MP
Area of Effect: One Monster

Fully recovers the hit points of one allied monster.

/ 13.11 Reverse / _____

Cost : 40 MP
Area of Effect: Time

Reverses time flow. So instead of sunrise, day, sunset, night; time will be reversed to night, sunset, day, sunrise.

/ 13.12 Shield / _____

Cost : 20 MP
Area of Effect: One Monster

Reduces the hit probability on an allied monster to 10%.

/ 13.13 Sleep / _____

Cost : 70 MP
Area of Effect: One Monster

Puts an enemy monster to sleep for one turn.

/ 13.14 Sonic Boom / _____

Cost : 30 MP
Area of Effect: All Monsters

Causes damage to all monsters (allied and enemy) that are outside of castles, fortresses, or towers.

/ 13.15 Stone / _____

Cost : 30 MP
Area of Effect: One Monster

Causes one enemy monster to be motionless for one turn.

/ 13.16 Storm / _____

Cost : 30 MP
Area of Effect: One Monster

Takes any monster (allied or enemy) and randomly places into another spot at least ten hexes away.

/ 13.17 Stream / _____

Cost : 80 MP
Area of Effect: All Monsters in certain hexes

Causes damage to all monsters (allied or enemy) which are adjacent to the hex designated as "ground zero".

/ 13.18 Tower Heal / _____

Cost : 40 MP
Area of Effect: All Monsters

Allows you to heal all allied monsters that are in towers.

