

Final Fantasy Monster Formation FAQ

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FINAL FANTASY

Monster Formation FAQ

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REVISION HISTORY

The most recent version of this guide can always be found at www.gamefaqs.com.

v1.00 (03.02.10) - Initial version.

v1.01 (09.20.12) - Corrected errors regarding the rivers & lakes formations
(thanks to SchlossRitter and shadow_master01)

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I. INTRODUCTION

This Monster Formation FAQ is for both the original Nintendo (NES) version of Final Fantasy and the NTSC Playstation (PSX) version included with Final Fantasy Origins.

This guide lists all of the monster formations that can be encountered throughout the game. I put this together by analyzing the raw data encoded by the Final Fantasy NES ROM, and I was helped tremendously by Disch's FFHackster program.

Regarding the data below that pertains to the PSX version, I was unfortunately unable to extract the data within the .pak files on the Final Fantasy Origins CD. Thus, the PSX data in this guide is a result of my own play-throughs and save-state testing rather than the analysis of the way the game is coded. I cannot guarantee that it is 100% accurate, but to the best of my ability, I have tried to ensure that it is as accurate as possible without having the raw game data.

There are a few instances where the coding in the NES version is erroneous--for example, formations code for more enemies than can appear on-screen--and in those cases, I have noted the errors and have corrected the PSX versions of those formations to reflect what can be encountered in-game.

Note that, with few exceptions, the monster formations between the two versions are nearly identical.

Sections II and III of this guide list the monster formations that can be encountered in Final Fantasy, organized by location. For each location, I list data for the NES version on the left and the PSX version on the right. The entries are listed as follows:

```

+++++
PLACE NAME
+++++

Formations (NES)                Formations (PSX)
-----

(ODDS) #-# ENEMY      X-Y      (ODDS) #-# Enemy      X-Y
(ODDS) #-# ENEMY      X-Y      (ODDS) #-# Enemy      X-Y
                ENEMY      X-Y                Enemy      X-Y

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+++++

At the risk of excessive explanation, here is what all of this means:

PLACE NAME

The location in which the listed monster formations can be encountered. The NES name is given first, and the PSX name is given second, in parentheses, if different.

(ODDS)

There are three possibilities here:

First, a fraction describing the likelihood of encountering this formation might be listed (e.g., 6/64). Every dungeon location in the game has eight formations that can be randomly encountered; however, these may not all be distinct.

Second, the odds might be listed as (Fixed), which means that this formation is encountered at a fixed place within the listed location. Often, these formations can be encountered near doors or chests, although one notable exception is the entire western hallway of Earth Cave (Terra Cavern) B1. (Fixed) formations can be fought repeatedly by stepping on the game tiles on which they reside.

Finally, if (Event) is listed, then this formation is encountered by speaking with a character (almost always a boss) in the listed location. These are one-time only fights, and they are required for the story to progress and cannot be missed.

##-#

The hexadecimal value that the game assigns to the listed formation. Each formation has two subgroups (1 and 2), which is what the third digit indicates. This isn't really important unless you're a coding geek. Well, I lied. It's also important because Section IV is organized based on these values.

ENEMY/Enemy

The name of the enemy or enemies encountered in the listed formation. Formations in Final Fantasy can contain a maximum of four distinct enemies. The first example formation listed above only has one possible type of enemy. The

second one has two, and each enemy is listed on a separate line. For reasons I'll never understand, the NES enemies are mostly written in-game in all capital letters, while the PSX version corrected this annoyance.

X-Y

These values indicate the minimum and maximum number of each enemy that can be encountered within a formation. As I mentioned in Section I, the NES version contains some coding errors that result in a coded maximum that exceeds the possible in-game maximum. I've noted these errors where they occur and have corrected them in the PSX lists.

II. MONSTER FORMATIONS BY LOCATION (DUNGEONS)

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Temple of Fiends (Temple of Chaos)

+++++

Formations (NES)

(Event) 7F-1 GARLAND 1
(Fixed) 10-1 GARGOYLE 2-3
(12/64) 01-1 BONE
(12/64) 05-1 SPIDER 1-2
(12/64) 04-1 ZOMBIE 2-4
(12/64) 08-1 GHOUL 1
(6/64) 07-1 CREEP 1-2
(6/64) 03-2 WOLF 4-6
 GrWOLF 0-1
(3/64) 02-1 GrIMP 1-3
 WOLF 0-2
 GrWOLF 0-2
 IMP 0-2
(1/64) 0E-2 GrIMP 2-5
 WrWOLF 0-2

Formations (PSX)

(Event) 7F-1 Garland 1
(Fixed) 10-1 Gargoyle 2-3
(12/64) 01-1 Skeleton 2-4
(12/64) 05-1 Black Widow 1-2
(12/64) 04-1 Zombie 2-4
(12/64) 08-1 Ghoul 1
(6/64) 07-1 Gigas Worm 1-2
(6/64) 03-2 Wolf 4-6
 Warg Wolf 0-1
(3/64) 02-1 Goblin Guard 1-3
 Wolf 0-2
 Warg Wolf 0-2
 Goblin 0-2
(1/64) 0E-2 Goblin Guard 2-5
 Werewolf 0-2

+++++

Pravoka (Pravoca)

+++++

Formations (NES)

(Event) 7E-1 PIRATE 9

Formations (PSX)

(Event) 7E-1 Pirate 9

+++++

Marsh Cave B1

+++++

Formations (NES)

(12/64) 0A-1 SHADOW 2-4
(12/64) 0A-1 SHADOW 2-4
(12/64) 05-2 SCUM 2-4

Formations (PSX)

(12/64) 0A-1 Shadow 2-4
(12/64) 0A-1 Shadow 2-4
(12/64) 05-2 Green Slime 2-4

(12/64) 04-2 ZOMBIE	2-3	(12/64) 04-2 Zombie	2-3
GHOUL	2-4	Ghoul	2-4
(6/64) 01-2 BONE	3-5	(6/64) 01-2 Skeleton	3-5
CRAWL	0-2	Crawler	0-2
(6/64) 66-1 ARACHNID	1-2	(6/64) 66-1 Tarantula	1-2
SPIDER	0-2	Black Widow	0-2
SCUM	0-1	Green Slime	0-1
MUCK	0-2	Gray Ooze	0-2
(3/64) 6B-1 MUCK	1-3	(3/64) 6B-1 Gray Ooze	1-3
(1/64) 11-1 WrWOLF	3-6	(1/64) 11-1 Werewolf	3-6

+++++

Marsh Cave B2

+++++

Formations (NES)

(12/64) 04-2 ZOMBIE	2-3
GHOUL	2-4
(12/64) 05-2 SCUM	2-4
(12/64) 10-1 GARGOYLE	2-3
(12/64) 01-2 BONE	3-5
CRAWL	0-2
(6/64) 2B-1 R.BONE	1
BONE	2-4
CRAWL	1
(6/64) 66-1 ARACHNID	1-2
SPIDER	0-2
SCUM	0-1
MUCK	0-2
(3/64) 1A-1 SCORPION	2-4
(1/64) 11-2 WrWOLF	2-5
GrWOLF	0-5

Formations (PSX)

(12/64) 04-2 Zombie	2-3
Ghoul	2-4
(12/64) 05-2 Green Slime	2-4
(12/64) 10-1 Gargoyle	2-3
(12/64) 01-2 Skeleton	3-5
Crawler	0-2
(6/64) 2B-1 Bloodbones	1
Skeleton	2-4
Crawler	1
(6/64) 66-1 Tarantula	1-2
Black Widow	0-2
Green Slime	0-1
Gray Ooze	0-2
(3/64) 1A-1 Scorpion	2-4
(1/64) 11-2 Werewolf	2-5
Warg Wolf	0-5

+++++

Marsh Cave B3

+++++

Formations (NES)

(Fixed) 1C-1 WIZARD	2-4
(Fixed) 15-1 COBRA	2-6
(12/64) 05-2 SCUM	2-4
(12/64) 10-1 GARGOYLE	2-3
(12/64) 2B-1 R.BONE	1
BONE	2-4
CRAWL	1
(12/64) 6B-1 MUCK	1-3
(6/64) 66-1 ARACHNID	1-2
SPIDER	0-2
SCUM	0-1
MUCK	0-2
(6/64) 11-1 WrWOLF	3-6
(3/64) 1A-1 SCORPION	2-4
(1/64) 11-2 WrWOLF	2-5
GrWOLF	0-5

Formations (PSX)

(Fixed) 1C-1 Piscodemon	2-4
(Fixed) 15-1 Anaconda	2-6
(12/64) 05-2 Green Slime	2-4
(12/64) 10-1 Gargoyle	2-3
(12/64) 2B-1 Bloodbones	1
Skeleton	2-4
Crawler	1
(12/64) 6B-1 Gray Ooze	1-3
(6/64) 66-1 Tarantula	1-2
Black Widow	0-2
Green Slime	0-1
Gray Ooze	0-2
(6/64) 11-1 Werewolf	3-6
(3/64) 1A-1 Scorpion	2-4
(1/64) 11-2 Werewolf	2-5
Warg Wolf	0-5

Northwest Castle (Western Keep)

Formations (NES)

(Event) 7D-1 ASTOS 1
 (Fixed) 1D-1 MUMMY 2-5
 (Fixed) 1D-1 MUMMY 2-5
 (Fixed) 18-1 IMAGE 2-6

Formations (PSX)

(Event) 7D-1 ASTOS 1
 (Fixed) 1D-1 Mummy 2-5
 (Fixed) 1D-1 Mummy 2-5
 (Fixed) 18-1 Wraith 2-6

Titan's Tunnel (Titan's Cave)

Formations (NES)

(12/64) 13-1 GrOGRE 1
 OGRE 1-2
 (12/64) 13-1 GrOGRE 1
 OGRE 1-2
 (12/64) 0B-2 GrWOLF 4-8
 (12/64) 0B-2 GrWOLF 4-8
 (6/64) 0B-2 GrWOLF 4-8
 (6/64) 19-1 TIGER 1-3
 (3/64) 19-1 TIGER 1-3
 (1/64) 14-2 ARACHNID 4-8

Formations (PSX)

(12/64) 13-1 Ogre Chieftain 1
 Ogre 1-2
 (12/64) 13-1 Ogre Chieftain 1
 Ogre 1-2
 (12/64) 0B-2 Warg Wolf 4-8
 (12/64) 0B-2 Warg Wolf 4-8
 (6/64) 0B-2 Warg Wolf 4-8
 (6/64) 19-1 Lesser Tiger 1-3
 (3/64) 19-1 Lesser Tiger 1-3
 (1/64) 14-2 Tarantula 4-8

Earth Cave (Terra Cavern) B1

Formations (NES)

(Fixed) 21-1 EARTH 1
 (Fixed) 1E-1 GIANT 1-2
 (Fixed) 1F-1 GIANT 1-2
 IGUANA 0-3
 (12/64) 15-1 COBRA 2-6
 (12/64) 15-1 COBRA 2-6
 (12/64) 64-1 BULL 1-2
 (12/64) 0D-2 ASP 3-7
 (6/64) 13-2 GrOGRE 1-4
 OGRE 0-2
 (6/64) 10-2 GARGOYLE 3-8
 (3/64) 66-2 ARACHNID 3-6
 SPIDER 0-2
 (1/64) 1D-1 MUMMY 2-5

Formations (PSX)

(Fixed) 21-1 Gnoma 1
 (Fixed) 1E-1 Hill Gigas 1-2
 (Fixed) 1F-1 Hill Gigas 1-2
 Lizard 0-3
 (12/64) 15-1 Anaconda 2-6
 (12/64) 15-1 Anaconda 2-6
 (12/64) 64-1 Minotaur 1-2
 (12/64) 0D-2 Cobra 3-7
 (6/64) 13-2 Ogre Chieftain 1-4
 Ogre 0-2
 (6/64) 10-2 Gargoyle 3-8
 (3/64) 66-2 Tarantula 3-6
 Black Widow 0-2
 (1/64) 1D-1 Mummy 2-5

Earth Cave (Terra Cavern) B2

Formations (NES)

Formations (PSX)

(12/64) 0D-2 ASP	3-7	(12/64) 0D-2 Cobra	3-7
(12/64) 64-1 BULL	1-2	(12/64) 64-1 Minotaur	1-2
(12/64) 10-2 GARGOYLE	3-8	(12/64) 10-2 Gargoyle	3-8
(12/64) 13-2 GrOGRE	1-4	(12/64) 13-2 Ogre Chieftain	1-4
	OGRE	Ogre	0-2
(6/64) 11-2 WrWOLF	2-5	(6/64) 11-2 Werewolf	2-5
	GrWOLF	Warg Wolf	0-5
(6/64) 14-2 ARACHNID	4-8	(6/64) 14-2 Tarantula	4-8
(3/64) 1B-1 TROLL	1-2	(3/64) 1B-1 Troll	1-2
	BULL	Minotaur	0-1
(1/64) 1E-1 GIANT	1-2	(1/64) 1E-1 Hill Gigas	1-2

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Earth Cave (Terra Cavern) B3
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Formations (NES)

(Event) 7C-1 VAMPIRE	1
(Fixed) 21-1 EARTH	1
(12/64) 11-2 WrWOLF	2-5
	GrWOLF 0-5
(12/64) 13-2 GrOGRE	1-4
	OGRE 0-2
(12/64) 1C-1 WIZARD	2-4
(12/64) 0F-2 SPECTER	2-5
	GEIST 2-5
(6/64) 18-1 IMAGE	2-6
(6/64) 16-1 COCTRICE	2-6
(3/64) 1D-1 MUMMY	2-5
(1/64) 12-2 OOZE	2-5
	ARACHNID 0-5

Formations (PSX)

(Event) 7C-1 Vampire	1
(Fixed) 21-1 Gnoma	1
(12/64) 11-2 Werewolf	2-5
	Warg Wolf 0-5
(12/64) 13-2 Ogre Chieftain	1-4
	Ogre 0-2
(12/64) 1C-1 Piscodemon	2-4
(12/64) 0F-2 Wight	2-5
	Ghast 2-5
(6/64) 18-1 Wraith	2-6
(6/64) 16-1 Cockatrice	2-6
(3/64) 1D-1 Mummy	2-5
(1/64) 12-2 Ochre Jelly	2-5
	Tarantula 0-5

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Earth Cave (Terra Cavern) B4
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Formations (NES)

(Fixed) 6E-1 WzOGRE	1
	GrOGRE 1
	HYENA 0-7 (2 Max)
(Fixed) 6F-1 SPHINX	1-2
(12/64) 1C-1 WIZARD	2-4
(12/64) 0F-2 SPECTER	2-5
	GEIST 2-5
(12/64) 18-1 IMAGE	2-6
(12/64) 63-1 TROLL	1-2
(6/64) 16-1 COCTRICE	2-6
(6/64) 0E-1 GrIMP	0-5
	WrWOLF 1-3
	GIANT 0-2
(3/64) 0E-1 GrIMP	0-5
	WrWOLF 1-3

Formations (PSX)

(Fixed) 6E-1 Ogre Mage	1
	Ogre Chieftain 1
	Hyenadon 0-2
(Fixed) 6F-1 Sphinx	1-2
(12/64) 1C-1 Piscodemon	2-4
(12/64) 0F-2 Wight	2-5
	Ghast 2-5
(12/64) 18-1 Wraith	2-6
(12/64) 63-1 Troll	1-2
(6/64) 16-1 Cockatrice	2-6
(6/64) 0E-1 Goblin Guard	0-5
	Werewolf 1-3
	Hill Gigas 0-2
(3/64) 0E-1 Goblin Guard	0-5
	Werewolf 1-3

GIANT	0-2	Hill Gigas	0-2
(1/64) 12-2 OOZE	2-5	(1/64) 12-2 Ochre Jelly	2-5
ARACHNID	0-5	Tarantula	0-5

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Earth Cave (Terra Cavern) B5
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Formations (NES)

Formations (PSX)

(Event) 7A-1 LICH	1	(Event) 7A-1 Lich	1
(12/64) 63-1 TROLL	1-2	(12/64) 63-1 Troll	1-2
(12/64) 18-1 IMAGE	2-6	(12/64) 18-1 Wraith	2-6
(12/64) 14-2 ARACHNID	4-8	(12/64) 14-2 Tarantula	4-8
(12/64) 1B-1 TROLL	1-2	(12/64) 1B-1 Troll	1-2
BULL	0-1	Minotaur	0-1
(6/64) 1E-1 GIANT	1-2	(6/64) 1E-1 Hill Gigas	1-2
(6/64) 1D-1 MUMMY	2-5	(6/64) 1D-1 Mummy	2-5
(3/64) 12-2 OOZE	2-5	(3/64) 12-2 Ochre Jelly	2-5
ARACHNID	0-5	Tarantula	0-5
(1/64) 21-1 EARTH	1	(1/64) 21-1 Gnoma	1

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Gurgu Volcano (Mt. Gulug) B1
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Formations (NES)

Formations (PSX)

(12/64) 6F-1 SPHINX	1-2	(12/64) 6F-1 Sphinx	1-2
(12/64) 6F-1 SPHINX	1-2	(12/64) 6F-1 Sphinx	1-2
(12/64) 6A-1 R.GOYLE	2-5	(12/64) 6A-1 Horned Devil	2-5
(12/64) 6E-1 WzOGRE	1	(12/64) 6E-1 Ogre Mage	1
GrOGRE	1	Ogre Chieftain	1
HYENA	0-7 (2 Max)	Hyenadon	0-2
(6/64) 17-2 PEDE	1-6 (4 Max)	(6/64) 17-2 Centipede	1-4
(6/64) 1A-2 SCORPION	2-6	(6/64) 1A-2 Scorpion	2-6
BULL	1-2	Minotaur	1-2
(3/64) 1A-2 SCORPION	2-6	(3/64) 1A-2 Scorpion	2-6
BULL	1-2	Minotaur	1-2
(1/64) 6B-2 MUCK	4-7	(1/64) 6B-2 Gray Ooze	4-7

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Gurgu Volcano (Mt. Gulug) B2
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Formations (NES)

Formations (PSX)

(Fixed) 27-1 FIRE	1-2	(Fixed) 27-1 Pyros	1-2
(Fixed) 28-1 Grey W	1	(Fixed) 28-1 Lava Worm	1
(12/64) 6A-1 R.GOYLE	2-5	(12/64) 6A-1 Horned Devil	2-5
(12/64) 6E-1 WzOGRE	1	(12/64) 6E-1 Ogre Mage	1
GrOGRE	1	Ogre Chieftain	1
HYENA	0-7 (2 Max)	Hyenadon	0-2
(12/64) 1F-1 GIANT	1-2	(12/64) 1F-1 Hill Gigas	1-2
IGUANA	0-3	Lizard	0-3

(12/64) 17-2 PEDE	1-6 (4 Max)	(12/64) 17-2 Centipede	1-4
(6/64) 23-1 PERILISK	2-5	(6/64) 23-1 Pyrolisk	2-5
(6/64) 24-1 R.HYDRA	1	(6/64) 24-1 Fire Hydra	1
(3/64) 6B-2 MUCK	4-7	(3/64) 6B-2 Gray Ooze	4-7
(1/64) 27-1 FIRE	1-2	(1/64) 27-1 Pyros	1-2

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Gurgu Volcano (Mt. Gulug) B3
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Formations (NES)

Formations (PSX)

(12/64) 1F-1 GIANT	1-2
IGUANA	0-3
(12/64) 6E-1 WzOGRE	1
GrOGRE	1
HYENA	0-7 (2 Max)
(12/64) 6D-1 CEREBUS	1-2
(12/64) 24-1 R.HYDRA	1
(6/64) 23-1 PERILISK	2-5
(6/64) 22-1 CEREBUS	0-1
WzOGRE	1-2
(3/64) 6E-2 WzOGRE	1-3
GrOGRE	0-2
(1/64) 27-1 FIRE	1-2

(12/64) 1F-1 Hill Gigas	1-2
Lizard	0-3
(12/64) 6E-1 Ogre Mage	1
Ogre Chieftain	1
Hyenadon	0-2
(12/64) 6D-1 Hellhound	1-2
(12/64) 24-1 Fire Hydra	1
(6/64) 23-1 Pyrolisk	2-5
(6/64) 22-1 Hellhound	0-1
Ogre Mage	1-2
(3/64) 6E-2 Ogre Mage	1-3
Ogre Chieftain	0-2
(1/64) 27-1 Pyros	1-2

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Gurgu Volcano (Mt. Gulug) B4
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Formations (NES)

Formations (PSX)

(Fixed) 28-1 Grey W	1
(Fixed) 29-1 AGAMA	1
(12/64) 6D-1 CEREBUS	1-2
(12/64) 24-1 R.HYDRA	1
(12/64) 28-1 Grey W	1
(12/64) 64-2 BULL	2-4
(6/64) 26-1 R.GIANT	1-2
(6/64) 6E-2 WzOGRE	1-3
GrOGRE	0-2
(3/64) 29-1 AGAMA	1
(1/64) 2A-1 Red D	1

(Fixed) 28-1 Lava Worm	1
(Fixed) 29-1 Fire Lizard	1
(12/64) 6D-1 Hellhound	1-2
(12/64) 24-1 Fire Hydra	1
(12/64) 28-1 Lava Worm	1
(12/64) 64-2 Minotaur	2-4
(6/64) 26-1 Fire Gigas	1-2
(6/64) 6E-2 Ogre Mage	1-3
Ogre Chieftain	0-2
(3/64) 29-1 Fire Lizard	1
(1/64) 2A-1 Red Dragon	1

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Gurgu Volcano (Mt. Gulug) B5
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Formations (NES)

Formations (PSX)

(Event) 79-1 KARY	1
(Fixed) 29-1 AGAMA	1
(Fixed) 2A-1 Red D	1
(12/64) 28-1 Grey W	1

(Event) 79-1 Marilith	1
(Fixed) 29-1 Fire Lizard	1
(Fixed) 2A-1 Red Dragon	1
(12/64) 28-1 Lava Worm	1

(12/64) 64-2 BULL	2-4	(12/64) 64-2 Minotaur	2-4
(12/64) 6E-2 WzOGRE	1-3	(12/64) 6E-2 Ogre Mage	1-3
GrOGRE	0-2	Ogre Chieftain	0-2
(12/64) 26-1 R.GIANT	1-2	(12/64) 26-1 Fire Gigas	1-2
(6/64) 22-1 CEREBUS	0-1	(6/64) 22-1 Hellhound	0-1
WzOGRE	1-2	Ogre Mage	1-2
(6/64) 27-1 FIRE	1-2	(6/64) 27-1 Pyros	1-2
(3/64) 29-1 AGAMA	1	(3/64) 29-1 Fire Lizard	1
(1/64) 2A-1 Red D	1	(1/64) 2A-1 Red Dragon	1

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Ice Cave (Ice Cavern) B1
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Formations (NES)

Formations (PSX)

(12/64) 1C-2 WIZARD	3-7
(12/64) 1C-2 WIZARD	3-7
(12/64) 16-2 COCTRICE	2-6
MUMMY	1-5
(12/64) 16-2 COCTRICE	2-6
MUMMY	1-5
(6/64) 2B-2 R.BONE	3-6
(6/64) 2C-2 WRAITH	2-6
(3/64) 2C-1 WRAITH	1-5
IMAGE	0-3
SPECTER	0-3
GEIST	0-3
(1/64) 30-1 Frost D	1-2

(12/64) 1C-2 Piscodemon	3-7
(12/64) 1C-2 Piscodemon	3-7
(12/64) 16-2 Cockatrice	2-6
Mummy	1-5
(12/64) 16-2 Cockatrice	2-6
Mummy	1-5
(6/64) 2B-2 Bloodbones	3-6
(6/64) 2C-2 Specter	2-6
(3/64) 2C-1 Specter	1-5
Wraith	0-3
Wight	0-3
Ghast	0-3
(1/64) 30-1 White Dragon	1-2

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Ice Cave (Ice Cavern) B2
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Formations (NES)

Formations (PSX)

(Fixed) 2F-1 MAGE	1-4
(Fixed) 69-1 EYE	1
(12/64) 18-2 IMAGE	2-6
WRAITH	0-4
(12/64) 18-2 IMAGE	2-6
WRAITH	0-4
(12/64) 6C-1 SORCERER	1-3
(12/64) 2C-2 WRAITH	2-6
(6/64) 2F-1 MAGE	1-4
(6/64) 2C-1 WRAITH	1-5
IMAGE	0-3
SPECTER	0-3
GEIST	0-3
(3/64) 2E-1 FrGIANT	1
FrWOLF	0-2
(1/64) 30-1 Frost D	1-2

(Fixed) 2F-1 Dark Wizard	1-4
(Fixed) 69-1 Evil Eye	1
(12/64) 18-2 Wraith	2-6
Specter	0-4
(12/64) 18-2 Wraith	2-6
Specter	0-4
(12/64) 6C-1 Mindflayer	1-3
(12/64) 2C-2 Specter	2-6
(6/64) 2F-1 Dark Wizard	1-4
(6/64) 2C-1 Specter	1-5
Wraith	0-3
Wight	0-3
Ghast	0-3
(3/64) 2E-1 Ice Gigas	1
Winter Wolf	0-2
(1/64) 30-1 White Dragon	1-2

++++
Ice Cave (Ice Cavern) B3
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Formations (NES)

(Fixed) 2C-1 WRAITH 1-5
 IMAGE 0-3
 SPECTER 0-3
 GEIST 0-3
 (Fixed) 2D-1 FrWOLF 3-7
 (Fixed) 30-1 Frost D 1-2

 (12/64) 2B-2 R.BONE 3-6
 (12/64) 2F-1 MAGE 1-4
 (12/64) 2C-2 WRAITH 2-6
 (12/64) 6C-1 SORCERER 1-3
 (6/64) 2E-1 FrGIANT 1
 FrWOLF 0-2
 (6/64) 31-1 GrPEDE 1
 (3/64) 30-1 Frost D 1-2
 (1/64) 2D-1 FrWOLF 3-7

Formations (PSX)

(Fixed) 2C-1 Specter 1-5
 Wraith 0-3
 Wight 0-3
 Ghast 0-3
 (Fixed) 2D-1 Winter Wolf 3-7
 (Fixed) 30-1 White Dragon 1-2

 (12/64) 2B-2 Bloodbones 3-6
 (12/64) 2F-1 Dark Wizard 1-4
 (12/64) 2C-2 Specter 2-6
 (12/64) 6C-1 Mindflayer 1-3
 (6/64) 2E-1 Ice Gigas 1
 Winter Wolf 0-2
 (6/64) 31-1 Remora 1
 (3/64) 30-1 White Dragon 1-2
 (1/64) 2D-1 Winter Wolf 3-7

+++++

Castle of Ordeals (Citadel of Trials) 2F

+++++

Formations (NES)

(Fixed) 3F-1 MudGOL 1-3

 (12/64) 32-1 ZomBULL 1-3
 (12/64) 32-1 ZomBULL 1-3
 (12/64) 6A-2 R.GOYLE 3-7
 (12/64) 34-1 MEDUSA 2-5
 (6/64) 33-1 MANCAT 3-5
 (6/64) 1D-2 MUMMY 3-7
 WzMUMMY 1
 (3/64) 35-1 SORCERER 2-5
 (1/64) 4B-1 ZombieD 1-2

Formations (PSX)

(Fixed) 3F-1 Clay Golem 1-3

 (12/64) 32-1 Necrotaur 1-3
 (12/64) 32-1 Necrotaur 1-3
 (12/64) 6A-2 Horned Devil 3-7
 (12/64) 34-1 Medusa 2-5
 (6/64) 33-1 Rakshasa 3-5
 (6/64) 1D-2 Mummy 3-7
 King Mummy 1
 (3/64) 35-1 Mindflayer 2-5
 (1/64) 4B-1 Dragon Zombie 1-2

+++++

Castle of Ordeals (Citadel of Trials) 3F

+++++

Formations (NES)

(Fixed) 4F-1 NITEMARE 1-3 (2 Max)
 (Fixed) 4B-1 ZombieD 1-2

 (12/64) 6A-2 R.GOYLE 3-7
 (12/64) 34-1 MEDUSA 2-5
 (12/64) 33-1 MANCAT 3-5
 (12/64) 1D-2 MUMMY 3-7
 WzMUMMY 1
 (6/64) 1D-2 MUMMY 3-7
 WzMUMMY 1
 (6/64) 35-1 SORCERER 2-5
 (3/64) 35-1 SORCERER 2-5
 (1/64) 4B-1 ZombieD 1-2

Formations (PSX)

(Fixed) 4F-1 Nightmare 1-2
 (Fixed) 4B-1 Dragon Zombie 1-2

 (12/64) 6A-2 Horned Devil 3-7
 (12/64) 34-1 Medusa 2-5
 (12/64) 33-1 Rakshasa 3-5
 (12/64) 1D-2 Mummy 3-7
 King Mummy 1
 (6/64) 1D-2 Mummy 3-7
 King Mummy 1
 (6/64) 35-1 Mindflayer 2-5
 (3/64) 35-1 Mindflayer 2-5
 (1/64) 4B-1 Dragon Zombie 1-2

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 Sea Shrine B3 (Sunken Shrine 3F)
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Formations (NES)

(12/64) 42-1 SeaTROLL 1-2
 LOBSTER 1-3
 (12/64) 72-1 SeaSNAKE 2-4
 (12/64) 47-1 NAGA 1
 WATER 0-1
 (12/64) 5A-1 GrSHARK 1-2
 SHARK 0-1
 (6/64) 5A-2 GrSHARK 1-2
 SHARK 0-1
 (6/64) 7E-2 WzSAHAG 1-2
 R.SAHAG 8
 (3/64) 45-1 WzSAHAG 0-1
 GrSHARK 1-2
 (1/64) 61-1 SeaTROLL 1-2
 SeaSNAKE 0-2
 LOBSTER 0-2

Formations (PSX)

(12/64) 42-1 Sea Troll 1-2
 Sea Scorpion 1-3
 (12/64) 72-1 Sea Snake 2-4
 (12/64) 47-1 Water Naga 1
 Aquos 0-1
 (12/64) 5A-1 White Shark 1-2
 Shark 0-1
 (6/64) 5A-2 White Shark 1-2
 Shark 0-1
 (6/64) 7E-2 Sahagin Prince 1-2
 Sahagin Chief 8
 (3/64) 45-1 Sahagin Prince 0-1
 White Shark 1-2
 (1/64) 61-1 Sea Troll 1-2
 Sea Snake 0-2
 Sea Scorpion 0-2

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 Sea Shrine B2 (Sunken Shrine 4F)
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Formations (NES)

(12/64) 5A-1 GrSHARK 1-2
 SHARK 0-1
 (12/64) 72-1 SeaSNAKE 2-4
 (12/64) 7E-2 WzSAHAG 1-2
 R.SAHAG 8
 (12/64) 46-2 GHOST 2-5
 (6/64) 5A-2 GrSHARK 1-2
 SHARK 0-1
 (6/64) 48-1 GrSHARK 1
 BigEYE 0-1
 (3/64) 49-1 WATER 1-3
 (1/64) 61-1 SeaTROLL 1-2
 SeaSNAKE 0-2
 LOBSTER 0-2

Formations (PSX)

(12/64) 5A-1 White Shark 1-2
 Shark 0-1
 (12/64) 72-1 Sea Snake 2-4
 (12/64) 7E-2 Sahagin Prince 1-2
 Sahagin Chief 8
 (12/64) 46-2 Ghost 2-5
 (6/64) 5A-2 White Shark 1-2
 Shark 0-1
 (6/64) 48-1 White Shark 1
 Deepeyes 0-1
 (3/64) 49-1 Aquos 1-3
 (1/64) 61-1 Sea Troll 1-2
 Sea Snake 0-2
 Sea Scorpion 0-2

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 Sea Shrine B4 (Sunken Shrine 2F)
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Formations (NES)

(Fixed) 44-1 LOBSTER 1-6
 SeaSNAKE 2-5
 SeaTROLL 2
 (Fixed) 45-1 WzSAHAG 0-1
 GrSHARK 1-2
 (Fixed) 49-1 WATER 1-3
 (Fixed) 4A-1 WzMUMMY 1-5

Formations (PSX)

(Fixed) 44-1 Sea Scorpion 1-6
 Sea Snake 2-5
 Sea Troll 2
 (Fixed) 45-1 Sahagin Prince 0-1
 White Shark 1-2
 (Fixed) 49-1 Aquos 1-3
 (Fixed) 4A-1 Mummy King 1-5

MUMMY 0-8
COCTRICE 0-8
PERILISK 0-8

Mummy 0-8
Cockatrice 0-8
Pyrolisk 0-8

(12/64) 61-2 SeaTROLL 1
SeaSNAKE 0-3
(12/64) 44-2 LOBSTER 1-5
SeaSNAKE 0-3
(12/64) 7E-2 WzSAHAG 1-2
R.SAHAG 8
(12/64) 46-2 GHOST 2-5
(6/64) 42-2 SeaTROLL 1-2
LOBSTER 1-4
(6/64) 48-1 GrSHARK 1
BigEYE 0-1
(3/64) 43-2 LOBSTER 3-7
(1/64) 72-2 SeaSNAKE 3-6

(12/64) 61-2 Sea Troll 1
Sea Snake 0-3
(12/64) 44-2 Sea Scorpion 1-5
Sea Snake 0-3
(12/64) 7E-2 Sahagin Prince 1-2
Sahagin Chief 8
(12/64) 46-2 Ghost 2-5
(6/64) 42-2 Sea Troll 1-2
Sea Scorpion 1-4
(6/64) 48-1 White Shark 1
Deepeyes 0-1
(3/64) 43-2 Sea Scorpion 3-7
(1/64) 72-2 Sea Snake 3-6

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Sea Shrine B5 (Sunken Shrine 1F)
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Formations (NES)

Formations (PSX)

(Event) 78-1 KRAKEN 1

(12/64) 44-2 LOBSTER 1-5
SeaSNAKE 0-3
(12/64) 61-2 SeaTROLL 1
SeaSNAKE 0-3
(12/64) 48-1 GrSHARK 1
BigEYE 0-1
(12/64) 42-2 SeaTROLL 1-2
LOBSTER 1-4
(6/64) 49-1 WATER 1-3
(6/64) 43-2 LOBSTER 3-7
(3/64) 43-2 LOBSTER 3-7
(1/64) 72-2 SeaSNAKE 3-6

(Event) 78-1 Kraken 1

(12/64) 44-2 Sea Scorpion 1-5
Sea Snake 0-3
(12/64) 61-2 Sea Troll 1
Sea Snake 0-3
(12/64) 48-1 White Shark 1
Deepeyes 0-1
(12/64) 42-2 Sea Troll 1-2
Sea Scorpion 1-4
(6/64) 49-1 Aquos 1-3
(6/64) 43-2 Sea Scorpion 3-7
(3/64) 43-2 Sea Scorpion 3-7
(1/64) 72-2 Sea Snake 3-6

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Waterfall (Waterfall Cavern)
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Formations (NES)

Formations (PSX)

(Fixed) 4A-1 WzMUMMY 1-5
MUMMY 0-8
COCTRICE 0-8
PERILISK 0-8

(12/64) 4F-1 NITEMARE 1-3 (2 Max)
(12/64) 3F-1 MudGOL 1-3
(12/64) 4F-1 NITEMARE 1-3 (2 Max)
(12/64) 3F-1 MudGOL 1-3
(6/64) 4A-2 WzMUMMY 1-2
MUMMY 1-6
(6/64) 4A-2 WzMUMMY 1-2
MUMMY 1-6

(Fixed) 4A-1 Mummy King 1-5
Mummy 0-8
Cockatrice 0-8
Pyrolisk 0-8

(12/64) 4F-1 Nightmare 1-2
(12/64) 3F-1 Clay Golem 1-3
(12/64) 4F-1 Nightmare 1-2
(12/64) 3F-1 Clay Golem 1-3
(6/64) 4A-2 Mummy King 1-2
Mummy 1-6
(6/64) 4A-2 Mummy King 1-2
Mummy 1-6

(3/64) 23-2 PERILISK 4-8
(1/64) 59-1 Gas D 1

(3/64) 23-2 Pyrolisk 4-8
(1/64) 59-1 Green Dragon 1

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Mirage Tower (Tower of Mirage) 1F
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Formations (NES)

Formations (PSX)

(12/64) 4F-2 NITEMARE 1-2
 BADMAN 1-2
(12/64) 4F-2 NITEMARE 1-2
 BADMAN 1-2
(12/64) 68-1 VAMPIRE 2-5
(12/64) 3B-1 CHIMERA 1-3
(6/64) 4C-1 GUARD 2-5
(6/64) 34-2 MEDUSA 3-6
 Saber T 1-2
(3/64) 67-2 CATMAN 4-7
(1/64) 39-2 CATMAN 3-6
 Saber T 1-2

(12/64) 4F-2 Nightmare 1-2
 Black Knight 1-2
(12/64) 4F-2 Nightmare 1-2
 Black Knight 1-2
(12/64) 68-1 Vampire 2-5
(12/64) 3B-1 Chimera 1-3
(6/64) 4C-1 Guardian 2-5
(6/64) 34-2 Medusa 3-6
 Sabretooth 1-2
(3/64) 67-2 Weretiger 4-7
(1/64) 39-2 Weretiger 3-6
 Sabretooth 1-2

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Mirage Tower (Tower of Mirage) 2F
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Formations (NES)

Formations (PSX)

(12/64) 3B-1 CHIMERA 1-3
(12/64) 6D-2 CEREBUS 3-4
(12/64) 4C-1 GUARD 2-5
(12/64) 68-1 VAMPIRE 2-5
(6/64) 4A-1 WzMUMMY 1-5
 MUMMY 0-8
 COCTRICE 0-8
 PERILISK 0-8
(6/64) 67-2 CATMAN 4-7
(3/64) 39-2 CATMAN 3-6
 Saber T 1-2
(1/64) 4E-1 Blue D 1

(12/64) 3B-1 Chimera 1-3
(12/64) 6D-2 Hellhound 3-4
(12/64) 4C-1 Guardian 2-5
(12/64) 68-1 Vampire 2-5
(6/64) 4A-1 Mummy King 1-5
 Mummy 0-8
 Cockatrice 0-8
 Pyrolisk 0-8
(6/64) 67-2 Weretiger 4-7
(3/64) 39-2 Weretiger 3-6
 Sabretooth 1-2
(1/64) 4E-1 Blue Dragon 1

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Mirage Tower (Tower of Mirage) 3F
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Formations (NES)

Formations (PSX)

(Fixed) 4E-1 Blue D 1

(12/64) 6D-2 CEREBUS 3-4
(12/64) 68-1 VAMPIRE 2-5
(12/64) 67-2 CATMAN 4-7
(12/64) 4A-1 WzMUMMY 1-5
 MUMMY 0-8
 COCTRICE 0-8
 PERILISK 0-8
(6/64) 34-2 MEDUSA 3-6

(Fixed) 4E-1 Blue Dragon 1

(12/64) 6D-2 Hellhound 3-4
(12/64) 68-1 Vampire 2-5
(12/64) 67-2 Weretiger 4-7
(12/64) 4A-1 Mummy King 1-5
 Mummy 0-8
 Cockatrice 0-8
 Pyrolisk 0-8
(6/64) 34-2 Medusa 3-6

Saber T	1-2	Sabretooth	1-2
(6/64) 3E-2 WYVERN	1-3	(6/64) 3E-2 Wyvern	1-3
WYRM	0-5 (3 Max)	Wyrm	0-3
(3/64) 3E-2 WYVERN	1-3	(3/64) 3E-2 Wyvern	1-3
WYRM	0-5 (3 Max)	Wyrm	0-3
(1/64) 4E-1 Blue D	1	(1/64) 4E-1 Blue Dragon	1

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 Sky Castle (Flying Fortress) 1F
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Formations (NES)

Formations (PSX)

(12/64) 4D-1 BADMAN 2-5
 (12/64) 52-1 GrNAGA 1
 AIR 0-1
 (12/64) 69-1 EYE 1
 (12/64) 4D-1 BADMAN 2-5
 (6/64) 54-1 EVILMAN 1
 NITEMARE 1-2
 (6/64) 36-2 MANTICOR 3-4
 (3/64) 40-1 GrMEDUSA 1-4
 (1/64) 50-1 SLIME 3-6

(12/64) 4D-1 Black Knight 2-5
 (12/64) 52-1 Spirit Naga 1
 Aeros 0-1
 (12/64) 69-1 Evil Eye 1
 (12/64) 4D-1 Black Knight 2-5
 (6/64) 54-1 Doom Knight 1
 Nightmare 1-2
 (6/64) 36-2 Manticore 3-4
 (3/64) 40-1 Earth Medusa 1-4
 (1/64) 50-1 Dark Flan 3-6

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 Sky Castle (Flying Fortress) 2F
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Formations (NES)

Formations (PSX)

(12/64) 52-1 GrNAGA 1
 AIR 0-1
 (12/64) 69-1 EYE 1
 (12/64) 36-2 MANTICOR 3-4
 (12/64) 55-2 CHIMERA 1
 (6/64) 54-1 EVILMAN 1
 NITEMARE 1-2
 (6/64) 40-1 GrMEDUSA 1-4
 (3/64) 58-2 RockGOL 2-4
 (1/64) 50-1 SLIME 3-6

(12/64) 52-1 Spirit Naga 1
 Aeros 0-1
 (12/64) 69-1 Evil Eye 1
 (12/64) 36-2 Manticore 3-4
 (12/64) 55-2 Chimera 1
 (6/64) 54-1 Doom Knight 1
 Nightmare 1-2
 (6/64) 40-1 Earth Medusa 1-4
 (3/64) 58-2 Stone Golem 2-4
 (1/64) 50-1 Dark Flan 3-6

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 Sky Castle (Flying Fortress) 3F
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Formations (NES)

Formations (PSX)

(12/64) 4C-2 GUARD 0-1
 SENTRY 1
 (12/64) 33-2 MANCAT 3-7
 MEDUSA 0-5
 (12/64) 55-2 CHIMERA 1
 (12/64) 36-2 MANTICOR 3-4
 (6/64) 24-2 R.HYDRA 4
 (6/64) 58-2 RockGOL 2-4
 (3/64) 53-1 WzVAMP 1-3
 (1/64) 56-2 FIGHTER 1-2

(12/64) 4C-2 Guardian 0-1
 Soldier 1
 (12/64) 33-2 Rakshasa 3-7
 Medusa 0-5
 (12/64) 55-2 Chimera 1
 (12/64) 36-2 Manticore 3-4
 (6/64) 24-2 Fire Hydra 4
 (6/64) 58-2 Stone Golem 2-4
 (3/64) 53-1 Vampire Lord 1-3
 (1/64) 56-2 Dark Warrior 1-2

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 Sky Castle (Flying Fortress) 4F
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Formations (NES)

(12/64) 33-2 MANCAT 3-7
 MEDUSA 0-5
 (12/64) 4C-2 GUARD 0-1
 SENTRY 1
 (12/64) 41-2 NAOCHO 1-2
 (12/64) 51-1 AIR 2-4
 (6/64) 35-2 SORCERER 1-6
 MudGOL 1-2
 (6/64) 53-1 WzVAMP 1-3
 (3/64) 52-2 GrNAGA 0-1
 AIR 1-3
 (1/64) 56-2 FIGHTER 1-2

Formations (PSX)

(12/64) 33-2 Rakshasa 3-7
 Medusa 0-5
 (12/64) 4C-2 Guardian 0-1
 Soldier 1
 (12/64) 41-2 Neochu 1-2
 (12/64) 51-1 Aeros 2-4
 (6/64) 35-2 Mindflayer 1-6
 Clay Golem 1-2
 (6/64) 53-1 Vampire Lord 1-3
 (3/64) 52-2 Spirit Naga 0-1
 Aeros 1-3
 (1/64) 56-2 Dark Warrior 1-2

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 Sky Castle (Flying Fortress) 5F
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Formations (NES)

(Event) 77-1 TIAMAT 1

 (12/64) 41-2 NAOCHO 1-2
 (12/64) 51-1 AIR 2-4
 (12/64) 35-2 SORCERER 1-6
 MudGOL 1-2
 (12/64) 24-2 R.HYDRA 4
 (6/64) 52-2 GrNAGA 0-1
 AIR 1-3
 (6/64) 50-1 SLIME 3-6
 (3/64) 56-1 WarMECH 1
 (1/64) 56-2 FIGHTER 1-2

Formations (PSX)

(Event) 77-1 Tiamat 1

 (12/64) 41-2 Neochu 1-2
 (12/64) 51-1 Aeros 2-4
 (12/64) 35-2 Mindflayer 1-6
 Clay Golem 1-2
 (12/64) 24-2 Fire Hydra 4
 (6/64) 52-2 Spirit Naga 0-1
 Aeros 1-3
 (6/64) 50-1 Dark Flan 3-6
 (3/64) 56-2 Dark Warrior 1-2
 (1/64) 56-1 Warmech 1

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 Temple of Fiends (Temple of Chaos) (Past) 1F
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Formations (NES)

(12/64) 57-1 WORM 1-2
 (12/64) 57-1 WORM 1-2
 (12/64) 30-2 Frost D 3-4
 (12/64) 30-2 Frost D 3-4
 (6/64) 30-2 Frost D 3-4
 (6/64) 3B-2 CHIMERA 3-4
 (3/64) 3B-2 CHIMERA 3-4
 (1/64) 50-2 SLIME 4-8

Formations (PSX)

(12/64) 57-1 Purple Worm 1-2
 (12/64) 57-1 Purple Worm 1-2
 (12/64) 30-2 White Dragon 3-4
 (12/64) 30-2 White Dragon 3-4
 (6/64) 30-2 White Dragon 3-4
 (6/64) 3B-2 Chimera 3-4
 (3/64) 3B-2 Chimera 3-4
 (1/64) 50-2 Dark Flan 4-8

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 Temple of Fiends (Temple of Chaos) (Past) 2F
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Formations (NES)

(12/64) 4B-2 ZombieD 2-4
 (12/64) 4B-2 ZombieD 2-4
 (12/64) 2E-2 FrGIANT 2
 FrWOLF 2-6
 (12/64) 2E-2 FrGIANT 2
 FrWOLF 2-6
 (6/64) 55-1 CHIMERA 1-2
 JIMERA 1-2
 (6/64) 55-1 CHIMERA 1-2
 JIMERA 1-2
 (3/64) 50-2 SLIME 4-8
 (1/64) 53-2 WzVAMP 1-3
 ZombieD 1-2

Formations (PSX)

(12/64) 4B-2 Dragon Zombie 2-4
 (12/64) 4B-2 Dragon Zombie 2-4
 (12/64) 2E-2 Ice Gigas 2
 Winter Wolf 2-6
 (12/64) 2E-2 Ice Gigas 2
 Winter Wolf 2-6
 (6/64) 55-1 Chimera 1-2
 Rhyos 1-2
 (6/64) 55-1 Chimera 1-2
 Rhyos 1-2
 (3/64) 50-2 Dark Flan 4-8
 (1/64) 53-2 Vampire Lord 1-3
 Dragon Zombie 1-2

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 Temple of Fiends (Temple of Chaos) (Past) 3F
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Formations (NES)

(12/64) 4D-2 BADMAN 5-9
 (12/64) 4D-2 BADMAN 5-9
 (12/64) 59-2 Gas D 2-4
 (12/64) 59-2 Gas D 2-4
 (6/64) 59-2 Gas D 2-4
 (6/64) 2F-2 MAGE 2-3
 FIGHTER 1
 (3/64) 2F-2 MAGE 2-3
 FIGHTER 1
 (1/64) 53-2 WzVAMP 1-3
 ZombieD 1-2

Formations (PSX)

(12/64) 4D-2 Black Knight 5-9
 (12/64) 4D-2 Black Knight 5-9
 (12/64) 59-2 Green Dragon 2-4
 (12/64) 59-2 Green Dragon 2-4
 (6/64) 59-2 Green Dragon 2-4
 (6/64) 2F-2 Dark Wizard 2-3
 Dark Warrior 1
 (3/64) 2F-2 Dark Wizard 2-3
 Dark Warrior 1
 (1/64) 53-2 Vampire Lord 1-3
 Dragon Zombie 1-2

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 Temple of Fiends (Temple of Chaos) (Past) B1
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Formations (NES)

(Fixed) 73-1 LICH 1

 (12/64) 3F-2 MudGOL 1-4
 RockGOL 1-3
 (12/64) 40-2 GrMEDUSA 4-7
 (12/64) 3F-2 MudGOL 1-4
 RockGOL 1-3
 (12/64) 40-2 GrMEDUSA 4-7
 (6/64) 21-2 EARTH 2-4
 (6/64) 21-2 EARTH 2-4
 (3/64) 21-2 EARTH 2-4
 (1/64) 3A-2 SAURIA 2-4

Formations (PSX)

(Fixed) 73-1 Lich 1

 (12/64) 3F-2 Clay Golem 1-4
 Stone Golem 1-3
 (12/64) 40-2 Earth Medusa 4-7
 (12/64) 3F-2 Clay Golem 1-4
 Stone Golem 1-3
 (12/64) 40-2 Earth Medusa 4-7
 (6/64) 21-2 Gnoma 2-4
 (6/64) 21-2 Gnoma 2-4
 (3/64) 21-2 Gnoma 2-4
 (1/64) 3A-2 Basilisk 2-4

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 Temple of Fiends (Temple of Chaos) (Past) B2
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Formations (NES)

(Fixed) 74-1 KARY 1
 (12/64) 28-2 Grey W 2-4
 (12/64) 28-2 Grey W 2-4
 (12/64) 26-2 R.GIANT 1
 AGAMA 1-3
 (12/64) 26-2 R.GIANT 1
 AGAMA 1-3
 (6/64) 29-2 AGAMA 2-4
 (6/64) 29-2 AGAMA 2-4
 (3/64) 27-2 FIRE 3-4
 (1/64) 2A-2 Red D 2-4

Formations (PSX)

(Fixed) 74-1 Marilith 1
 (12/64) 28-2 Lava Worm 2-4
 (12/64) 28-2 Lava Worm 2-4
 (12/64) 26-2 Fire Gigas 1
 Fire Lizard 0-3
 (12/64) 26-2 Fire Gigas 1
 Fire Lizard 0-3
 (6/64) 29-2 Fire Lizard 2-4
 (6/64) 29-2 Fire Lizard 2-4
 (3/64) 27-2 Pyros 3-4
 (1/64) 2A-2 Red Dragon 2-4

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 Temple of Fiends (Temple of Chaos) (Past) B3
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Formations (NES)

(Fixed) 75-1 KRAKEN 1
 (12/64) 49-2 WATER 3-6
 (12/64) 44-1 LOBSTER 1-6
 SeaSNAKE 2-5
 SeaTROLL 2
 (12/64) 49-2 WATER 3-6
 (12/64) 44-1 LOBSTER 1-6
 SeaSNAKE 1-5
 SeaTROLL 2
 (6/64) 45-2 WzSAHAG 3-6
 GrSHARK 2
 (6/64) 45-2 WzSAHAG 3-6
 GrSHARK 2
 (3/64) 48-2 GrSHARK 1-2
 BigEYE 1-2
 (1/64) 47-2 NAGA 1-2
 WATER 3-6

Formations (PSX)

(Fixed) 75-1 Kraken 1
 (12/64) 49-2 Aquos 3-6
 (12/64) 44-1 Sea Scorpion 1-6
 Sea Snake 2-5
 Sea Troll 2
 (12/64) 49-2 Aquos 3-6
 (12/64) 44-1 Sea Scorpion 1-6
 Sea Snake 2-5
 Sea Troll 2
 (6/64) 45-2 Sahagin Prince 3-6
 White Shark 2
 (6/64) 45-2 Sahagin Prince 3-6
 White Shark 2
 (3/64) 48-2 White Shark 1-2
 Deepeyes 1-2
 (1/64) 47-2 Water Naga 1-2
 Aquos 3-6

++++
 Temple of Fiends (Temple of Chaos) (Past) B4
 +++++

Formations (NES)

(Fixed) 76-1 TIAMAT 1
 (12/64) 51-2 GrSHARK 1-2
 SHARK 0-1
 (12/64) 57-2 WORM 3-4
 (12/64) 68-2 WzVAMP 1
 VAMPIRE 3-6
 (12/64) 58-2 RockGOL 2-4
 (6/64) 54-2 EVILMAN 1-2
 NITEMARE 1-2

Formations (PSX)

(Fixed) 76-1 Tiamat 1
 (12/64) 51-2 White Shark 1-2
 Shark 0-1
 (12/64) 57-2 Purple Worm 3-4
 (12/64) 68-2 Vampire Lord 1
 Vampire 3-6
 (12/64) 58-2 Stone Golem 2-4
 (6/64) 54-2 Doom Knight 1-2
 Nightmare 1-2

(6/64) 53-2 WzVAMP	1-3	(6/64) 53-2 Vampire Lord	1-3
	ZombieD 1-2		Dragon Zombie 1-2
(3/64) 6C-2 SORCERER	3-7	(3/64) 6C-2 Mindflyer	3-7
(1/64) 7F-2 IronGOL	1-2	(1/64) 7F-2 Iron Golem	1-2

```

+++++
Temple of Fiends (Temple of Chaos) (Past) B5
+++++

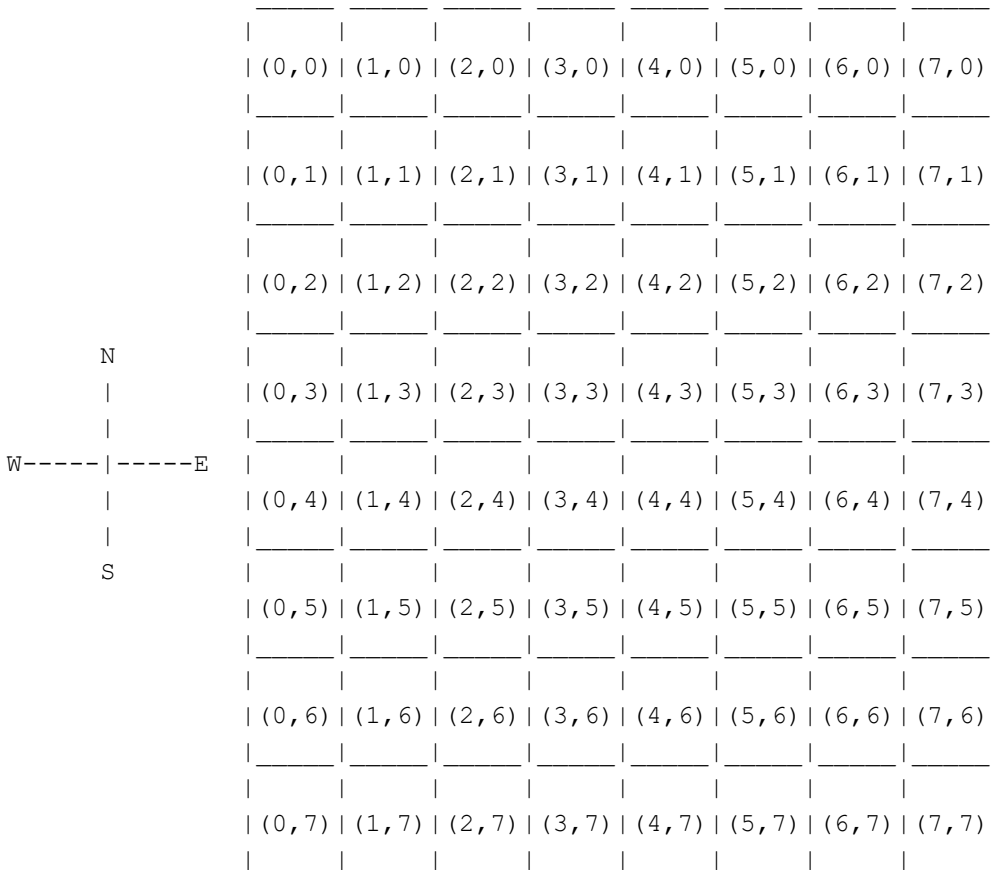
```

Formations (NES)		Formations (PSX)	
-----		-----	
(Event) 7B-1 CHAOS	1	(Event) 7B-1 Chaos	1

III. MONSTER FORMATIONS BY LOCATION (OVERWORLD)

Overworld formations are listed in a manner similar to dungeon formations. The world map consists of a grid that measures 256x256 steps, and it is divided into 32x32-step regions. Each 32x32 region has its own set of eight formations that can be randomly encountered on land, although as with the dungeon locations, all eight formations may not be distinct. Incidentally, this division of the world map into discrete squares is what leads to the phenomenon of seemingly level-inappropriate encounters, like the so-called "Peninsula of Power."

For the purposes of this guide, I've borrowed the region designations used by FFHackster, which looks like this:



Each box represents a 32x32 region, and for each Overworld region listed below, the coordinates from this grid are given.

Some regions contain only water or have land that can never be accessed, and they're indicated by "(No Land)" in the title bars. The game still codes for

land-based encounters for these regions, and I've listed them below for completeness even though you can't ever encounter them.

Rivers & Lakes (Canoe) and Ocean (Ship) encounters are listed at the end of this section.

And now, onto the Overworld monster formations:

++++
Overworld (0,0)

++++

Formations (NES)

(12/64) 63-2 TROLL 2-4
(12/64) 31-1 GrPEDE 1
(12/64) 70-1 WYVERN 1-3
(12/64) 2E-1 FrGIANT 1
FrWOLF 0-2
(6/64) 70-1 WYVERN 1-3
(6/64) 60-1 HYDRA 1-2
OCHO 0-2
(3/64) 36-1 MANTICOR 1-3
(1/64) 1F-2 GIANT 1-4
IGUANA 1

Formations (PSX)

(12/64) 63-2 Troll 2-4
(12/64) 31-1 Remora 1
(12/64) 70-1 Wyvern 1-3
(12/64) 2E-1 Ice Gigas 1
Winter Wolf 0-2
(6/64) 70-1 Wyvern 1-3
(6/64) 60-1 Hydra 1-2
Ochu 0-2
(3/64) 36-1 Manticore 1-3
(1/64) 1F-2 Hill Gigas 1-4
Lizard 1

++++
Overworld (0,1)

++++

Formations (NES)

(12/64) 71-1 ANKYLO 1
(12/64) 19-2 Sabre T 1-3
TIGER 0-2
(12/64) 71-1 ANKYLO 1
(12/64) 19-2 Sabre T 1-3
TIGER 0-2
(6/64) 22-2 CEREBUS 1-3
WzOGRE 0-2
(6/64) 22-2 CEREBUS 1-3
WzOGRE 0-2
(3/64) 37-2 WYRM 1-3
(1/64) 31-2 GrPEDE 1-2

Formations (PSX)

(12/64) 71-1 Desert Baretta 1
(12/64) 19-2 Sabretooth 1-3
Lesser Tiger 0-2
(12/64) 71-1 Desert Baretta 1
(12/64) 19-2 Sabretooth 1-3
Lesser Tiger 0-2
(6/64) 22-2 Hellhound 1-3
Ogre Mage 0-2
(6/64) 22-2 Hellhound 1-3
Ogre Mage 0-2
(3/64) 37-2 Wyrn 1-3
(1/64) 31-2 Remora 1-2

++++
Overworld (0,2)

++++

Formations (NES)

(12/64) 71-1 ANKYLO 1
(12/64) 19-2 Sabre T 1-3
TIGER 0-2
(12/64) 71-1 ANKYLO 1
(12/64) 19-2 Sabre T 1-3
TIGER 0-2

Formations (PSX)

(12/64) 71-1 Desert Baretta 1
(12/64) 19-2 Sabretooth 1-3
Lesser Tiger 0-2
(12/64) 71-1 Desert Baretta 1
(12/64) 19-2 Sabretooth 1-3
Lesser Tiger 0-2

(6/64) 22-2 CEREBUS	1-3	(6/64) 22-2 Hellhound	1-3
WzOGRE	0-2	Ogre Mage	0-2
(6/64) 22-2 CEREBUS	1-3	(6/64) 22-2 Hellhound	1-3
WzOGRE	0-2	Ogre Mage	0-2
(3/64) 37-2 WYRM	1-3	(3/64) 37-2 WyrM	1-3
(1/64) 31-2 GrPEDE	1-2	(1/64) 31-2 Remora	1-2

++++
Overworld (0,3) (No Land)
++++

Formations (NES)

Formations (PSX)

(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(3/64) 00-1 IMP	3-5	(3/64) 00-1 Goblin	3-5
(1/64) 00-1 IMP	3-5	(1/64) 00-1 Goblin	3-5

++++
Overworld (0,4) (No Land)
++++

Formations (NES)

Formations (PSX)

(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(3/64) 00-1 IMP	3-5	(3/64) 00-1 Goblin	3-5
(1/64) 00-1 IMP	3-5	(1/64) 00-1 Goblin	3-5

++++
Overworld (0,5)
++++

Formations (NES)

Formations (PSX)

(12/64) 08-2 GHOUL	2-5	(12/64) 08-2 Ghoul	2-5
GEIST	0-4	Ghast	0-4
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(12/64) 13-1 GrOGRE	1	(12/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(6/64) 0C-2 OGRE	1-3	(6/64) 0C-2 Ogre	1-3
HYENA	0-2	Hyenadon	0-2
(6/64) 0B-2 GrWOLF	4-8	(6/64) 0B-2 Warg Wolf	4-8
(3/64) 19-1 TIGER	1-3	(3/64) 19-1 Lesser Tiger	1-3
(1/64) 66-2 ARACHNID	3-6	(1/64) 66-2 Tarantula	3-6
SPIDER	0-2	Black Widow	0-2

++++

Overworld (0,6)

+++++

Formations (NES)

(12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (3/64) 00-1 IMP 3-5
 (1/64) 00-1 IMP 3-5

Formations (PSX)

(12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (3/64) 00-1 Goblin 3-5
 (1/64) 00-1 Goblin 3-5

+++++

Overworld (0,7) (No Land)

+++++

Formations (NES)

(12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (3/64) 00-1 IMP 3-5
 (1/64) 00-1 IMP 3-5

Formations (PSX)

(12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (3/64) 00-1 Goblin 3-5
 (1/64) 00-1 Goblin 3-5

+++++

Overworld (1,0)

+++++

Formations (NES)

(12/64) 63-2 TROLL 2-4
 (12/64) 31-1 GrPEDE 1
 (12/64) 70-1 WYVERN 1-3
 (12/64) 2E-1 FrGIANT 1
 FrWOLF 0-2
 (6/64) 70-1 WYVERN 1-3
 (6/64) 60-1 HYDRA 1-2
 OCHO 0-2
 (3/64) 36-1 MANTICOR 1-3
 (1/64) 1F-2 GIANT 1-4
 IGUANA 1

Formations (PSX)

(12/64) 63-2 Troll 2-4
 (12/64) 31-1 Remora 1
 (12/64) 70-1 Wyvern 1-3
 (12/64) 2E-1 Ice Gigas 1
 Winter Wolf 0-2
 (6/64) 70-1 Wyvern 1-3
 (6/64) 60-1 Hydra 1-2
 Ochu 0-2
 (3/64) 36-1 Manticore 1-3
 (1/64) 1F-2 Hill Gigas 1-4
 Lizard 1

+++++

Overworld (1,1)

+++++

Formations (NES)

(12/64) 63-2 TROLL 2-4
 (12/64) 31-1 GrPEDE 1
 (12/64) 70-1 WYVERN 1-3

Formations (PSX)

(12/64) 63-2 Troll 2-4
 (12/64) 31-1 Remora 1
 (12/64) 70-1 Wyvern 1-3

(12/64) 2E-1 FrGIANT	1	(12/64) 2E-1 Ice Gigas	1
FrWOLF	0-2	Winter Wolf	0-2
(6/64) 70-1 WYVERN	1-3	(6/64) 70-1 Wyvern	1-3
(6/64) 60-1 HYDRA	1-2	(6/64) 60-1 Hydra	1-2
OCHO	0-2	Ochu	0-2
(3/64) 36-1 MANTICOR	1-3	(3/64) 36-1 Manticore	1-3
(1/64) 1F-2 GIANT	1-4	(1/64) 1F-2 Hill Gigas	1-4
IGUANA	1	Lizard	1

Overworld (1,2)

Formations (NES)

Formations (PSX)

(12/64) 71-1 ANKYLO	1	(12/64) 71-1 Desert Baretta	1
(12/64) 19-2 Sabre T	1-3	(12/64) 19-2 Sabretooth	1-3
TIGER	0-2	Lesser Tiger	0-2
(12/64) 71-1 ANKYLO	1	(12/64) 71-1 Desert Baretta	1
(12/64) 19-2 Sabre T	1-3	(12/64) 19-2 Sabretooth	1-3
TIGER	0-2	Lesser Tiger	0-2
(6/64) 22-2 CEREBUS	1-3	(6/64) 22-2 Hellhound	1-3
WzOGRE	0-2	Ogre Mage	0-2
(6/64) 22-2 CEREBUS	1-3	(6/64) 22-2 Hellhound	1-3
WzOGRE	0-2	Ogre Mage	0-2
(3/64) 37-2 WYRM	1-3	(3/64) 37-2 Wyrms	1-3
(1/64) 31-2 GrPEDE	1-2	(1/64) 31-2 Remora	1-2

Overworld (1,3) (No Land)

Formations (NES)

Formations (PSX)

(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(3/64) 00-1 IMP	3-5	(3/64) 00-1 Goblin	3-5
(1/64) 00-1 IMP	3-5	(1/64) 00-1 Goblin	3-5

Overworld (1,4)

Formations (NES)

Formations (PSX)

(12/64) 08-2 GHOUL	2-5	(12/64) 08-2 Ghoul	2-5
GEIST	0-4	Ghast	0-4
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(12/64) 13-1 GrOGRE	1	(12/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(6/64) 0C-2 OGRE	1-3	(6/64) 0C-2 Ogre	1-3
HYENA	0-2	Hyenadon	0-2

(6/64) 0B-2 GrWOLF	4-8	(6/64) 0B-2 Warg Wolf	4-8
(3/64) 19-1 TIGER	1-3	(3/64) 19-1 Lesser Tiger	1-3
(1/64) 66-2 ARACHNID	3-6	(1/64) 66-2 Tarantula	3-6
SPIDER	0-2	Black Widow	0-2

++++
Overworld (1,5)
++++

Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 08-2 GHOUL	2-5	(12/64) 08-2 Ghoul	2-5
GEIST	0-4	Ghast	0-4
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(12/64) 13-1 GrOGRE	1	(12/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(6/64) 0C-2 OGRE	1-3	(6/64) 0C-2 Ogre	1-3
HYENA	0-2	Hyenadon	0-2
(6/64) 0B-2 GrWOLF	4-8	(6/64) 0B-2 Warg Wolf	4-8
(3/64) 19-1 TIGER	1-3	(3/64) 19-1 Lesser Tiger	1-3
(1/64) 66-2 ARACHNID	3-6	(1/64) 66-2 Tarantula	3-6
SPIDER	0-2	Black Widow	0-2

++++
Overworld (1,6)
++++

Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(3/64) 00-1 IMP	3-5	(3/64) 00-1 Goblin	3-5
(1/64) 00-1 IMP	3-5	(1/64) 00-1 Goblin	3-5

++++
Overworld (1,7) (No Land)
++++

Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(3/64) 00-1 IMP	3-5	(3/64) 00-1 Goblin	3-5
(1/64) 00-1 IMP	3-5	(1/64) 00-1 Goblin	3-5

++++
Overworld (2,0)
++++

Formations (NES)

Formations (PSX)

 (12/64) 09-2 GIANT 1-3
 IGUANA 0-2
 (12/64) 70-1 WYVERN 1-3
 (12/64) 3C-1 Sand W 1
 (12/64) 60-1 HYDRA 1-2
 OCHO 0-2
 (6/64) 3C-1 Sand W 1
 (6/64) 39-1 CATMAN 2-4
 (3/64) 39-1 CATMAN 2-4
 (1/64) 3A-1 SAURIA 1-2

 (12/64) 09-2 Hill Gigas 1-3
 Lizard 0-2
 (12/64) 70-1 Wyvern 1-3
 (12/64) 3C-1 Sand Worm 1
 (12/64) 60-1 Hydra 1-2
 Ochu 0-2
 (6/64) 3C-1 Sand Worm 1
 (6/64) 39-1 Weretiger 2-4
 (3/64) 39-1 Weretiger 2-4
 (1/64) 3A-1 Basilisk 1-2

Overworld (2,1)

Formations (NES)

Formations (PSX)

 (12/64) 37-1 WYRM 1-3
 (12/64) 37-1 WYRM 1-3
 (12/64) 25-1 OCHO 1-3
 (12/64) 25-1 OCHO 1-3
 (6/64) 36-1 MANTICOR 1-3
 (6/64) 36-1 MANTICOR 1-3
 (3/64) 38-1 R.ANKYLO 1-3
 (1/64) 37-2 WYRM 1-3

 (12/64) 37-1 Wurm 1-3
 (12/64) 37-1 Wurm 1-3
 (12/64) 25-1 Ochu 1-3
 (12/64) 25-1 Ochu 1-3
 (6/64) 36-1 Manticore 1-3
 (6/64) 36-1 Manticore 1-3
 (3/64) 38-1 Baretta 1-3
 (1/64) 37-3 Wurm 1-3

Overworld (2,2)

Formations (NES)

Formations (PSX)

 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (3/64) 00-1 IMP 3-5
 (1/64) 00-1 IMP 3-5

 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (3/64) 00-1 Goblin 3-5
 (1/64) 00-1 Goblin 3-5

Overworld (2,3) (No Land)

Formations (NES)

Formations (PSX)

 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5

 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5

(3/64) 00-1 IMP	3-5	(3/64) 00-1 Goblin	3-5
(1/64) 00-1 IMP	3-5	(1/64) 00-1 Goblin	3-5

++++
Overworld (2,4)
++++

Formations (NES)

Formations (PSX)

(12/64) 03-2 WOLF	4-6	(12/64) 03-2 Wolf	4-6
GrWOLF	0-1	Warg Wolf	0-1
(12/64) 0D-1 ASP	1-2	(12/64) 0D-1 Cobra	1-2
(12/64) 07-2 CREEP	1-3	(12/64) 07-2 Gigas Worm	1-3
OGRE	1	Ogre	1
(12/64) 0C-1 OGRE	1-2	(12/64) 0C-1 Ogre	1-2
(6/64) 07-2 CREEP	1-3	(6/64) 07-2 Gigas Worm	1-3
OGRE	1	Ogre	1
(6/64) 0B-1 GrWOLF	2-5	(6/64) 0B-1 Warg Wolf	2-5
WOLF	0-3	Wolf	0-3
(3/64) 12-1 ARACHNID	1-4	(3/64) 12-1 Tarantula	1-4
(1/64) 13-1 GrOGRE	1	(1/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2

++++
Overworld (2,5)
++++

Formations (NES)

Formations (PSX)

(12/64) 08-2 GHOUL	2-5	(12/64) 08-2 Ghoul	2-5
GEIST	0-4	Ghast	0-4
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(12/64) 13-1 GrOGRE	1	(12/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2
(12/64) 0A-2 SHADOW	3-7	(12/64) 0A-2 Shadow	3-7
(6/64) 0C-2 OGRE	1-3	(6/64) 0C-2 Ogre	1-3
HYENA	0-2	Hyenadon	0-2
(6/64) 0B-2 GrWOLF	4-8	(6/64) 0B-2 Warg Wolf	4-8
(3/64) 19-1 TIGER	1-3	(3/64) 19-1 Lesser Tiger	1-3
(1/64) 66-2 ARACHNID	3-6	(1/64) 66-2 Tarantula	3-6
SPIDER	0-2	Black Widow	0-2

++++
Overworld (2,6)
++++

Formations (NES)

Formations (PSX)

(12/64) 0E-2 GrIMP	2-5	(12/64) 0E-2 Goblin Guard	2-5
WrWOLF	0-2	Werewolf	0-2
(12/64) 0C-1 OGRE	1-2	(12/64) 0C-1 Ogre	1-2
(12/64) 0E-2 GrIMP	2-5	(12/64) 0E-2 Goblin Guard	2-5
WrWOLF	0-2	Werewolf	0-2
(12/64) 0F-1 GEIST	1-4	(12/64) 0F-1 Ghast	1-4
(6/64) 0B-1 GrWOLF	2-5	(6/64) 0B-1 Warg Wolf	2-5
WOLF	0-3	Wolf	0-3
(6/64) 12-1 ARACHNID	1-4	(6/64) 12-1 Tarantula	1-4

(3/64) 13-1 GrOGRE	1	(3/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2
(1/64) 1A-1 SCORPION	2-4	(1/64) 1A-1 Scorpion	2-4

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Overworld (2,7)
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Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 0E-2 GrIMP	2-5	(12/64) 0E-2 Goblin Guard	2-5
WrWOLF	0-2	Werewolf	0-2
(12/64) 0C-1 OGRE	1-2	(12/64) 0C-1 Ogre	1-2
(12/64) 0E-2 GrIMP	2-5	(12/64) 0E-2 Goblin Guard	2-5
WrWOLF	0-2	Werewolf	0-2
(12/64) 0F-1 GEIST	1-4	(12/64) 0F-1 Ghast	1-4
(6/64) 0B-1 GrWOLF	2-5	(6/64) 0B-1 Warg Wolf	2-5
WOLF	0-3	Wolf	0-3
(6/64) 12-1 ARACHNID	1-4	(6/64) 12-1 Tarantula	1-4
(3/64) 13-1 GrOGRE	1	(3/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2
(1/64) 1A-1 SCORPION	2-4	(1/64) 1A-1 Scorpion	2-4

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Overworld (3,0)
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Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 6F-2 SPHINX	1-4	(12/64) 6F-2 Sphinx	1-4
(12/64) 60-1 HYDRA	1-2	(12/64) 60-1 Hydra	1-2
OCHO	0-2	Ochu	0-2
(12/64) 67-1 CATMAN	1-3	(12/64) 67-1 Weretiger	1-3
Sabre T	0-2	Sabretooth	0-2
		Lesser Tiger	0-2
(12/64) 39-1 CATMAN	2-4	(12/64) 39-1 Weretiger	2-4
(6/64) 67-1 CATMAN	1-3	(6/64) 67-1 Weretiger	1-3
Sabre T	0-2	Sabretooth	0-2
		Lesser Tiger	0-2
(6/64) 3A-1 SAURIA	1-2	(6/64) 3A-1 Basilisk	1-2
(3/64) 37-2 WYRM	1-3	(3/64) 37-2 Wym	1-3
(1/64) 31-2 GrPEDE	1-2	(1/64) 31-2 Remora	1-2

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Overworld (3,1)
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Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 6F-2 SPHINX	1-4	(12/64) 6F-2 Sphinx	1-4
(12/64) 60-1 HYDRA	1-2	(12/64) 60-1 Hydra	1-2
OCHO	0-2	Ochu	0-2
(12/64) 67-1 CATMAN	1-3	(12/64) 67-1 Weretiger	1-3
Sabre T	0-2	Sabretooth	0-2
		Lesser Tiger	0-2
(12/64) 39-1 CATMAN	2-4	(12/64) 39-1 Weretiger	2-4
(6/64) 67-1 CATMAN	1-3	(6/64) 67-1 Weretiger	1-3

Sabre T 0-2

Sabretooth 0-2

Lesser Tiger 0-2

(6/64) 3A-1 SAURIA 1-2
(3/64) 37-2 WYRM 1-3
(1/64) 31-2 GrPEDE 1-2

(6/64) 3A-1 Basilisk 1-2
(3/64) 37-2 Wyrm 1-3
(1/64) 31-2 Remora 1-2

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Overworld (3,2)
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Formations (NES)

Formations (PSX)

(12/64) 37-1 WYRM 1-3
(12/64) 37-1 WYRM 1-3
(12/64) 25-1 OCHO 1-3
(12/64) 25-1 OCHO 1-3
(6/64) 36-1 MANTICOR 1-3
(6/64) 36-1 MANTICOR 1-3
(3/64) 38-1 R.ANKYLO 1-3
(1/64) 37-2 WYRM 1-3

(12/64) 37-1 Wyrm 1-3
(12/64) 37-1 Wyrm 1-3
(12/64) 25-1 Ochu 1-3
(12/64) 25-1 Ochu 1-3
(6/64) 36-1 Manticore 1-3
(6/64) 36-1 Manticore 1-3
(3/64) 38-1 Baretta 1-3
(1/64) 37-3 Wyrm 1-3

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Overworld (3,3)
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Formations (NES)

Formations (PSX)

(12/64) 01-1 BONE 2-4
(12/64) 05-1 SPIDER 1-2
(12/64) 02-2 GrIMP 1-3
(12/64) 00-1 IMP 3-5
(6/64) 06-1 MADPONY 1
(6/64) 07-1 CREEP 1-2
(3/64) 00-2 IMP 3-6
GrIMP 0-4
(1/64) 06-2 MADPONY 2-4

(12/64) 01-1 Skeleton 2-4
(12/64) 05-1 Black Widow 1-2
(12/64) 02-2 Goblin Guard 1-3
(12/64) 00-1 Goblin 3-5
(6/64) 06-1 Crazy Horse 1
(6/64) 07-1 Gigas Worm 1-2
(3/64) 00-2 Goblin 3-6
Goblin Guard 0-4
(1/64) 06-2 Crazy Horse 2-4

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Overworld (3,4)
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Formations (NES)

Formations (PSX)

(12/64) 03-2 WOLF 4-6
GrWOLF 0-1
(12/64) 0D-1 ASP 1-2
(12/64) 07-2 CREEP 1-3
OGRE 1
(12/64) 0C-1 OGRE 1-2
(6/64) 07-2 CREEP 1-3
OGRE 1
(6/64) 0B-1 GrWOLF 2-5
WOLF 0-3
(3/64) 12-1 ARACHNID 1-4
(1/64) 13-1 GrOGRE 1
OGRE 1-2

(12/64) 03-2 Wolf 4-6
Warg Wolf 0-1
(12/64) 0D-1 Cobra 1-2
(12/64) 07-2 Gigas Worm 1-3
Ogre 1
(12/64) 0C-1 Ogre 1-2
(6/64) 07-2 Gigas Worm 1-3
Ogre 1
(6/64) 0B-1 Warg Wolf 2-5
Wolf 0-3
(3/64) 12-1 Tarantula 1-4
(1/64) 13-1 Ogre Chieftain 1
Ogre 1-2

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Overworld (3,5)

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Formations (NES)

(12/64) 03-2 WOLF 4-6
 GrWOLF 0-1
 (12/64) 0D-1 ASP 1-2
 (12/64) 07-2 CREEP 1-3
 OGRE 1
 (12/64) 0C-1 OGRE 1-2
 (6/64) 07-2 CREEP 1-3
 OGRE 1
 (6/64) 0B-1 GrWOLF 2-5
 WOLF 0-3
 (3/64) 12-1 ARACHNID 1-4
 (1/64) 13-1 GrOGRE 1
 OGRE 1-2

Formations (PSX)

(12/64) 03-2 Wolf 4-6
 Warg Wolf 0-1
 (12/64) 0D-1 Cobra 1-2
 (12/64) 07-2 Gigas Worm 1-3
 Ogre 1
 (12/64) 0C-1 Ogre 1-2
 (6/64) 07-2 Gigas Worm 1-3
 Ogre 1
 (6/64) 0B-1 Warg Wolf 2-5
 Wolf 0-3
 (3/64) 12-1 Tarantula 1-4
 (1/64) 13-1 Ogre Chieftain 1
 Ogre 1-2

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Overworld (3,6)

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Formations (NES)

(12/64) 03-2 WOLF 4-6
 GrWOLF 0-1
 (12/64) 0D-1 ASP 1-2
 (12/64) 07-2 CREEP 1-3
 OGRE 1
 (12/64) 0C-1 OGRE 1-2
 (6/64) 07-2 CREEP 1-3
 OGRE 1
 (6/64) 0B-1 GrWOLF 2-5
 WOLF 0-3
 (3/64) 12-1 ARACHNID 1-4
 (1/64) 13-1 GrOGRE 1
 OGRE 1-2

Formations (PSX)

(12/64) 03-2 Wolf 4-6
 Warg Wolf 0-1
 (12/64) 0D-1 Cobra 1-2
 (12/64) 07-2 Gigas Worm 1-3
 Ogre 1
 (12/64) 0C-1 Ogre 1-2
 (6/64) 07-2 Gigas Worm 1-3
 Ogre 1
 (6/64) 0B-1 Warg Wolf 2-5
 Wolf 0-3
 (3/64) 12-1 Tarantula 1-4
 (1/64) 13-1 Ogre Chieftain 1
 Ogre 1-2

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Overworld (3,7)

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Formations (NES)

(12/64) 0E-2 GrIMP 2-5
 WrWOLF 0-2
 (12/64) 0C-1 OGRE 1-2
 (12/64) 0E-2 GrIMP 2-5
 WrWOLF 0-2
 (12/64) 0F-1 GEIST 1-4
 (6/64) 0B-1 GrWOLF 2-5
 WOLF 0-3
 (6/64) 12-1 ARACHNID 1-4
 (3/64) 13-1 GrOGRE 1
 OGRE 1-2

Formations (PSX)

(12/64) 0E-2 Goblin Guard 2-5
 Werewolf 0-2
 (12/64) 0C-1 Ogre 1-2
 (12/64) 0E-2 Goblin Guard 2-5
 Werewolf 0-2
 (12/64) 0F-1 Ghist 1-4
 (6/64) 0B-1 Warg Wolf 2-5
 Wolf 0-3
 (6/64) 12-1 Tarantula 1-4
 (3/64) 13-1 Ogre Chieftain 1
 Ogre 1-2

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Overworld (4,0)

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Formations (NES)

Formations (PSX)

(12/64) 6F-2 SPHINX 1-4
 (12/64) 60-1 HYDRA 1-2
 OCHO 0-2
 (12/64) 67-1 CATMAN 1-3
 Sabre T 0-2

 (12/64) 39-1 CATMAN 2-4
 (6/64) 67-1 CATMAN 1-3
 Sabre T 0-2

 (6/64) 3A-1 SAURIA 1-2
 (3/64) 37-2 WYRM 1-3
 (1/64) 31-2 GrPEDE 1-2

(12/64) 6F-2 Sphinx 1-4
 (12/64) 60-1 Hydra 1-2
 Ochu 0-2
 (12/64) 67-1 Weretiger 1-3
 Sabretooth 0-2
 Lesser Tiger 0-2
 (12/64) 39-1 Weretiger 2-4
 (6/64) 67-1 Weretiger 1-3
 Sabretooth 0-2
 Lesser Tiger 0-2
 (6/64) 3A-1 Basilisk 1-2
 (3/64) 37-2 Wyrms 1-3
 (1/64) 31-2 Remora 1-2

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Overworld (4,1)

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Formations (NES)

Formations (PSX)

(12/64) 6F-2 SPHINX 1-4
 (12/64) 60-1 HYDRA 1-2
 OCHO 0-2
 (12/64) 67-1 CATMAN 1-3
 Sabre T 0-2

 (12/64) 39-1 CATMAN 2-4
 (6/64) 67-1 CATMAN 1-3
 Sabre T 0-2

 (6/64) 3A-1 SAURIA 1-2
 (3/64) 37-2 WYRM 1-3
 (1/64) 31-2 GrPEDE 1-2

(12/64) 6F-2 Sphinx 1-4
 (12/64) 60-1 Hydra 1-2
 Ochu 0-2
 (12/64) 67-1 Weretiger 1-3
 Sabretooth 0-2
 Lesser Tiger 0-2
 (12/64) 39-1 Weretiger 2-4
 (6/64) 67-1 Weretiger 1-3
 Sabretooth 0-2
 Lesser Tiger 0-2
 (6/64) 3A-1 Basilisk 1-2
 (3/64) 37-2 Wyrms 1-3
 (1/64) 31-2 Remora 1-2

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Overworld (4,2) (No Land)

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Formations (NES)

Formations (PSX)

(12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (3/64) 00-1 IMP 3-5
 (1/64) 00-1 IMP 3-5

(12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (3/64) 00-1 Goblin 3-5
 (1/64) 00-1 Goblin 3-5

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Overworld (4,3)

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Formations (NES)

(12/64) 01-1 BONE 2-4
 (12/64) 05-1 SPIDER 1-2
 (12/64) 02-2 GrIMP 1-3
 (12/64) 00-1 IMP 3-5
 (6/64) 06-1 MADPONY 1
 (6/64) 07-1 CREEP 1-2
 (3/64) 00-2 IMP 3-6
 GrIMP 0-4
 (1/64) 06-2 MADPONY 2-4

Formations (PSX)

(12/64) 01-1 Skeleton 2-4
 (12/64) 05-1 Black Widow 1-2
 (12/64) 02-2 Goblin Guard 1-3
 (12/64) 00-1 Goblin 3-5
 (6/64) 06-1 Crazy Horse 1
 (6/64) 07-1 Gigas Worm 1-2
 (3/64) 00-2 Goblin 3-6
 Goblin Guard 0-4
 (1/64) 06-2 Crazy Horse 2-4

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Overworld (4,4)

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Formations (NES)

(12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (6/64) 02-2 GrIMP 1-3
 (6/64) 03-1 WOLF 1-2
 (3/64) 06-1 MADPONY 1
 (1/64) 00-2 IMP 3-6
 GrIMP 0-4

Formations (PSX)

(12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (6/64) 02-2 Goblin Guard 1-3
 (6/64) 03-1 Wolf 1-2
 (3/64) 06-1 Crazy Horse 1
 (1/64) 00-2 Goblin 3-6
 Goblin Guard 0-4

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Overworld (4,5)

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Formations (NES)

(12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (12/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (6/64) 00-1 IMP 3-5
 (3/64) 00-1 IMP 3-5
 (1/64) 00-1 IMP 3-5

Formations (PSX)

(12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (12/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (6/64) 00-1 Goblin 3-5
 (3/64) 00-1 Goblin 3-5
 (1/64) 00-1 Goblin 3-5

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Overworld (4,6)

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Formations (NES)

(12/64) 03-2 WOLF 4-6
 GrWOLF 0-1
 (12/64) 0D-1 ASP 1-2

Formations (PSX)

(12/64) 03-2 Wolf 4-6
 Warg Wolf 0-1
 (12/64) 0D-1 Cobra 1-2

(12/64) 07-2 CREEP	1-3	(12/64) 07-2 Gigas Worm	1-3
OGRE	1	Ogre	1
(12/64) 0C-1 OGRE	1-2	(12/64) 0C-1 Ogre	1-2
(6/64) 07-2 CREEP	1-3	(6/64) 07-2 Gigas Worm	1-3
OGRE	1	Ogre	1
(6/64) 0B-1 GrWOLF	2-5	(6/64) 0B-1 Warg Wolf	2-5
WOLF	0-3	Wolf	0-3
(3/64) 12-1 ARACHNID	1-4	(3/64) 12-1 Tarantula	1-4
(1/64) 13-1 GrOGRE	1	(1/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2

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Overworld (4,7)
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Formations (NES)

Formations (PSX)

(12/64) 03-2 WOLF	4-6	(12/64) 03-2 Wolf	4-6
GrWOLF	0-1	Warg Wolf	0-1
(12/64) 0D-1 ASP	1-2	(12/64) 0D-1 Cobra	1-2
(12/64) 07-2 CREEP	1-3	(12/64) 07-2 Gigas Worm	1-3
OGRE	1	Ogre	1
(12/64) 0C-1 OGRE	1-2	(12/64) 0C-1 Ogre	1-2
(6/64) 07-2 CREEP	1-3	(6/64) 07-2 Gigas Worm	1-3
OGRE	1	Ogre	1
(6/64) 0B-1 GrWOLF	2-5	(6/64) 0B-1 Warg Wolf	2-5
WOLF	0-3	Wolf	0-3
(3/64) 12-1 ARACHNID	1-4	(3/64) 12-1 Tarantula	1-4
(1/64) 13-1 GrOGRE	1	(1/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2

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Overworld (5,0)
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Formations (NES)

Formations (PSX)

(12/64) 09-2 GIANT	1-3	(12/64) 09-2 Hill Gigas	1-3
IGUANA	0-2	Lizard	0-2
(12/64) 70-1 WYVERN	1-3	(12/64) 70-1 Wyvern	1-3
(12/64) 3C-1 Sand W	1	(12/64) 3C-1 Sand Worm	1
(12/64) 60-1 HYDRA	1-2	(12/64) 60-1 Hydra	1-2
OCHO	0-2	Ochu	0-2
(6/64) 3C-1 Sand W	1	(6/64) 3C-1 Sand Worm	1
(6/64) 39-1 CATMAN	2-4	(6/64) 39-1 Weretiger	2-4
(3/64) 39-1 CATMAN	2-4	(3/64) 39-1 Weretiger	2-4
(1/64) 3A-1 SAURIA	1-2	(1/64) 3A-1 Basilisk	1-2

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Overworld (5,1)
++++

Formations (NES)

Formations (PSX)

(12/64) 71-2 ANKYLO	1-2	(12/64) 71-2 Desert Baretta	1-2
(12/64) 3D-2 TYRO	1	(12/64) 3D-2 Allosaurus	1
WYVERN	0-1	Wyvern	0-1

(12/64) 71-2 ANKYLO	1-2	(12/64) 71-2 Desert Baretta	1-2
(12/64) 3D-2 TYRO	1	(12/64) 3D-2 Allosaurus	1
WYVERN	0-1	Wyvern	0-1
(6/64) 38-2 R.ANKYLO	1-4	(6/64) 38-2 Baretta	1-4
(6/64) 38-2 R.ANKYLO	1-4	(6/64) 38-2 Baretta	1-4
(3/64) 3C-2 Sand W	1-2	(3/64) 3C-2 Sand Worm	1-2
(1/64) 3E-1 T REX	1	(1/64) 3E-1 Tyrannosaur	1

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Overworld (5,2)
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Formations (NES)

(12/64) 71-2 ANKYLO	1-2
(12/64) 3D-2 TYRO	1
WYVERN	0-1
(12/64) 71-2 ANKYLO	1-2
(12/64) 3D-2 TYRO	1
WYVERN	0-1
(6/64) 38-2 R.ANKYLO	1-4
(6/64) 38-2 R.ANKYLO	1-4
(3/64) 3C-2 Sand W	1-2
(1/64) 3E-1 T REX	1

Formations (PSX)

(12/64) 71-2 Desert Baretta	1-2
(12/64) 3D-2 Allosaurus	1
Wyvern	0-1
(12/64) 71-2 Desert Baretta	1-2
(12/64) 3D-2 Allosaurus	1
Wyvern	0-1
(6/64) 38-2 Baretta	1-4
(6/64) 38-2 Baretta	1-4
(3/64) 3C-2 Sand Worm	1-2
(1/64) 3E-1 Tyrannosaur	1

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Overworld (5,3)
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Formations (NES)

(12/64) 03-2 WOLF	4-6
GrWOLF	0-1
(12/64) 0D-1 ASP	1-2
(12/64) 07-2 CREEP	1-3
OGRE	1
(12/64) 0C-1 OGRE	1-2
(6/64) 07-2 CREEP	1-3
OGRE	1
(6/64) 0B-1 GrWOLF	2-5
WOLF	0-3
(3/64) 0B-1 GrWOLF	2-5
WOLF	0-3
(1/64) 13-1 GrOGRE	1
OGRE	1-2

Formations (PSX)

(12/64) 03-2 Wolf	4-6
Warg Wolf	0-1
(12/64) 0D-1 Cobra	1-2
(12/64) 07-2 Gigas Worm	1-3
Ogre	1
(12/64) 0C-1 Ogre	1-2
(6/64) 07-2 Gigas Worm	1-3
Ogre	1
(6/64) 0B-1 Warg Wolf	2-5
Wolf	0-3
(3/64) 0B-1 Warg Wolf	2-5
Wolf	0-3
(1/64) 13-1 Ogre Chieftain	1
Ogre	1-2

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Overworld (5,4)
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Formations (NES)

(12/64) 09-1 IGUANA	1
(12/64) 07-1 CREEP	1-2
(12/64) 02-1 GrIMP	1-3
WOLF	0-2
GrWOLF	0-2

Formations (PSX)

(12/64) 09-1 Lizard	1
(12/64) 07-1 Gigas Worm	1-2
(12/64) 02-1 Goblin Guard	1-3
Wolf	0-2
Warg Wolf	0-2

	IMP	0-2		Goblin	0-2
(12/64)	06-2 MADPONY	2-4	(12/64)	06-2 Crazy Horse	2-4
(6/64)	03-2 WOLF	4-6	(6/64)	03-2 Wolf	4-6
	GrWOLF	0-1		Warg Wolf	0-1
(6/64)	03-2 WOLF	4-6	(6/64)	03-2 Wolf	4-6
	GrWOLF	0-1		Warg Wolf	0-1
(3/64)	0C-1 OGRE	1-2	(3/64)	0C-1 Ogre	1-2
(1/64)	07-2 CREEP	1-3	(1/64)	07-2 Gigas Worm	1-3
	OGRE	1		Ogre	1

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Overworld (5,5)
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Formations (NES)

Formations (PSX)

(12/64)	0D-1 ASP	1-2
(12/64)	14-1 ARACHNID	1-2
(12/64)	03-2 WOLF	4-6
	GrWOLF	0-1
(12/64)	0E-2 GrIMP	2-5
	WrWOLF	0-2
(6/64)	0C-1 OGRE	1-2
(6/64)	0C-1 OGRE	1-2
(3/64)	0B-1 GrWOLF	2-5
	WOLF	0-3
(1/64)	11-1 WrWOLF	3-6

(12/64)	0D-1 Cobra	1-2
(12/64)	14-1 Tarantula	1-2
(12/64)	03-2 Wolf	4-6
	Warg Wolf	0-1
(12/64)	0E-2 Goblin Guard	2-5
	Werewolf	0-2
(6/64)	0C-1 Ogre	1-2
(6/64)	0C-1 Ogre	1-2
(3/64)	0B-1 Warg Wolf	2-5
	Wolf	0-3
(1/64)	11-1 Werewolf	3-6

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Overworld (5,6)
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Formations (NES)

Formations (PSX)

(12/64)	0E-2 GrIMP	2-5
	WrWOLF	0-2
(12/64)	0C-1 OGRE	1-2
(12/64)	0E-2 GrIMP	2-5
	WrWOLF	0-2
(12/64)	0F-1 GEIST	1-4
(6/64)	0B-1 GrWOLF	2-5
	WOLF	0-3
(6/64)	12-1 ARACHNID	1-4
(3/64)	13-1 GrOGRE	1
	OGRE	1-2
(1/64)	1A-1 SCORPION	2-4

(12/64)	0E-2 Goblin Guard	2-5
	Werewolf	0-2
(12/64)	0C-1 Ogre	1-2
(12/64)	0E-2 Goblin Guard	2-5
	Werewolf	0-2
(12/64)	0F-1 Ghast	1-4
(6/64)	0B-1 Warg Wolf	2-5
	Wolf	0-3
(6/64)	12-1 Tarantula	1-4
(3/64)	13-1 Ogre Chieftain	1
	Ogre	1-2
(1/64)	1A-1 Scorpion	2-4

++++
Overworld (5,7)
++++

Formations (NES)

Formations (PSX)

(12/64)	0E-2 GrIMP	2-5
	WrWOLF	0-2
(12/64)	0C-1 OGRE	1-2
(12/64)	0E-2 GrIMP	2-5

(12/64)	0E-2 Goblin Guard	2-5
	Werewolf	0-2
(12/64)	0C-1 Ogre	1-2
(12/64)	0E-2 Goblin Guard	2-5

	WrWOLF	0-2		Werewolf	0-2
(12/64)	0F-1 GEIST	1-4	(12/64)	0F-1 Ghast	1-4
(6/64)	0B-1 GrWOLF	2-5	(6/64)	0B-1 Warg Wolf	2-5
	WOLF	0-3		Wolf	0-3
(6/64)	12-1 ARACHNID	1-4	(6/64)	12-1 Tarantula	1-4
(3/64)	13-1 GrOGRE	1	(3/64)	13-1 Ogre Chieftain	1
	OGRE	1-2		Ogre	1-2
(1/64)	1A-1 SCORPION	2-4	(1/64)	1A-1 Scorpion	2-4

++++
Overworld (6,0)
++++

Formations (NES)

(12/64)	63-2 TROLL	2-4
(12/64)	31-1 GrPEDE	1
(12/64)	70-1 WYVERN	1-3
(12/64)	2E-1 FrGIANT	1
	FrWOLF	0-2
(6/64)	70-1 WYVERN	1-3
(6/64)	60-1 HYDRA	1-2
	OCHO	0-2
(3/64)	36-1 MANTICOR	1-3
(1/64)	1F-2 GIANT	1-4
	IGUANA	1

Formations (PSX)

(12/64)	63-2 Troll	2-4
(12/64)	31-1 Remora	1
(12/64)	70-1 Wyvern	1-3
(12/64)	2E-1 Ice Gigas	1
	Winter Wolf	0-2
(6/64)	70-1 Wyvern	1-3
(6/64)	60-1 Hydra	1-2
	Ochu	0-2
(3/64)	36-1 Manticore	1-3
(1/64)	1F-2 Hill Gigas	1-4
	Lizard	1

++++
Overworld (6,1)
++++

Formations (NES)

(12/64)	71-2 ANKYLO	1-2
(12/64)	3D-2 TYRO	1
	WYVERN	0-1
(12/64)	71-2 ANKYLO	1-2
(12/64)	3D-2 TYRO	1
	WYVERN	0-1
(6/64)	38-2 R.ANKYLO	1-4
(6/64)	38-2 R.ANKYLO	1-4
(3/64)	3C-2 Sand W	1-2
(1/64)	3E-1 T REX	1

Formations (PSX)

(12/64)	71-2 Desert Baretta	1-2
(12/64)	3D-2 Allosaurus	1
	Wyvern	0-1
(12/64)	71-2 Desert Baretta	1-2
(12/64)	3D-2 Allosaurus	1
	Wyvern	0-1
(6/64)	38-2 Baretta	1-4
(6/64)	38-2 Baretta	1-4
(3/64)	3C-2 Sand Worm	1-2
(1/64)	3E-1 Tyrannosaur	1

++++
Overworld (6,2)
++++

Formations (NES)

(12/64)	71-2 ANKYLO	1-2
(12/64)	3D-2 TYRO	1
	WYVERN	0-1
(12/64)	71-2 ANKYLO	1-2
(12/64)	3D-2 TYRO	1
	WYVERN	0-1
(6/64)	38-2 R.ANKYLO	1-4

Formations (PSX)

(12/64)	71-2 Desert Baretta	1-2
(12/64)	3D-2 Allosaurus	1
	Wyvern	0-1
(12/64)	71-2 Desert Baretta	1-2
(12/64)	3D-2 Allosaurus	1
	Wyvern	0-1
(6/64)	38-2 Baretta	1-4

(6/64) 38-2 R.ANKYLO	1-4	(6/64) 38-2 Baretta	1-4
(3/64) 3C-2 Sand W	1-2	(3/64) 3C-2 Sand Worm	1-2
(1/64) 3E-1 T REX	1	(1/64) 3E-1 Tyrannosaur	1

++++
Overworld (6,3)
++++

Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(12/64) 00-1 IMP	3-5	(12/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(6/64) 00-1 IMP	3-5	(6/64) 00-1 Goblin	3-5
(3/64) 00-1 IMP	3-5	(3/64) 00-1 Goblin	3-5
(1/64) 00-1 IMP	3-5	(1/64) 00-1 Goblin	3-5

++++
Overworld (6,4)
++++

Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 09-1 IGUANA	1	(12/64) 09-1 Lizard	1
(12/64) 07-1 CREEP	1-2	(12/64) 07-1 Gigas Worm	1-2
(12/64) 02-1 GrIMP	1-3	(12/64) 02-1 Goblin Guard	1-3
WOLF	0-2	Wolf	0-2
GrWOLF	0-2	Warg Wolf	0-2
IMP	0-2	Goblin	0-2
(12/64) 06-2 MADPONY	2-4	(12/64) 06-2 Crazy Horse	2-4
(6/64) 03-2 WOLF	4-6	(6/64) 03-2 Wolf	4-6
GrWOLF	0-1	Warg Wolf	0-1
(6/64) 03-2 WOLF	4-6	(6/64) 03-2 Wolf	4-6
GrWOLF	0-1	Warg Wolf	0-1
(3/64) 0C-1 OGRE	1-2	(3/64) 0C-1 Ogre	1-2
(1/64) 07-2 CREEP	1-3	(1/64) 07-2 Gigas Worm	1-3
OGRE	1	Ogre	1

++++
Overworld (6,5)
++++

Formations (NES)		Formations (PSX)	
-----		-----	
(12/64) 0E-2 GrIMP	2-5	(12/64) 0E-2 Goblin Guard	2-5
WrWOLF	0-2	Werewolf	0-2
(12/64) 0C-1 OGRE	1-2	(12/64) 0C-1 Ogre	1-2
(12/64) 0E-2 GrIMP	2-5	(12/64) 0E-2 Goblin Guard	2-5
WrWOLF	0-2	Werewolf	0-2
(12/64) 0F-1 GEIST	1-4	(12/64) 0F-1 Ghist	1-4
(6/64) 0B-1 GrWOLF	2-5	(6/64) 0B-1 Warg Wolf	2-5
WOLF	0-3	Wolf	0-3
(6/64) 12-1 ARACHNID	1-4	(6/64) 12-1 Tarantula	1-4
(3/64) 13-1 GrOGRE	1	(3/64) 13-1 Ogre Chieftain	1
OGRE	1-2	Ogre	1-2

+++++

Overworld (6,6)

+++++

Formations (NES)

Formations (PSX)

(12/64) 17-1 PEDE 1-4
 (12/64) 63-1 TROLL 1-2
 (12/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (12/64) 1E-1 GIANT 1-2
 (6/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (6/64) 1B-2 TROLL 1-2
 BULL 0-2
 (3/64) 1B-2 TROLL 1-2
 BULL 0-2
 (1/64) 1A-2 SCORPION 2-6
 BULL 1-2

(12/64) 17-1 Centipede 1-4
 (12/64) 63-1 Troll 1-2
 (12/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (12/64) 1E-1 Hill Gigas 1-2
 (6/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (6/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (3/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (1/64) 1A-2 Scorpion 2-6
 Minotaur 1-2

+++++

Overworld (6,7)

+++++

Formations (NES)

Formations (PSX)

(12/64) 17-1 PEDE 1-4
 (12/64) 63-1 TROLL 1-2
 (12/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (12/64) 1E-1 GIANT 1-2
 (6/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (6/64) 1B-2 TROLL 1-2
 BULL 0-2
 (3/64) 1B-2 TROLL 1-2
 BULL 0-2
 (1/64) 1A-2 SCORPION 2-6
 BULL 1-2

(12/64) 17-1 Centipede 1-4
 (12/64) 63-1 Troll 1-2
 (12/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (12/64) 1E-1 Hill Gigas 1-2
 (6/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (6/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (3/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (1/64) 1A-2 Scorpion 2-6
 Minotaur 1-2

+++++

Overworld (7,0)

+++++

Formations (NES)

Formations (PSX)

(12/64) 63-2 TROLL 2-4
 (12/64) 31-1 GrPEDE 1
 (12/64) 70-1 WYVERN 1-3
 (12/64) 2E-1 FrGIANT 1
 FrWOLF 0-2
 (6/64) 70-1 WYVERN 1-3
 (6/64) 60-1 HYDRA 1-2
 OCHO 0-2
 (3/64) 36-1 MANTICOR 1-3

(12/64) 63-2 Troll 2-4
 (12/64) 31-1 Remora 1
 (12/64) 70-1 Wyvern 1-3
 (12/64) 2E-1 Ice Gigas 1
 Winter Wolf 0-2
 (6/64) 70-1 Wyvern 1-3
 (6/64) 60-1 Hydra 1-2
 Ochu 0-2
 (3/64) 36-1 Manticore 1-3

(1/64) 1F-2 GIANT 1-4
IGUANA 1

(1/64) 1F-2 Hill Gigas 1-4
Lizard 1

++++
Overworld (7,1)
++++

Formations (NES)

Formations (PSX)

(12/64) 32-2 ZomBULL 1-4
TROLL 0-2
(12/64) 1E-2 GIANT 2-4
(12/64) 32-2 ZomBULL 1-4
TROLL 0-2
(12/64) 1E-2 GIANT 2-4
(6/64) 2D-2 FrWOLF 4-7
(6/64) 2D-2 FrWOLF 4-7
(3/64) 3D-1 TYRO 1
(1/64) 70-2 WYVERN 1-4

(12/64) 32-2 Necrotaur 1-4
Troll 0-2
(12/64) 1E-2 Hill Gigas 2-4
(12/64) 32-2 Necrotaur 1-4
Troll 0-2
(12/64) 1E-2 Hill Gigas 2-4
(6/64) 2D-2 Winter Wolf 4-7
(6/64) 2D-2 Winter Wolf 4-7
(3/64) 3D-1 Allosaurus 1
(1/64) 70-2 Wyvern 1-4

++++
Overworld (7,2)
++++

Formations (NES)

Formations (PSX)

(12/64) 32-2 ZomBULL 1-4
TROLL 0-2
(12/64) 1E-2 GIANT 2-4
(12/64) 32-2 ZomBULL 1-4
TROLL 0-2
(12/64) 1E-2 GIANT 2-4
(6/64) 2D-2 FrWOLF 4-7
(6/64) 2D-2 FrWOLF 4-7
(3/64) 3D-1 TYRO 1
(1/64) 70-2 WYVERN 1-4

(12/64) 32-2 Necrotaur 1-4
Troll 0-2
(12/64) 1E-2 Hill Gigas 2-4
(12/64) 32-2 Necrotaur 1-4
Troll 0-2
(12/64) 1E-2 Hill Gigas 2-4
(6/64) 2D-2 Winter Wolf 4-7
(6/64) 2D-2 Winter Wolf 4-7
(3/64) 3D-1 Allosaurus 1
(1/64) 70-2 Wyvern 1-4

++++
Overworld (7,3)
++++

Formations (NES)

Formations (PSX)

(12/64) 32-2 ZomBULL 1-4
TROLL 0-2
(12/64) 1E-2 GIANT 2-4
(12/64) 32-2 ZomBULL 1-4
TROLL 0-2
(12/64) 1E-2 GIANT 2-4
(6/64) 2D-2 FrWOLF 4-7
(6/64) 2D-2 FrWOLF 4-7
(3/64) 3D-1 TYRO 1
(1/64) 70-2 WYVERN 1-4

(12/64) 32-2 Necrotaur 1-4
Troll 0-2
(12/64) 1E-2 Hill Gigas 2-4
(12/64) 32-2 Necrotaur 1-4
Troll 0-2
(12/64) 1E-2 Hill Gigas 2-4
(6/64) 2D-2 Winter Wolf 4-7
(6/64) 2D-2 Winter Wolf 4-7
(3/64) 3D-1 Allosaurus 1
(1/64) 70-2 Wyvern 1-4

++++
Overworld (7,4)
++++

Formations (NES)

(12/64) 0E-2 GrIMP 2-5
 WrWOLF 0-2
 (12/64) 0C-1 OGRE 1-2
 (12/64) 0E-2 GrIMP 2-5
 WrWOLF 0-2
 (12/64) 0F-1 GEIST 1-4
 (6/64) 0B-1 GrWOLF 2-5
 WOLF 0-3
 (6/64) 12-1 ARACHNID 1-4
 (3/64) 13-1 GrOGRE 1
 OGRE 1-2
 (1/64) 1A-1 SCORPION 2-4

Formations (PSX)

(12/64) 0E-2 Goblin Guard 2-5
 Werewolf 0-2
 (12/64) 0C-1 Ogre 1-2
 (12/64) 0E-2 Goblin Guard 2-5
 Werewolf 0-2
 (12/64) 0F-1 Ghast 1-4
 (6/64) 0B-1 Warg Wolf 2-5
 Wolf 0-3
 (6/64) 12-1 Tarantula 1-4
 (3/64) 13-1 Ogre Chieftain 1
 Ogre 1-2
 (1/64) 1A-1 Scorpion 2-4

+++++

Overworld (7,5)

+++++

Formations (NES)

(12/64) 0E-2 GrIMP 2-5
 WrWOLF 0-2
 (12/64) 0C-1 OGRE 1-2
 (12/64) 0E-2 GrIMP 2-5
 WrWOLF 0-2
 (12/64) 0F-1 GEIST 1-4
 (6/64) 0B-1 GrWOLF 2-5
 WOLF 0-3
 (6/64) 12-1 ARACHNID 1-4
 (3/64) 13-1 GrOGRE 1
 OGRE 1-2
 (1/64) 1A-1 SCORPION 2-4

Formations (PSX)

(12/64) 0E-2 Goblin Guard 2-5
 Werewolf 0-2
 (12/64) 0C-1 Ogre 1-2
 (12/64) 0E-2 Goblin Guard 2-5
 Werewolf 0-2
 (12/64) 0F-1 Ghast 1-4
 (6/64) 0B-1 Warg Wolf 2-5
 Wolf 0-3
 (6/64) 12-1 Tarantula 1-4
 (3/64) 13-1 Ogre Chieftain 1
 Ogre 1-2
 (1/64) 1A-1 Scorpion 2-4

+++++

Overworld (7,6)

+++++

Formations (NES)

(12/64) 17-1 PEDE 1-4
 (12/64) 63-1 TROLL 1-2
 (12/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (12/64) 1E-1 GIANT 1-2
 (6/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (6/64) 1B-2 TROLL 1-2
 BULL 0-2
 (3/64) 1B-2 TROLL 1-2
 BULL 0-2
 (1/64) 1A-2 SCORPION 2-6
 BULL 1-2

Formations (PSX)

(12/64) 17-1 Centipede 1-4
 (12/64) 63-1 Troll 1-2
 (12/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (12/64) 1E-1 Hill Gigas 1-2
 (6/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (6/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (3/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (1/64) 1A-2 Scorpion 2-6
 Minotaur 1-2

+++++

Overworld (7,7)

+++++

Formations (NES)

Formations (PSX)

(12/64) 17-1 PEDE 1-4
 (12/64) 63-1 TROLL 1-2
 (12/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (12/64) 1E-1 GIANT 1-2
 (6/64) 15-2 COBRA 2-6
 SCORPION 0-4
 (6/64) 1B-2 TROLL 1-2
 BULL 0-2
 (3/64) 1B-2 TROLL 1-2
 BULL 0-2
 (1/64) 1A-2 SCORPION 2-6
 BULL 1-2

(12/64) 17-1 Centipede 1-4
 (12/64) 63-1 Troll 1-2
 (12/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (12/64) 1E-1 Hill Gigas 1-2
 (6/64) 15-2 Anaconda 2-6
 Scorpion 0-4
 (6/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (3/64) 1B-2 Troll 1-2
 Minotaur 0-2
 (1/64) 1A-2 Scorpion 2-6
 Minotaur 1-2

+++++

Rivers & Lakes (Canoe) - (NES) Northern Continents
 (PSX) All Continents

+++++

Formations (NES)

Formations (PSX)

(12/64) 20-2 HYDRA 1-4 (2 Max)
 GATOR 0-3
 (12/64) 20-2 HYDRA 1-4 (2 Max)
 GATOR 0-3
 (12/64) 65-1 CARIBE 0-2
 GATOR 0-2
 OCHO 1
 (12/64) 41-1 NAOCHO 1
 (6/64) 65-1 CARIBE 0-2
 GATOR 0-2
 OCHO 1
 (6/64) 62-1 FrGATOR 1-2
 R.CARIBE 0-3
 (3/64) 62-1 FrGATOR 1-2
 R.CARIBE 0-3
 (1/64) 62-2 FrGATOR 1
 R.CARIBE 1-4

(12/64) 20-2 Hydra 1-2
 Crocodile 0-3
 (12/64) 20-2 Hydra 1-2
 Crocodile 0-3
 (12/64) 65-1 Piranha 0-2
 Crocodile 0-2
 Ochu 1
 Hydra 0-1
 (12/64) 41-1 Neochu 1
 (6/64) 65-1 Piranha 0-2
 Crocodile 0-2
 Ochu 1
 Hydra 0-1
 (6/64) 62-1 White Croc 1-2
 Red Piranha 0-3
 (3/64) 62-1 White Croc 1-2
 Red Piranha 0-3
 (1/64) 62-2 White Croc 1
 Red Piranha 1-4

+++++

Rivers & Lakes (Canoe) - (NES) Southern Continents

+++++

Formations (NES)

Formations (PSX)

(12/64) 20-1 HYDRA 1-2
 (12/64) 5F-1 CARIBE 2-6
 (12/64) 20-1 HYDRA 1-2
 (12/64) 5F-1 CARIBE 2-6
 (6/64) 25-2 OCHO 1
 CARIBE 0-2

(Not used)

```

(6/64) 60-2 HYDRA      1
           OCHO        0-1
(3/64) 5F-2 CARIBE    3-8
(1/64) 65-2 CARIBE    2-4
           GATOR       0-2

```

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+++++
Oceans (Ship)
+++++

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Formations (NES)

Formations (PSX)

```

-----
(12/64) 5B-1 SAHAG      0-6
           OddEYE      1-2
(12/64) 5C-2 SHARK      1
(12/64) 5C-1 KYZOKU    1-5
(12/64) 5D-2 SAHAG      4-6
(6/64) 5E-1 SHARK      1
           R.SAHAG     0-1
(6/64) 5B-2 SAHAG      3-7 (6 Total
           R.SAHAG     0-2 Enemies Max)
(3/64) 5D-1 SHARK      1-2
           SAHAG       0-2
(1/64) 5E-2 SHARK      1-2
           R.SAHAG     0-3

(12/64) 5B-1 Sahagin    0-6
           Goggler     1-2
(12/64) 5C-2 Shark      1
(12/64) 5C-1 Privateer  1-5
(12/64) 5D-2 Sahagin    4-6
(6/64) 5E-1 Shark      1
           Sahagin Chief 0-1
(6/64) 5B-2 Sahagin    3-7
           Sahagin Chief 0-2
(3/64) 5D-1 Shark      1-2
           Sahagin      0-2
           Goggler     0-1
(1/64) 5E-2 Shark      1-2
           Sahagin Chief 0-3

```

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IV. MONSTER FORMATION DETAILS

I've detailed each individual monster formation below. Included for each entry are the formation itself, the locations in which it can be encountered (with the odds of encountering them), and a list of the possible in-game encounters. Details for both the NES and PSX versions are given. See Section IV for an explanation of the Overworld notations.

As in the previous two sections, the NES versions of the formations are listed as coded by the game, but errors are noted. The PSX versions are listed correctly, although as I already mentioned elsewhere, I have no idea if the coding errors were actually fixed properly in the PSX version.

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+++++
Battle 00-1
+++++

```

Formation

```

(NES) IMP 3-5
(PSX) Goblin 3-5

```

Locations encountered

```

(64/64) Overworld (0,6)
(64/64) Overworld (1,6)
(64/64) Overworld (2,2)

```


(64/64) Overworld (4,5)
(64/64) Overworld (6,3)
(48/64) Overworld (4,4)
(12/64) Overworld (3,3)
(12/64) Overworld (4,3)

Possible encounters

IMP (Goblin) 3
IMP (Goblin) 4
IMP (Goblin) 5

++++
Battle 00-2
++++

Formation

(NES) IMP 3-6, GrIMP 0-4
(PSX) Goblin 3-6, Goblin Guard 0-4

Locations encountered

(3/64) Overworld (3,3)
(3/64) Overworld (4,3)
(1/64) Overworld (4,4)

Possible encounters

IMP (Goblin) 3
IMP (Goblin) 3, GrIMP (Goblin Guard) 1
IMP (Goblin) 3, GrIMP (Goblin Guard) 2
IMP (Goblin) 3, GrIMP (Goblin Guard) 3
IMP (Goblin) 3, GrIMP (Goblin Guard) 4
IMP (Goblin) 4
IMP (Goblin) 4, GrIMP (Goblin Guard) 1
IMP (Goblin) 4, GrIMP (Goblin Guard) 2
IMP (Goblin) 4, GrIMP (Goblin Guard) 3
IMP (Goblin) 4, GrIMP (Goblin Guard) 4
IMP (Goblin) 5
IMP (Goblin) 5, GrIMP (Goblin Guard) 1
IMP (Goblin) 5, GrIMP (Goblin Guard) 2
IMP (Goblin) 5, GrIMP (Goblin Guard) 3
IMP (Goblin) 5, GrIMP (Goblin Guard) 4
IMP (Goblin) 6
IMP (Goblin) 6, GrIMP (Goblin Guard) 1
IMP (Goblin) 6, GrIMP (Goblin Guard) 2
IMP (Goblin) 6, GrIMP (Goblin Guard) 3

++++
Battle 01-1
++++

Formation

(NES) BONE 2-4
(PSX) Skeleton 2-4

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos)

(12/64) Overworld (3,3)

(12/64) Overworld (4,3)

Possible encounters

BONE (Skeleton) 2

BONE (Skeleton) 3

BONE (Skeleton) 4

+++++

Battle 01-2

+++++

Formation

(NES) BONE 3-5, CRAWL 0-2

(PSX) Skeleton 3-5, Crawler 0-2

Locations encountered

(12/64) Marsh Cave B2

(6/64) Marsh Cave B1

Possible encounters

BONE (Skeleton) 3

BONE (Skeleton) 3, CRAWL (Crawler) 1

BONE (Skeleton) 3, CRAWL (Crawler) 2

BONE (Skeleton) 4

BONE (Skeleton) 4, CRAWL (Crawler) 1

BONE (Skeleton) 4, CRAWL (Crawler) 2

BONE (Skeleton) 5

BONE (Skeleton) 5, CRAWL (Crawler) 1

BONE (Skeleton) 5, CRAWL (Crawler) 2

+++++

Battle 02-1

+++++

Formation

(NES) GrIMP 1-3, WOLF 0-2, GrWOLF 0-2, IMP 0-2

(PSX) Goblin Guard 1-3, Wolf 0-2, Warg Wolf 0-2, Goblin 0-2

Locations encountered

(12/64) Overworld (5,4)

(12/64) Overworld (6,4)

Possible encounters

- GrIMP (Goblin Guard) 1
- GrIMP (Goblin Guard) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, GrWOLF (Warg Wolf) 1
- GrIMP (Goblin Guard) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, GrWOLF (Warg Wolf) 2
- GrIMP (Goblin Guard) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 1, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2
- GrIMP (Goblin Guard) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2, GrWOLF (Warg Wolf) 1
- GrIMP (Goblin Guard) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2, GrWOLF (Warg Wolf) 2
- GrIMP (Goblin Guard) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, IMP (Goblin) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
- GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2

GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
GrIMP (Goblin Guard) 2, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
GrIMP (Goblin Guard) 3
GrIMP (Goblin Guard) 3, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, GrWOLF (Warg Wolf) 1
GrIMP (Goblin Guard) 3, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, GrWOLF (Warg Wolf) 2
GrIMP (Goblin Guard) 3, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 1, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 1, IMP (Goblin) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 1
GrIMP (Goblin Guard) 3, WOLF (Wolf) 2, GrWOLF (Warg Wolf) 2, IMP (Goblin) 2

++++
Battle 02-2
++++

Formation

(NES) GrIMP 1-3
(PSX) Goblin Guard 1-3

Locations encountered

(12/64) Overworld (3,3)
(12/64) Overworld (4,3)
(6/64) Overworld (4,4)

Possible encounters

GrIMP (Goblin Guard) 1
GrIMP (Goblin Guard) 2
GrIMP (Goblin Guard) 3

++++
Battle 03-1
++++

Formation

(NES) WOLF 1-2
(PSX) Wolf 1-2

Locations encountered

(6/64) Overworld (4,4)

Possible encounters

WOLF (Wolf) 1
WOLF (Wolf) 2

++++
Battle 03-2

++++

Formation

(NES) WOLF 4-6, GrWOLF 0-1
(PSX) Wolf 4-6, Warg Wolf 0-1

Locations encountered

(6/64) Temple of Fiends (Temple of Chaos)

(12/64) Overworld (2,4)
(12/64) Overworld (3,4)
(12/64) Overworld (3,5)
(12/64) Overworld (3,6)
(12/64) Overworld (4,6)
(12/64) Overworld (4,7)
(12/64) Overworld (5,3)
(12/64) Overworld (5,4)
(12/64) Overworld (5,5)
(12/64) Overworld (6,4)

Possible encounters

WOLF (Wolf) 4
WOLF (Wolf) 4, GrWOLF (Warg Wolf) 1
WOLF (Wolf) 5
WOLF (Wolf) 5, GrWOLF (Warg Wolf) 1
WOLF (Wolf) 6
WOLF (Wolf) 6, GrWOLF (Warg Wolf) 1

++++
Battle 04-1

++++

Formation

(NES) ZOMBIE 2-4
(PSX) Zombie 2-4

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos)

Possible encounters

ZOMBIE (Zombie) 2
ZOMBIE (Zombie) 3
ZOMBIE (Zombie) 4

+++++

Battle 04-2

+++++

Formation

(NES) ZOMBIE 2-3, GHOUL 2-4
(PSX) Zombie 2-3, Ghoul 2-4

Locations encountered

(12/64) Marsh Cave B1
(12/64) Marsh Cave B2

Possible encounters

ZOMBIE (Zombie) 2, GHOUL (Ghoul) 2
ZOMBIE (Zombie) 2, GHOUL (Ghoul) 3
ZOMBIE (Zombie) 2, GHOUL (Ghoul) 4
ZOMBIE (Zombie) 3, GHOUL (Ghoul) 2
ZOMBIE (Zombie) 3, GHOUL (Ghoul) 3
ZOMBIE (Zombie) 3, GHOUL (Ghoul) 4

+++++

Battle 05-1

+++++

Formation

(NES) SPIDER 1-2
(PSX) Black Widow 1-2

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos)

(12/64) Overworld (3,3)
(12/64) Overworld (4,3)

Possible encounters

SPIDER (Black Widow) 1
SPIDER (Black Widow) 2

++++
Battle 05-2
++++

Formation

(NES) SCUM 2-4
(PSX) Green Slime 2-4

Locations encountered

(12/64) Marsh Cave B1
(12/64) Marsh Cave B2
(12/64) Marsh Cave B3

Possible encounters

SCUM (Green Slime) 2
SCUM (Green Slime) 3
SCUM (Green Slime) 4

++++
Battle 06-1
++++

Formation

(NES) MADPONY 1
(PSX) Crazy Horse 1

Locations encountered

(6/64) Overworld (3,3)
(6/64) Overworld (4,3)
(3/64) Overworld (4,4)

Possible encounters

MADPONY (Crazy Horse) 1

++++
Battle 06-2
++++

Formation

(NES) MADPONY 2-4
(PSX) Crazy Horse 2-4

Locations encountered

(12/64) Overworld (5,4)
(12/64) Overworld (6,4)
(1/64) Overworld (3,3)
(1/64) Overworld (4,3)

Possible encounters

MADPONY (Crazy Horse) 2
MADPONY (Crazy Horse) 3
MADPONY (Crazy Horse) 4

+++++
Battle 07-1
+++++

Formation

(NES) CREEP 1-2
(PSX) Gigas Worm 1-2

Locations encountered

(6/64) Temple of Fiends (Temple of Chaos)

(12/64) Overworld (5,4)
(12/64) Overworld (6,4)
(6/64) Overworld (3,3)
(6/64) Overworld (4,3)

Possible encounters

CREEP (Gigas Worm) 1
CREEP (Gigas Worm) 2

+++++
Battle 07-2
+++++

Formation

(NES) CREEP 1-3, OGRE 1
(PSX) Gigas Worm 1-3, Ogre 1

Locations encountered

(18/64) Overworld (2,4)
(18/64) Overworld (3,4)
(18/64) Overworld (3,5)
(18/64) Overworld (3,6)
(18/64) Overworld (4,6)
(18/64) Overworld (4,7)
(18/64) Overworld (5,3)

(1/64) Overworld (5,4)
(1/64) Overworld (6,4)

Possible encounters

OGRE (Ogre) 1, CREEP (Gigas Worm) 1
OGRE (Ogre) 1, CREEP (Gigas Worm) 2
OGRE (Ogre) 1, CREEP (Gigas Worm) 3

+++++
Battle 08-1
+++++

Formation

(NES) GHOUL 1
(PSX) Ghoul 1

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos)

Possible encounters

GHOUL (Ghoul) 1

+++++
Battle 08-2
+++++

Formation

(NES) GHOUL 2-5, GEIST 0-4
(PSX) Ghoul 2-5, Ghast 0-4

Locations encountered

(12/64) Overworld (0,5)
(12/64) Overworld (1,4)
(12/64) Overworld (1,5)
(12/64) Overworld (2,5)

Possible encounters

GHOUL (Ghoul) 2
GHOUL (Ghoul) 2, GEIST (Ghast) 1
GHOUL (Ghoul) 2, GEIST (Ghast) 2
GHOUL (Ghoul) 2, GEIST (Ghast) 3
GHOUL (Ghoul) 2, GEIST (Ghast) 4
GHOUL (Ghoul) 3
GHOUL (Ghoul) 3, GEIST (Ghast) 1
GHOUL (Ghoul) 3, GEIST (Ghast) 2
GHOUL (Ghoul) 3, GEIST (Ghast) 3

GHOUL (Ghoul) 3, GEIST (Ghast) 4
GHOUL (Ghoul) 4
GHOUL (Ghoul) 4, GEIST (Ghast) 1
GHOUL (Ghoul) 4, GEIST (Ghast) 2
GHOUL (Ghoul) 4, GEIST (Ghast) 3
GHOUL (Ghoul) 4, GEIST (Ghast) 4
GHOUL (Ghoul) 5
GHOUL (Ghoul) 5, GEIST (Ghast) 1
GHOUL (Ghoul) 5, GEIST (Ghast) 2
GHOUL (Ghoul) 5, GEIST (Ghast) 3
GHOUL (Ghoul) 5, GEIST (Ghast) 4

++++
Battle 09-1
++++

Formation

(NES) IGUANA 1
(PSX) Lizard 1

Locations encountered

(12/64) Overworld (5,4)
(12/64) Overworld (6,4)

Possible encounters

IGUANA (Lizard) 1

++++
Battle 09-2
++++

Formation

(NES) GIANT 1-3, IGUANA 0-2
(PSX) Hill Gigas 1-3, Lizard 0-2

Locations encountered

(12/64) Overworld (2,0)
(12/64) Overworld (5,0)

Possible encounters

GIANT (Hill Gigas) 1
GIANT (Hill Gigas) 1, IGUANA (Lizard) 1
GIANT (Hill Gigas) 1, IGUANA (Lizard) 2
GIANT (Hill Gigas) 2
GIANT (Hill Gigas) 2, IGUANA (Lizard) 1
GIANT (Hill Gigas) 2, IGUANA (Lizard) 2
GIANT (Hill Gigas) 3
GIANT (Hill Gigas) 3, IGUANA (Lizard) 1

+++++

Battle 0A-1

+++++

Formation

- (NES) SHADOW 2-4
- (PSX) Shadow 2-4

Locations encountered

- (24/64) Marsh Cave B1

Possible encounters

- SHADOW (Shadow) 2
- SHADOW (Shadow) 3
- SHADOW (Shadow) 4

+++++

Battle 0A-2

+++++

Formation

- (NES) SHADOW 3-7
- (PSX) Shadow 3-7

Locations encountered

- (24/64) Overworld (0,5)
- (24/64) Overworld (1,4)
- (24/64) Overworld (1,5)
- (24/64) Overworld (2,5)

Possible encounters

- SHADOW (Shadow) 3
- SHADOW (Shadow) 4
- SHADOW (Shadow) 5
- SHADOW (Shadow) 6
- SHADOW (Shadow) 7

+++++

Battle 0B-1

+++++

Formation

- (NES) GrWOLF 2-5, WOLF 0-3
- (PSX) Warg Wolf 2-5, Wolf 0-3

Locations encountered

- (9/64) Overworld (5,3)
- (6/64) Overworld (2,4)
- (6/64) Overworld (2,6)
- (6/64) Overworld (2,7)
- (6/64) Overworld (3,4)
- (6/64) Overworld (3,5)
- (6/64) Overworld (3,6)
- (6/64) Overworld (3,7)
- (6/64) Overworld (4,6)
- (6/64) Overworld (4,7)
- (6/64) Overworld (5,6)
- (6/64) Overworld (5,7)
- (6/64) Overworld (6,5)
- (6/64) Overworld (7,4)
- (6/64) Overworld (7,5)
- (3/64) Overworld (5,5)

Possible encounters

- GrWOLF (Warg Wolf) 2
- GrWOLF (Warg Wolf) 2, WOLF (Wolf) 1
- GrWOLF (Warg Wolf) 2, WOLF (Wolf) 2
- GrWOLF (Warg Wolf) 2, WOLF (Wolf) 3
- GrWOLF (Warg Wolf) 3
- GrWOLF (Warg Wolf) 3, WOLF (Wolf) 1
- GrWOLF (Warg Wolf) 3, WOLF (Wolf) 2
- GrWOLF (Warg Wolf) 3, WOLF (Wolf) 3
- GrWOLF (Warg Wolf) 4
- GrWOLF (Warg Wolf) 4, WOLF (Wolf) 1
- GrWOLF (Warg Wolf) 4, WOLF (Wolf) 2
- GrWOLF (Warg Wolf) 4, WOLF (Wolf) 3
- GrWOLF (Warg Wolf) 5
- GrWOLF (Warg Wolf) 5, WOLF (Wolf) 1
- GrWOLF (Warg Wolf) 5, WOLF (Wolf) 2
- GrWOLF (Warg Wolf) 5, WOLF (Wolf) 3

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Battle 0B-2

+++++

Formation

- (NES) GrWOLF 4-8
- (PSX) Warg Wolf 4-8

Locations encountered

- (30/64) Titan's Tunnel
- (6/64) Overworld (0,5)
- (6/64) Overworld (1,4)
- (6/64) Overworld (1,5)
- (6/64) Overworld (2,5)

Possible encounters

- GrWOLF (Warg Wolf) 4
- GrWOLF (Warg Wolf) 5
- GrWOLF (Warg Wolf) 6
- GrWOLF (Warg Wolf) 7
- GrWOLF (Warg Wolf) 8

+++++

Battle 0C-1

+++++

Formation

- (NES) OGRE 1-2
- (PSX) Ogre 1-2

Locations encountered

- (12/64) Overworld (2,4)
- (12/64) Overworld (2,6)
- (12/64) Overworld (2,7)
- (12/64) Overworld (3,4)
- (12/64) Overworld (3,5)
- (12/64) Overworld (3,6)
- (12/64) Overworld (3,7)
- (12/64) Overworld (4,6)
- (12/64) Overworld (4,7)
- (12/64) Overworld (5,3)
- (12/64) Overworld (5,5)
- (12/64) Overworld (5,6)
- (12/64) Overworld (5,7)
- (12/64) Overworld (6,5)
- (12/64) Overworld (7,4)
- (12/64) Overworld (7,5)
- (3/64) Overworld (5,4)
- (3/64) Overworld (6,4)

Possible encounters

- OGRE (Ogre) 1
- OGRE (Ogre) 2

+++++

Battle 0C-2

+++++

Formation

- (NES) OGRE 1-3, HYENA 0-2
- (PSX) Ogre 1-3, Hyenadon 0-2

Locations encountered

(6/64) Overworld (0,5)
(6/64) Overworld (1,4)
(6/64) Overworld (1,5)
(6/64) Overworld (2,5)

Possible encounters

OGRE (Ogre) 1
OGRE (Ogre) 1, HYENA (Hyenadon) 1
OGRE (Ogre) 1, HYENA (Hyenadon) 2
OGRE (Ogre) 2
OGRE (Ogre) 2, HYENA (Hyenadon) 1
OGRE (Ogre) 2, HYENA (Hyenadon) 2
OGRE (Ogre) 3
OGRE (Ogre) 3, HYENA (Hyenadon) 1

+++++

Battle 0D-1

+++++

Formation

(NES) ASP 1-2
(PSX) Cobra 1-2

Locations encountered

(12/64) Overworld (2,4)
(12/64) Overworld (3,4)
(12/64) Overworld (3,5)
(12/64) Overworld (3,6)
(12/64) Overworld (4,6)
(12/64) Overworld (4,7)
(12/64) Overworld (5,3)
(12/64) Overworld (5,5)

Possible encounters

ASP (Cobra) 1
ASP (Cobra) 2

+++++

Battle 0D-2

+++++

Formation

(NES) ASP 3-7
(PSX) Cobra 3-7

Locations encountered

(12/64) Earth Cave (Terra Cavern) B1
(12/64) Earth Cave (Terra Cavern) B2

Possible encounters

- ASP (Cobra) 3
- ASP (Cobra) 4
- ASP (Cobra) 5
- ASP (Cobra) 6
- ASP (Cobra) 7

+++++

Battle 0E-1

+++++

Formation

- (NES) GrIMP 0-5, WrWOLF 1-3, GIANT 0-2
- (PSX) Goblin Guard 0-5, Werewolf 1-3, Hill Gigas 0-2, Lizard 0-2

Locations encountered

- (9/64) Earth Cave (Terra Cavern) B4

Possible encounters

(NES)

- GIANT 1, GrIMP 1, WrWOLF 1
- GIANT 1, GrIMP 1, WrWOLF 2
- GIANT 1, GrIMP 1, WrWOLF 3
- GIANT 1, GrIMP 2, WrWOLF 1
- GIANT 1, GrIMP 2, WrWOLF 2
- GIANT 1, GrIMP 2, WrWOLF 3
- GIANT 1, GrIMP 3, WrWOLF 1
- GIANT 1, GrIMP 3, WrWOLF 2
- GIANT 1, GrIMP 3, WrWOLF 3
- GIANT 1, GrIMP 4, WrWOLF 1
- GIANT 1, GrIMP 4, WrWOLF 2
- GIANT 1, GrIMP 5, WrWOLF 1
- GIANT 1, WrWOLF 1
- GIANT 1, WrWOLF 2
- GIANT 1, WrWOLF 3
- GIANT 2, GrIMP 1, WrWOLF 1
- GIANT 2, GrIMP 1, WrWOLF 2
- GIANT 2, GrIMP 1, WrWOLF 3
- GIANT 2, GrIMP 2, WrWOLF 1
- GIANT 2, GrIMP 2, WrWOLF 2
- GIANT 2, GrIMP 2, WrWOLF 3
- GIANT 2, GrIMP 3, WrWOLF 1
- GIANT 2, GrIMP 3, WrWOLF 2
- GIANT 2, GrIMP 3, WrWOLF 3
- GIANT 2, GrIMP 4, WrWOLF 1
- GIANT 2, GrIMP 4, WrWOLF 2
- GIANT 2, GrIMP 5, WrWOLF 1
- GIANT 2, WrWOLF 1
- GIANT 2, WrWOLF 2
- GIANT 2, WrWOLF 3

GrIMP 1, WrWOLF 1
GrIMP 1, WrWOLF 2
GrIMP 1, WrWOLF 3
GrIMP 2, WrWOLF 1
GrIMP 2, WrWOLF 2
GrIMP 2, WrWOLF 3
GrIMP 3, WrWOLF 1
GrIMP 3, WrWOLF 2
GrIMP 3, WrWOLF 3
GrIMP 4, WrWOLF 1
GrIMP 4, WrWOLF 2
GrIMP 5, WrWOLF 1
WrWOLF 1
WrWOLF 2
WrWOLF 3

(PSX)

Hill Gigas 1, Goblin Guard 1, Werewolf 1
Hill Gigas 1, Goblin Guard 1, Werewolf 2
Hill Gigas 1, Goblin Guard 1, Werewolf 3
Hill Gigas 1, Goblin Guard 2, Werewolf 1
Hill Gigas 1, Goblin Guard 2, Werewolf 2
Hill Gigas 1, Goblin Guard 2, Werewolf 3
Hill Gigas 1, Goblin Guard 3, Werewolf 1
Hill Gigas 1, Goblin Guard 3, Werewolf 2
Hill Gigas 1, Goblin Guard 3, Werewolf 3
Hill Gigas 1, Goblin Guard 4, Werewolf 1
Hill Gigas 1, Goblin Guard 4, Werewolf 2
Hill Gigas 1, Goblin Guard 5, Werewolf 1
Hill Gigas 1, Werewolf 1
Hill Gigas 1, Werewolf 2
Hill Gigas 1, Werewolf 3
Hill Gigas 1, Lizard 1, Goblin Guard 1, Werewolf 1
Hill Gigas 1, Lizard 1, Goblin Guard 1, Werewolf 2
Hill Gigas 1, Lizard 1, Goblin Guard 1, Werewolf 3
Hill Gigas 1, Lizard 1, Goblin Guard 1, Werewolf 1
Hill Gigas 1, Lizard 1, Goblin Guard 2, Werewolf 2
Hill Gigas 1, Lizard 1, Goblin Guard 2, Werewolf 3
Hill Gigas 1, Lizard 1, Goblin Guard 3, Werewolf 1
Hill Gigas 1, Lizard 1, Goblin Guard 3, Werewolf 2
Hill Gigas 1, Lizard 1, Goblin Guard 3, Werewolf 3
Hill Gigas 1, Lizard 1, Goblin Guard 4, Werewolf 1
Hill Gigas 1, Lizard 1, Goblin Guard 4, Werewolf 2
Hill Gigas 1, Lizard 1, Goblin Guard 5, Werewolf 1
Hill Gigas 1, Lizard 1, Werewolf 1
Hill Gigas 1, Lizard 1, Werewolf 2
Hill Gigas 1, Lizard 1, Werewolf 3
Hill Gigas 2, Goblin Guard 1, Werewolf 1
Hill Gigas 2, Goblin Guard 1, Werewolf 2
Hill Gigas 2, Goblin Guard 1, Werewolf 3
Hill Gigas 2, Goblin Guard 2, Werewolf 1
Hill Gigas 2, Goblin Guard 2, Werewolf 2
Hill Gigas 2, Goblin Guard 2, Werewolf 3
Hill Gigas 2, Goblin Guard 3, Werewolf 1
Hill Gigas 2, Goblin Guard 3, Werewolf 2
Hill Gigas 2, Goblin Guard 3, Werewolf 3
Hill Gigas 2, Goblin Guard 4, Werewolf 1
Hill Gigas 2, Goblin Guard 4, Werewolf 2
Hill Gigas 2, Goblin Guard 5, Werewolf 1

Hill Gigas 2, Werewolf 1
Hill Gigas 2, Werewolf 2
Hill Gigas 2, Werewolf 3
Lizard 1, Goblin Guard 1, Werewolf 1
Lizard 1, Goblin Guard 1, Werewolf 2
Lizard 1, Goblin Guard 1, Werewolf 3
Lizard 1, Goblin Guard 2, Werewolf 1
Lizard 1, Goblin Guard 2, Werewolf 2
Lizard 1, Goblin Guard 2, Werewolf 3
Lizard 1, Goblin Guard 3, Werewolf 1
Lizard 1, Goblin Guard 3, Werewolf 2
Lizard 1, Goblin Guard 3, Werewolf 3
Lizard 1, Goblin Guard 4, Werewolf 1
Lizard 1, Goblin Guard 4, Werewolf 2
Lizard 1, Goblin Guard 5, Werewolf 1
Lizard 1, Werewolf 1
Lizard 1, Werewolf 2
Lizard 1, Werewolf 3
Lizard 2, Goblin Guard 1, Werewolf 1
Lizard 2, Goblin Guard 1, Werewolf 2
Lizard 2, Goblin Guard 1, Werewolf 3
Lizard 2, Goblin Guard 2, Werewolf 1
Lizard 2, Goblin Guard 2, Werewolf 2
Lizard 2, Goblin Guard 2, Werewolf 3
Lizard 2, Goblin Guard 3, Werewolf 1
Lizard 2, Goblin Guard 3, Werewolf 2
Lizard 2, Goblin Guard 3, Werewolf 3
Lizard 2, Goblin Guard 4, Werewolf 1
Lizard 2, Goblin Guard 4, Werewolf 2
Lizard 2, Goblin Guard 5, Werewolf 1
Lizard 2, Werewolf 1
Lizard 2, Werewolf 2
Lizard 2, Werewolf 3
Goblin Guard 1, Werewolf 1
Goblin Guard 1, Werewolf 2
Goblin Guard 1, Werewolf 3
Goblin Guard 2, Werewolf 1
Goblin Guard 2, Werewolf 2
Goblin Guard 2, Werewolf 3
Goblin Guard 3, Werewolf 1
Goblin Guard 3, Werewolf 2
Goblin Guard 3, Werewolf 3
Goblin Guard 4, Werewolf 1
Goblin Guard 4, Werewolf 2
Goblin Guard 5, Werewolf 1
Werewolf 1
Werewolf 2
Werewolf 3

++++
Battle 0E-2
++++

Formation

(NES) GrIMP 2-5, WrWOLF 0-2
(PSX) Goblin Guard 2-5, Werewolf 0-2

Locations encountered

(1/64) Temple of Fiends (Temple of Chaos)

- (24/64) Overworld (2,6)
- (24/64) Overworld (2,7)
- (24/64) Overworld (3,7)
- (24/64) Overworld (5,6)
- (24/64) Overworld (5,7)
- (24/64) Overworld (6,5)
- (24/64) Overworld (7,4)
- (24/64) Overworld (7,5)
- (12/64) Overworld (5,5)

Possible encounters

- GrIMP (Goblin Guard) 2
- GrIMP (Goblin Guard) 2, WrWOLF (Werewolf) 1
- GrIMP (Goblin Guard) 2, WrWOLF (Werewolf) 2
- GrIMP (Goblin Guard) 3
- GrIMP (Goblin Guard) 3, WrWOLF (Werewolf) 1
- GrIMP (Goblin Guard) 3, WrWOLF (Werewolf) 2
- GrIMP (Goblin Guard) 4
- GrIMP (Goblin Guard) 4, WrWOLF (Werewolf) 1
- GrIMP (Goblin Guard) 4, WrWOLF (Werewolf) 2
- GrIMP (Goblin Guard) 5
- GrIMP (Goblin Guard) 5, WrWOLF (Werewolf) 1
- GrIMP (Goblin Guard) 5, WrWOLF (Werewolf) 2

++++
Battle 0F-1
++++

Formation

- (NES) GEIST 1-4
- (PSX) Ghast 1-4

Locations encountered

- (12/64) Overworld (2,6)
- (12/64) Overworld (2,7)
- (12/64) Overworld (3,7)
- (12/64) Overworld (5,6)
- (12/64) Overworld (5,7)
- (12/64) Overworld (6,5)
- (12/64) Overworld (7,4)
- (12/64) Overworld (7,5)

Possible encounters

- GEIST (Ghast) 1
- GEIST (Ghast) 2
- GEIST (Ghast) 3
- GEIST (Ghast) 4

+++++

Battle 0F-2

+++++

Formation

(NES) SPECTER 2-5, GEIST 2-5

(PSX) Wight 2-5, Ghast 2-5

Locations encountered

(12/64) Earth Cave (Terra Cavern) B3

(12/64) Earth Cave (Terra Cavern) B4

Possible encounters

SPECTER (Wight) 2, GEIST (Ghast) 2

SPECTER (Wight) 2, GEIST (Ghast) 3

SPECTER (Wight) 2, GEIST (Ghast) 4

SPECTER (Wight) 2, GEIST (Ghast) 5

SPECTER (Wight) 3, GEIST (Ghast) 2

SPECTER (Wight) 3, GEIST (Ghast) 3

SPECTER (Wight) 3, GEIST (Ghast) 4

SPECTER (Wight) 3, GEIST (Ghast) 5

SPECTER (Wight) 4, GEIST (Ghast) 2

SPECTER (Wight) 4, GEIST (Ghast) 3

SPECTER (Wight) 4, GEIST (Ghast) 4

SPECTER (Wight) 4, GEIST (Ghast) 5

SPECTER (Wight) 5, GEIST (Ghast) 2

SPECTER (Wight) 5, GEIST (Ghast) 3

SPECTER (Wight) 5, GEIST (Ghast) 4

+++++

Battle 10-1

+++++

Formation

(NES) GARGOYLE 2-3

(PSX) Gargoyle 2-3

Locations encountered

(Fixed) Temple of Fiends (Temple of Chaos)

(12/64) Marsh Cave B2

(12/64) Marsh Cave B3

Possible encounters

GARGOYLE (Gargoyle) 2

GARGOYLE (Gargoyle) 3

+++++

Battle 10-2

+++++

Formation

(NES) GARGOYLE 3-8

(PSX) Gargoyle 3-8

Locations encountered

(12/64) Earth Cave (Terra Cavern) B2

(6/64) Earth Cave (Terra Cavern) B1

Possible encounters

GARGOYLE (Gargoyle) 3

GARGOYLE (Gargoyle) 4

GARGOYLE (Gargoyle) 5

GARGOYLE (Gargoyle) 6

GARGOYLE (Gargoyle) 7

GARGOYLE (Gargoyle) 8

+++++

Battle 11-1

+++++

Formation

(NES) WrWOLF 3-6

(PSX) Werewolf 3-6

Locations encountered

(6/64) Marsh Cave B3

(1/64) Marsh Cave B1

(1/64) Overworld (5,5)

Possible encounters

WrWOLF (Werewolf) 3

WrWOLF (Werewolf) 4

WrWOLF (Werewolf) 5

WrWOLF (Werewolf) 6

+++++

Battle 11-2

+++++

Formation

(NES) WrWOLF 2-5, GrWOLF 0-5

(PSX) Werewolf 2-5, Warg Wolf 0-5

Locations encountered

- (12/64) Earth Cave (Terra Cavern) B3
- (6/64) Earth Cave (Terra Cavern) B2
- (1/64) Marsh Cave B2
- (1/64) Marsh Cave B3

Possible encounters

- WrWOLF (Werewolf) 2
- WrWOLF (Werewolf) 2, GrWOLF (Warg Wolf) 1
- WrWOLF (Werewolf) 2, GrWOLF (Warg Wolf) 2
- WrWOLF (Werewolf) 2, GrWOLF (Warg Wolf) 3
- WrWOLF (Werewolf) 2, GrWOLF (Warg Wolf) 4
- WrWOLF (Werewolf) 2, GrWOLF (Warg Wolf) 5
- WrWOLF (Werewolf) 3
- WrWOLF (Werewolf) 3, GrWOLF (Warg Wolf) 1
- WrWOLF (Werewolf) 3, GrWOLF (Warg Wolf) 2
- WrWOLF (Werewolf) 3, GrWOLF (Warg Wolf) 3
- WrWOLF (Werewolf) 3, GrWOLF (Warg Wolf) 4
- WrWOLF (Werewolf) 3, GrWOLF (Warg Wolf) 5
- WrWOLF (Werewolf) 4
- WrWOLF (Werewolf) 4, GrWOLF (Warg Wolf) 1
- WrWOLF (Werewolf) 4, GrWOLF (Warg Wolf) 2
- WrWOLF (Werewolf) 4, GrWOLF (Warg Wolf) 3
- WrWOLF (Werewolf) 4, GrWOLF (Warg Wolf) 4
- WrWOLF (Werewolf) 4, GrWOLF (Warg Wolf) 5
- WrWOLF (Werewolf) 5
- WrWOLF (Werewolf) 5, GrWOLF (Warg Wolf) 1
- WrWOLF (Werewolf) 5, GrWOLF (Warg Wolf) 2
- WrWOLF (Werewolf) 5, GrWOLF (Warg Wolf) 3
- WrWOLF (Werewolf) 5, GrWOLF (Warg Wolf) 4

+++++

Battle 12-1

+++++

Formation

- (NES) ARACHNID 1-4
- (PSX) Tarantula 1-4

Locations encountered

- (6/64) Overworld (2,4)
- (6/64) Overworld (2,6)
- (6/64) Overworld (2,7)
- (6/64) Overworld (3,4)
- (6/64) Overworld (3,5)
- (6/64) Overworld (3,6)
- (6/64) Overworld (3,7)
- (6/64) Overworld (4,6)
- (6/64) Overworld (4,7)
- (6/64) Overworld (5,6)
- (6/64) Overworld (5,7)

(6/64) Overworld (6,5)
(6/64) Overworld (7,4)
(6/64) Overworld (7,5)

Possible encounters

ARACHNID (Tarantula) 1
ARACHNID (Tarantula) 2
ARACHNID (Tarantula) 3
ARACHNID (Tarantula) 4

++++
Battle 12-2
++++

Formation

(NES) OOZE 2-5, ARACHNID 0-5
(PSX) Ochre Jelly 2-5, Tarantula 0-5

Locations encountered

(3/64) Earth Cave (Terra Cavern) B5
(1/64) Earth Cave (Terra Cavern) B3
(1/64) Earth Cave (Terra Cavern) B4

Possible encounters

OOZE (Ochre Jelly) 2
OOZE (Ochre Jelly) 2, ARACHNID (Tarantula) 1
OOZE (Ochre Jelly) 2, ARACHNID (Tarantula) 2
OOZE (Ochre Jelly) 2, ARACHNID (Tarantula) 3
OOZE (Ochre Jelly) 2, ARACHNID (Tarantula) 4
OOZE (Ochre Jelly) 2, ARACHNID (Tarantula) 5
OOZE (Ochre Jelly) 3
OOZE (Ochre Jelly) 3, ARACHNID (Tarantula) 1
OOZE (Ochre Jelly) 3, ARACHNID (Tarantula) 2
OOZE (Ochre Jelly) 3, ARACHNID (Tarantula) 3
OOZE (Ochre Jelly) 3, ARACHNID (Tarantula) 4
OOZE (Ochre Jelly) 3, ARACHNID (Tarantula) 5
OOZE (Ochre Jelly) 4
OOZE (Ochre Jelly) 4, ARACHNID (Tarantula) 1
OOZE (Ochre Jelly) 4, ARACHNID (Tarantula) 2
OOZE (Ochre Jelly) 4, ARACHNID (Tarantula) 3
OOZE (Ochre Jelly) 4, ARACHNID (Tarantula) 4
OOZE (Ochre Jelly) 4, ARACHNID (Tarantula) 5
OOZE (Ochre Jelly) 5
OOZE (Ochre Jelly) 5, ARACHNID (Tarantula) 1
OOZE (Ochre Jelly) 5, ARACHNID (Tarantula) 2
OOZE (Ochre Jelly) 5, ARACHNID (Tarantula) 3
OOZE (Ochre Jelly) 5, ARACHNID (Tarantula) 4

++++
Battle 13-1
++++

Formation

(NES) GrOGRE 1, OGRE 1-2
(PSX) Ogre Chieftain 1, Ogre 1-2

Locations encountered

(24/64) Titan's Tunnel (Titan's Cave)

(12/64) Overworld (0,5)
(12/64) Overworld (1,4)
(12/64) Overworld (1,5)
(12/64) Overworld (2,5)
(3/64) Overworld (2,6)
(3/64) Overworld (2,7)
(3/64) Overworld (3,7)
(3/64) Overworld (5,6)
(3/64) Overworld (5,7)
(3/64) Overworld (6,5)
(3/64) Overworld (7,4)
(3/64) Overworld (7,5)
(1/64) Overworld (2,4)
(1/64) Overworld (3,4)
(1/64) Overworld (3,5)
(1/64) Overworld (3,6)
(1/64) Overworld (4,6)
(1/64) Overworld (4,7)
(1/64) Overworld (5,3)

Possible encounters

GrOGRE (Ogre Chieftain) 1, OGRE (Ogre) 1
GrOGRE (Ogre Chieftain) 1, OGRE (Ogre) 2

++++
Battle 13-2
++++

Formation

(NES) GrOGRE 1-4, OGRE 0-2
(PSX) Ogre Chieftain 1-4, Ogre 0-2

Locations encountered

(12/64) Earth Cave (Terra Cavern) B2
(12/64) Earth Cave (Terra Cavern) B3
(6/64) Earth Cave (Terra Cavern) B1

Possible encounters

GrOGRE (Ogre Chieftain) 1
GrOGRE (Ogre Chieftain) 1, OGRE (Ogre) 1
GrOGRE (Ogre Chieftain) 1, OGRE (Ogre) 2

GrOGRE (Ogre Chieftain) 2
GrOGRE (Ogre Chieftain) 2, OGRE (Ogre) 1
GrOGRE (Ogre Chieftain) 2, OGRE (Ogre) 2
GrOGRE (Ogre Chieftain) 3
GrOGRE (Ogre Chieftain) 3, OGRE (Ogre) 1
GrOGRE (Ogre Chieftain) 4

++++
Battle 14-1
++++

Formation

(NES) ARACHNID 1-2
(PSX) Tarantula 1-2

Locations encountered

(12/64) Overworld (5,5)

Possible encounters

ARACHNID (Tarantula) 1
ARACHNID (Tarantula) 2

++++
Battle 14-2
++++

Formation

(NES) ARACHNID 4-8
(PSX) Tarantula 4-8

Locations encountered

(12/64) Earth Cave (Terra Cavern) B5
(6/64) Earth Cave (Terra Cavern) B2
(1/64) Titan's Tunnel (Titan's Cave)

Possible encounters

ARACHNID (Tarantula) 4
ARACHNID (Tarantula) 5
ARACHNID (Tarantula) 6
ARACHNID (Tarantula) 7
ARACHNID (Tarantula) 8

++++
Battle 15-1
++++

Formation

(NES) COBRA 2-6
(PSX) Anaconda 2-6

Locations encountered

(Fixed) Marsh Cave B3

(24/64) Earth Cave (Terra Cavern) B1

Possible encounters

COBRA (Anaconda) 2
COBRA (Anaconda) 3
COBRA (Anaconda) 4
COBRA (Anaconda) 5
COBRA (Anaconda) 6

++++
Battle 15-2

++++

Formation

(NES) COBRA 2-6, SCORPION 0-4
(PSX) Anaconda 2-6, Scorpion 0-4

Locations encountered

(18/64) Overworld (6,6)
(18/64) Overworld (6,7)
(18/64) Overworld (7,6)
(18/64) Overworld (7,7)

Possible encounters

COBRA (Anaconda) 2
COBRA (Anaconda) 2, SCORPION (Scorpion) 1
COBRA (Anaconda) 2, SCORPION (Scorpion) 2
COBRA (Anaconda) 2, SCORPION (Scorpion) 3
COBRA (Anaconda) 2, SCORPION (Scorpion) 4
COBRA (Anaconda) 3
COBRA (Anaconda) 3, SCORPION (Scorpion) 1
COBRA (Anaconda) 3, SCORPION (Scorpion) 2
COBRA (Anaconda) 3, SCORPION (Scorpion) 3
COBRA (Anaconda) 3, SCORPION (Scorpion) 4
COBRA (Anaconda) 4
COBRA (Anaconda) 4, SCORPION (Scorpion) 1
COBRA (Anaconda) 4, SCORPION (Scorpion) 2
COBRA (Anaconda) 4, SCORPION (Scorpion) 3
COBRA (Anaconda) 4, SCORPION (Scorpion) 4
COBRA (Anaconda) 5
COBRA (Anaconda) 5, SCORPION (Scorpion) 1
COBRA (Anaconda) 5, SCORPION (Scorpion) 2
COBRA (Anaconda) 5, SCORPION (Scorpion) 3

COBRA (Anaconda) 5, SCORPION (Scorpion) 4
COBRA (Anaconda) 6
COBRA (Anaconda) 6, SCORPION (Scorpion) 1
COBRA (Anaconda) 6, SCORPION (Scorpion) 2
COBRA (Anaconda) 6, SCORPION (Scorpion) 3

++++
Battle 16-1
++++

Formation

(NES) COCTRICE 2-6
(PSX) Cockatrice 2-6

Locations encountered

(6/64) Earth Cave (Terra Cavern) B3
(6/64) Earth Cave (Terra Cavern) B4

Possible encounters

COCTRICE (Cockatrice) 2
COCTRICE (Cockatrice) 3
COCTRICE (Cockatrice) 4
COCTRICE (Cockatrice) 5
COCTRICE (Cockatrice) 6

++++
Battle 16-2
++++

Formation

(NES) COCTRICE 2-6, MUMMY 1-5
(PSX) Cockatrice 2-6, Mummy 1-5

Locations encountered

(24/64) Ice Cave (Ice Cavern) B1

Possible encounters

COCTRICE (Cockatrice) 2, MUMMY (Mummy) 1
COCTRICE (Cockatrice) 2, MUMMY (Mummy) 2
COCTRICE (Cockatrice) 2, MUMMY (Mummy) 3
COCTRICE (Cockatrice) 2, MUMMY (Mummy) 4
COCTRICE (Cockatrice) 2, MUMMY (Mummy) 5
COCTRICE (Cockatrice) 3, MUMMY (Mummy) 1
COCTRICE (Cockatrice) 3, MUMMY (Mummy) 2
COCTRICE (Cockatrice) 3, MUMMY (Mummy) 3
COCTRICE (Cockatrice) 3, MUMMY (Mummy) 4
COCTRICE (Cockatrice) 3, MUMMY (Mummy) 5
COCTRICE (Cockatrice) 4, MUMMY (Mummy) 1

COCTRICE (Cockatrice) 4, MUMMY (Mummy) 2
COCTRICE (Cockatrice) 4, MUMMY (Mummy) 3
COCTRICE (Cockatrice) 4, MUMMY (Mummy) 4
COCTRICE (Cockatrice) 4, MUMMY (Mummy) 5
COCTRICE (Cockatrice) 5, MUMMY (Mummy) 1
COCTRICE (Cockatrice) 5, MUMMY (Mummy) 2
COCTRICE (Cockatrice) 5, MUMMY (Mummy) 3
COCTRICE (Cockatrice) 5, MUMMY (Mummy) 4
COCTRICE (Cockatrice) 6, MUMMY (Mummy) 1
COCTRICE (Cockatrice) 6, MUMMY (Mummy) 2
COCTRICE (Cockatrice) 6, MUMMY (Mummy) 3

++++
Battle 17-1
++++

Formation

(NES) PEDE 1-4
(PSX) Centipede 1-4

Locations encountered

(12/64) Overworld (6,6)
(12/64) Overworld (6,7)
(12/64) Overworld (7,6)
(12/64) Overworld (7,7)

Possible encounters

PEDE (Centipede) 1
PEDE (Centipede) 2
PEDE (Centipede) 3
PEDE (Centipede) 4

++++
Battle 17-2
++++

Formation

(NES) PEDE 1-6 (4 Max)
(PSX) Centipede 1-4

Locations encountered

(12/64) Gurgu Volcano (Mt. Gulug) B2
(6/64) Gurgu Volcano (Mt. Gulug) B1

Possible encounters

PEDE (Centipede) 1
PEDE (Centipede) 2
PEDE (Centipede) 3

PEDE (Centipede) 4

++++
Battle 18-1
++++

Formation

(NES) IMAGE 2-6
(PSX) Wraith 2-6

Locations encountered

(Fixed) Northwest Castle (Western Keep)

(12/64) Earth Cave (Terra Cavern) B4
(12/64) Earth Cave (Terra Cavern) B5
(6/64) Earth Cave (Terra Cavern) B3

Possible encounters

IMAGE (Wraith) 2
IMAGE (Wraith) 3
IMAGE (Wraith) 4
IMAGE (Wraith) 5
IMAGE (Wraith) 6

++++
Battle 18-2
++++

Formation

(NES) IMAGE 2-6, WRAITH 0-4
(PSX) Wraith 2-6, Specter 0-4

Locations encountered

(24/64) Ice Cave (Ice Cavern) B2

Possible encounters

IMAGE (Wraith) 2
IMAGE (Wraith) 2, WRAITH (Specter) 1
IMAGE (Wraith) 2, WRAITH (Specter) 2
IMAGE (Wraith) 2, WRAITH (Specter) 3
IMAGE (Wraith) 2, WRAITH (Specter) 4
IMAGE (Wraith) 3
IMAGE (Wraith) 3, WRAITH (Specter) 1
IMAGE (Wraith) 3, WRAITH (Specter) 2
IMAGE (Wraith) 3, WRAITH (Specter) 3
IMAGE (Wraith) 3, WRAITH (Specter) 4
IMAGE (Wraith) 4
IMAGE (Wraith) 4, WRAITH (Specter) 1

IMAGE (Wraith) 4, WRAITH (Specter) 2
IMAGE (Wraith) 4, WRAITH (Specter) 3
IMAGE (Wraith) 4, WRAITH (Specter) 4
IMAGE (Wraith) 5
IMAGE (Wraith) 5, WRAITH (Specter) 1
IMAGE (Wraith) 5, WRAITH (Specter) 2
IMAGE (Wraith) 5, WRAITH (Specter) 3
IMAGE (Wraith) 5, WRAITH (Specter) 4
IMAGE (Wraith) 6
IMAGE (Wraith) 6, WRAITH (Specter) 1
IMAGE (Wraith) 6, WRAITH (Specter) 2
IMAGE (Wraith) 6, WRAITH (Specter) 3

++++
Battle 19-1
++++

Formation

(NES) TIGER 1-3
(PSX) Lesser Tiger 1-3

Locations encountered

(9/64) Titan's Tunnel (Titan's Cave)

(3/64) Overworld (0,5)
(3/64) Overworld (1,4)
(3/64) Overworld (1,5)
(3/64) Overworld (2,5)

Possible encounters

TIGER (Lesser Tiger) 1
TIGER (Lesser Tiger) 2
TIGER (Lesser Tiger) 3

++++
Battle 19-2
++++

Formation

(NES) Saber T 1-3, TIGER 0-2
(PSX) Sabretooth 1-3, Lesser Tiger 0-2

Locations encountered

(24/64) Overworld (0,1)
(24/64) Overworld (0,2)
(24/64) Overworld (1,2)

Possible encounters

Saber T (Sabretooth) 1
Saber T (Sabretooth) 1, TIGER (Lesser Tiger) 1
Saber T (Sabretooth) 1, TIGER (Lesser Tiger) 2
Saber T (Sabretooth) 2
Saber T (Sabretooth) 2, TIGER (Lesser Tiger) 1
Saber T (Sabretooth) 2, TIGER (Lesser Tiger) 2
Saber T (Sabretooth) 3
Saber T (Sabretooth) 3, TIGER (Lesser Tiger) 1

++++
Battle 1A-1
++++

Formation

(NES) SCORPION 2-4
(PSX) Scorpion 2-4

Locations encountered

(3/64) Marsh Cave B2
(3/64) Marsh Cave B3

(1/64) Overworld (2,6)
(1/64) Overworld (2,7)
(1/64) Overworld (3,7)
(1/64) Overworld (5,6)
(1/64) Overworld (5,7)
(1/64) Overworld (6,6)
(1/64) Overworld (7,4)
(1/64) Overworld (7,5)

Possible encounters

SCORPION (Scorpion) 2
SCORPION (Scorpion) 3
SCORPION (Scorpion) 4

++++
Battle 1A-2
++++

Formation

(NES) SCORPION 2-6, BULL 1-2
(PSX) Scorpion 2-6, Minotaur 1-2

Locations encountered

(4/64) Gurgu Volcano (Mt. Gulug) B1

(1/64) Overworld (6,6)
(1/64) Overworld (6,7)
(1/64) Overworld (7,6)
(1/64) Overworld (7,7)

Possible encounters

BULL (Minotaur) 1, SCORPION (Scorpion) 2
 BULL (Minotaur) 1, SCORPION (Scorpion) 3
 BULL (Minotaur) 1, SCORPION (Scorpion) 4
 BULL (Minotaur) 1, SCORPION (Scorpion) 5
 BULL (Minotaur) 1, SCORPION (Scorpion) 6
 BULL (Minotaur) 2, SCORPION (Scorpion) 2
 BULL (Minotaur) 2, SCORPION (Scorpion) 3
 BULL (Minotaur) 2, SCORPION (Scorpion) 4
 BULL (Minotaur) 2, SCORPION (Scorpion) 5
 BULL (Minotaur) 2, SCORPION (Scorpion) 6

+++++

Battle 1B-1

+++++

Formation

(NES) TROLL 1-2, BULL 0-1
 (PSX) Troll 1-2, Minotaur 0-1

Locations encountered

(12/64) Earth Cave (Terra Cavern) B5
 (3/64) Earth Cave (Terra Cavern) B2

Possible encounters

TROLL (Troll) 1
 TROLL (Troll) 1, BULL (Minotaur) 1
 TROLL (Troll) 2
 TROLL (Troll) 2, BULL (Minotaur) 1

+++++

Battle 1B-2

+++++

Formation

(NES) TROLL 1-2, BULL 0-2
 (PSX) Troll 1-2, Minotaur 0-2

Locations encountered

(9/64) Overworld (6,6)
 (9/64) Overworld (6,7)
 (9/64) Overworld (7,6)
 (9/64) Overworld (7,7)

Possible encounters

TROLL (Troll) 1
TROLL (Troll) 1, BULL (Minotaur) 1
TROLL (Troll) 1, BULL (Minotaur) 2
TROLL (Troll) 2
TROLL (Troll) 2, BULL (Minotaur) 1
TROLL (Troll) 2, BULL (Minotaur) 2

++++
Battle 1C-1
++++

Formation

(NES) WIZARD 2-4
(PSX) Piscodemon 2-4

Locations encountered

(Fixed) Marsh Cave B3

(12/64) Earth Cave (Terra Cavern) B3
(12/64) Earth Cave (Terra Cavern) B4

Possible encounters

WIZARD (Piscodemon) 2
WIZARD (Piscodemon) 3
WIZARD (Piscodemon) 4

++++
Battle 1C-2
++++

Formation

(NES) WIZARD 3-7
(PSX) Piscodemon 3-7

Locations encountered

(24/64) Ice Cave (Ice Cavern) B1

Possible encounters

WIZARD (Piscodemon) 3
WIZARD (Piscodemon) 4
WIZARD (Piscodemon) 5
WIZARD (Piscodemon) 6
WIZARD (Piscodemon) 7

++++
Battle 1D-1
++++

Formation

(NES) MUMMY 2-5

(PSX) Mummy 2-5

Locations encountered

(Fixed) Northwest Castle (Western Keep)

(6/64) Earth Cave (Terra Cavern) B5

(3/64) Earth Cave (Terra Cavern) B3

(1/64) Earth Cave (Terra Cavern) B1

Possible encounters

MUMMY (Mummy) 2

MUMMY (Mummy) 3

MUMMY (Mummy) 4

MUMMY (Mummy) 5

++++
Battle 1D-2

++++

Formation

(NES) MUMMY 3-7, WzMUMMY 1

(PSX) Mummy 3-7, King Mummy 1

Locations encountered

(18/64) Castle of Ordeals (Citadel of Trials) 3F

(6/64) Castle of Ordeals (Citadel of Trials) 2F

Possible encounters

MUMMY (Mummy) 3, WzMUMMY (King Mummy) 1

MUMMY (Mummy) 4, WzMUMMY (King Mummy) 1

MUMMY (Mummy) 5, WzMUMMY (King Mummy) 1

MUMMY (Mummy) 6, WzMUMMY (King Mummy) 1

MUMMY (Mummy) 7, WzMUMMY (King Mummy) 1

++++
Battle 1E-1

++++

Formation

(NES) GIANT 1-2

(PSX) Hill Gigas 1-2

Locations encountered

(Fixed) Earth Cave (Terra Cavern) B1

(6/64) Earth Cave (Terra Cavern) B5

(1/64) Earth Cave (Terra Cavern) B2

(12/64) Overworld (6,6)

(12/64) Overworld (6,7)

(12/64) Overworld (7,6)

(12/64) Overworld (7,7)

Possible encounters

GIANT (Hill Gigas) 1

GIANT (Hill Gigas) 2

+++++

Battle 1E-2

+++++

Formation

(NES) GIANT 2-4

(PSX) Hill Gigas 2-4

Locations encountered

(24/64) Overworld (7,1)

(24/64) Overworld (7,2)

(24/64) Overworld (7,3)

Possible encounters

GIANT (Hill Gigas) 2

GIANT (Hill Gigas) 3

GIANT (Hill Gigas) 4

+++++

Battle 1F-1

+++++

Formation

(NES) GIANT 1-2, IGUANA 0-3

(PSX) Hill Gigas 1-2, Lizard 0-3

Locations encountered

(Fixed) Earth Cave (Terra Cavern) B1

(12/64) Gurgu Volcano (Mt. Gulug) B2

(12/64) Gurgu Volcano (Mt. Gulug) B3

Possible encounters

GIANT (Hill Gigas) 1
GIANT (Hill Gigas) 1, IGUANA (Lizard) 1
GIANT (Hill Gigas) 1, IGUANA (Lizard) 2
GIANT (Hill Gigas) 1, IGUANA (Lizard) 3
GIANT (Hill Gigas) 2
GIANT (Hill Gigas) 2, IGUANA (Lizard) 1
GIANT (Hill Gigas) 2, IGUANA (Lizard) 2

+++++
Battle 1F-2
+++++

Formation

(NES) GIANT 1-4, IGUANA 1
(PSX) Hill Gigas 1-4, Lizard 1

Locations encountered

(1/64) Overworld (0,0)
(1/64) Overworld (1,0)
(1/64) Overworld (1,1)
(1/64) Overworld (6,0)
(1/64) Overworld (7,0)

Possible encounters

GIANT (Hill Gigas) 1, IGUANA (Lizard) 1
GIANT (Hill Gigas) 2, IGUANA (Lizard) 2
GIANT (Hill Gigas) 3, IGUANA (Lizard) 3
GIANT (Hill Gigas) 4

+++++
Battle 20-1
+++++

Formation

(NES) HYDRA 1-2
(PSX) Hydra 1-2 (Not used)

Locations encountered

(NES only)

(24/64) Overworld (Canoe) (3,4)
(24/64) Overworld (Canoe) (3,5)
(24/64) Overworld (Canoe) (3,6)
(24/64) Overworld (Canoe) (4,4)
(24/64) Overworld (Canoe) (4,6)
(24/64) Overworld (Canoe) (5,4)
(24/64) Overworld (Canoe) (5,5)
(24/64) Overworld (Canoe) (5,6)

(24/64) Overworld (Canoe) (5,7)
(24/64) Overworld (Canoe) (6,5)
(24/64) Overworld (Canoe) (6,6)
(24/64) Overworld (Canoe) (6,7)
(24/64) Overworld (Canoe) (7,5)
(24/64) Overworld (Canoe) (7,6)
(24/64) Overworld (Canoe) (7,7)

Possible encounters

(NES only)

HYDRA 1
HYDRA 2

+++++

Battle 20-2

+++++

Formation

(NES) HYDRA 1-4 (2 Max), GATOR 0-3
(PSX) Hydra 1-2, Crocodile 0-3

Locations encountered

(NES)

(24/64) Overworld (Canoe) (1,0)
(24/64) Overworld (Canoe) (1,1)
(24/64) Overworld (Canoe) (1,2)
(24/64) Overworld (Canoe) (4,1)
(24/64) Overworld (Canoe) (6,1)
(24/64) Overworld (Canoe) (7,1)

(PSX)

(24/64) Overworld (Canoe) (All)

Possible encounters

HYDRA (Hydra) 1
HYDRA (Hydra) 1, GATOR (Crocodile) 1
HYDRA (Hydra) 1, GATOR (Crocodile) 2
HYDRA (Hydra) 1, GATOR (Crocodile) 3
HYDRA (Hydra) 2
HYDRA (Hydra) 2, GATOR (Crocodile) 1
HYDRA (Hydra) 2, GATOR (Crocodile) 2
HYDRA (Hydra) 2, GATOR (Crocodile) 3

+++++

Battle 21-1

+++++

Formation

(NES) EARTH 1
(PSX) Gnoma 1

Locations encountered

(Fixed) Earth Cave (Terra Cavern) B1
(Fixed) Earth Cave (Terra Cavern) B3

(1/64) Earth Cave (Terra Cavern) B5

Possible encounters

EARTH (Gnoma) 1

+++++

Battle 21-2

+++++

Formation

(NES) EARTH 2-4
(PSX) Gnoma 2-4

Locations encountered

(15/64) Temple of Fiends (Temple of Chaos) (Past) B1

Possible encounters

EARTH (Gnoma) 2
EARTH (Gnoma) 3
EARTH (Gnoma) 4

+++++

Battle 22-1

+++++

Formation

(NES) CEREBUS 0-1, WzOGRE 1-2
(PSX) Hellhound 0-1, Ogre Mage 1-2

Locations encountered

(6/64) Gurgu Volcano (Mt. Gulug) B3
(6/64) Gurgu Volcano (Mt. Gulug) B5

Possible encounters

WzOGRE (Ogre Mage) 1
WzOGRE (Ogre Mage) 2

CEREBUS (Hellhound) 1, WzOGRE (Ogre Mage) 1
CEREBUS (Hellhound) 1, WzOGRE (Ogre Mage) 2

++++
Battle 22-2
++++

Formation

(NES) CEREBUS 1-3, WzOGRE 0-2
(PSX) Hellhound 1-3, Ogre Mage 0-2

Locations encountered

(12/64) Overworld (0,1)
(12/64) Overworld (0,2)
(12/64) Overworld (1,2)

Possible encounters

CEREBUS (Hellhound) 1
CEREBUS (Hellhound) 1, WzOGRE (Ogre Mage) 1
CEREBUS (Hellhound) 1, WzOGRE (Ogre Mage) 2
CEREBUS (Hellhound) 2
CEREBUS (Hellhound) 2, WzOGRE (Ogre Mage) 1
CEREBUS (Hellhound) 2, WzOGRE (Ogre Mage) 2
CEREBUS (Hellhound) 3
CEREBUS (Hellhound) 3, WzOGRE (Ogre Mage) 1

++++
Battle 23-1
++++

Formation

(NES) PERILISK 2-5
(PSX) Pyrolisk 2-5

Locations encountered

(6/64) Gurgu Volcano (Mt. Gulug) B2
(6/64) Gurgu Volcano (Mt. Gulug) B3

Possible encounters

PERILISK (Pyrolisk) 2
PERILISK (Pyrolisk) 3
PERILISK (Pyrolisk) 4
PERILISK (Pyrolisk) 5

++++
Battle 23-2
++++

Formation

(NES) PERILISK 4-8
(PSX) Pyrolisk 4-8

Locations encountered

(3/64) Waterfall (Waterfall Cavern)

Possible encounters

PERILISK (Pyrolisk) 4
PERILISK (Pyrolisk) 5
PERILISK (Pyrolisk) 6
PERILISK (Pyrolisk) 7
PERILISK (Pyrolisk) 8

+++++

Battle 24-1

+++++

Formation

(NES) R.HYDRA 1
(PSX) Fire Hydra 1

Locations encountered

(12/64) Gurgu Volcano (Mt. Gulug) B3
(12/64) Gurgu Volcano (Mt. Gulug) B4
(6/64) Gurgu Volcano (Mt. Gulug) B2

Possible encounters

R.HYDRA (Fire Hydra) 1

+++++

Battle 24-2

+++++

Formation

(NES) R.HYDRA 4
(PSX) Fire Hydra 4

Locations encountered

(12/64) Sky Castle (Flying Fortress) 5F
(6/64) Sky Castle (Flying Fortress) 3F

Possible encounters

R.HYDRA (Fire Hydra) 4

+++++

Battle 25-1

+++++

Formation

(NES) OCHO 1-3

(PSX) Ochu 1-3

Locations encountered

(24/64) Overworld (2,1)

(24/64) Overworld (3,2)

Possible encounters

OCHO (Ochu) 1

OCHO (Ochu) 2

OCHO (Ochu) 3

+++++

Battle 25-2

+++++

Formation

(NES) OCHO 1, CARIBE 0-2

(PSX) Ochu 1, Piranha 0-2 (Not used)

Locations encountered

(NES only)

(6/64) Overworld (Canoe) (3,4)

(6/64) Overworld (Canoe) (3,5)

(6/64) Overworld (Canoe) (3,6)

(6/64) Overworld (Canoe) (4,4)

(6/64) Overworld (Canoe) (4,6)

(6/64) Overworld (Canoe) (5,4)

(6/64) Overworld (Canoe) (5,5)

(6/64) Overworld (Canoe) (5,6)

(6/64) Overworld (Canoe) (5,7)

(6/64) Overworld (Canoe) (6,5)

(6/64) Overworld (Canoe) (6,6)

(6/64) Overworld (Canoe) (6,7)

(6/64) Overworld (Canoe) (7,5)

(6/64) Overworld (Canoe) (7,6)

(6/64) Overworld (Canoe) (7,7)

Possible encounters

(NES only)

OCHO 1
OCHO 1, CARIBE 1
OCHO 1, CARIBE 2

++++
Battle 26-1
++++

Formation

(NES) R.GIANT 1-2
(PSX) Fire Gigas 1-2

Locations encountered

(12/64) Gurgu Volcano (Mt. Gulug) B5
(6/64) Gurgu Volcano (Mt. Gulug) B4

Possible encounters

R.GIANT (Fire Gigas) 1
R.GIANT (Fire Gigas) 2

++++
Battle 26-2
++++

Formation

(NES) R.GIANT 1, AGAMA 1-3
(PSX) Fire Gigas 1, Fire Lizard 0-3

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) B2

Possible encounters

(NES)

R.GIANT 1, AGAMA 1
R.GIANT 1, AGAMA 2
R.GIANT 1, AGAMA 3

(PSX)

Fire Gigas 1
Fire Gigas 1, Fire Lizard 1
Fire Gigas 1, Fire Lizard 2
Fire Gigas 1, Fire Lizard 3

++++

Battle 27-1

+++++

Formation

- (NES) FIRE 1-2
- (PSX) Pyros 1-2

Locations encountered

- (Fixed) Gurgu Volcano (Mt. Gulug) B2
- (6/64) Gurgu Volcano (Mt. Gulug) B5
- (1/64) Gurgu Volcano (Mt. Gulug) B2
- (1/64) Gurgu Volcano (Mt. Gulug) B3

Possible encounters

- FIRE (Pyros) 1
- FIRE (Pyros) 2

+++++

Battle 27-2

+++++

Formation

- (NES) FIRE 3-4
- (PSX) Pyros 3-4

Locations encountered

- (3/64) Temple of Fiends (Temple of Chaos) (Past) B2

Possible encounters

- FIRE (Pyros) 3
- FIRE (Pyros) 4

+++++

Battle 28-1

+++++

Formation

- (NES) Grey W 1
- (PSX) Lava Worm 1

Locations encountered

- (Fixed) Gurgu Volcano (Mt. Gulug) B2
- (Fixed) Gurgu Volcano (Mt. Gulug) B4

(12/64) Gurgu Volcano (Mt. Gulug) B4
(12/64) Gurgu Volcano (Mt. Gulug) B5

Possible encounters

Grey W (Lava Worm) 1

+++++

Battle 28-2

+++++

Formation

(NES) Grey W 2-4
(PSX) Lava Worm 2-4

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) B2

Possible encounters

Grey W (Lava Worm) 2
Grey W (Lava Worm) 3
Grey W (Lava Worm) 4

+++++

Battle 29-1

+++++

Formation

(NES) AGAMA 1
(PSX) Fire Lizard 1

Locations encountered

(Fixed) Gurgu Volcano (Mt. Gulug) B4
(Fixed) Gurgu Volcano (Mt. Gulug) B5

(3/64) Gurgu Volcano (Mt. Gulug) B4
(3/64) Gurgu Volcano (Mt. Gulug) B5

Possible encounters

AGAMA (Fire Lizard) 1

+++++

Battle 29-2

+++++

Formation

(NES) AGAMA 2-4
(PSX) Fire Lizard 2-4

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos) (Past) B2

Possible encounters

AGAMA (Fire Lizard) 2
AGAMA (Fire Lizard) 3
AGAMA (Fire Lizard) 4

+++++
Battle 2A-1

Formation

(NES) Red D 1
(PSX) Red Dragon 1

Locations encountered

(Fixed) Gurgu Volcano (Mt. Gulug) B5

(1/64) Gurgu Volcano (Mt. Gulug) B4
(1/64) Gurgu Volcano (Mt. Gulug) B5

Possible encounters

Red D (Red Dragon) 1

+++++
Battle 2A-2

Formation

(NES) Red D 2-4
(PSX) Red Dragon 2-4

Locations encountered

(1/64) Temple of Fiends (Temple of Chaos) (Past) B2

Possible encounters

Red D (Red Dragon) 2
Red D (Red Dragon) 3

++++
Battle 2B-1
++++

Formation

(NES) R.BONE 1, BONE 2-4, CRAWL 1
(PSX) Bloodbones 1, Skeleton 2-4, Crawler 1

Locations encountered

(12/64) Marsh Cave B3
(6/64) Marsh Cave B2

Possible encounters

R.BONE (Bloodbones) 1, BONE (Skeleton) 2, CRAWL (Crawler) 1
R.BONE (Bloodbones) 1, BONE (Skeleton) 3, CRAWL (Crawler) 1
R.BONE (Bloodbones) 1, BONE (Skeleton) 4, CRAWL (Crawler) 1

++++
Battle 2B-2
++++

Formation

(NES) R.BONE 3-6
(PSX) Bloodbones 3-6

Locations encountered

(12/64) Ice Cave (Ice Cavern) B3
(6/64) Ice Cave (Ice Cavern) B1

Possible encounters

R.BONE (Bloodbones) 3
R.BONE (Bloodbones) 4
R.BONE (Bloodbones) 5
R.BONE (Bloodbones) 6

++++
Battle 2C-1
++++

Formation

(NES) WRAITH 1-5, IMAGE 0-3, SPECTER 0-3, GEIST 0-3
(PSX) Specter 1-5, Wraith 0-3, Wight 0-3, Ghast 0-3

Locations encountered

(Fixed) Ice Cave (Ice Cavern) B3

(6/64) Ice Cave (Ice Cavern) B2

(3/64) Ice Cave (Ice Cavern) B1

Possible encounters

WRAITH (Specter) 1
WRAITH (Specter) 1, GEIST (Ghast) 1
WRAITH (Specter) 1, GEIST (Ghast) 2
WRAITH (Specter) 1, GEIST (Ghast) 3
WRAITH (Specter) 1, SPECTER (Wight) 1
WRAITH (Specter) 1, SPECTER (Wight) 1, GEIST (Ghast) 1
WRAITH (Specter) 1, SPECTER (Wight) 1, GEIST (Ghast) 2
WRAITH (Specter) 1, SPECTER (Wight) 1, GEIST (Ghast) 3
WRAITH (Specter) 1, SPECTER (Wight) 2
WRAITH (Specter) 1, SPECTER (Wight) 2, GEIST (Ghast) 1
WRAITH (Specter) 1, SPECTER (Wight) 2, GEIST (Ghast) 2
WRAITH (Specter) 1, SPECTER (Wight) 2, GEIST (Ghast) 3
WRAITH (Specter) 1, SPECTER (Wight) 3
WRAITH (Specter) 1, SPECTER (Wight) 3, GEIST (Ghast) 1
WRAITH (Specter) 1, SPECTER (Wight) 3, GEIST (Ghast) 2
WRAITH (Specter) 1, SPECTER (Wight) 3, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 1
WRAITH (Specter) 1, IMAGE (Wraith) 1, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 1, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 1, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 1
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 1, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 1, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 1, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 2
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 2, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 2, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 2, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 3
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 3, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 3, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 1, SPECTER (Wight) 3, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 2
WRAITH (Specter) 1, IMAGE (Wraith) 2, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 2, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 2, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 1
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 1, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 1, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 1, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 2
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 2, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 2, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 2, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 3
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 3, GEIST (Ghast) 1
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 3, GEIST (Ghast) 2
WRAITH (Specter) 1, IMAGE (Wraith) 2, SPECTER (Wight) 3, GEIST (Ghast) 3
WRAITH (Specter) 1, IMAGE (Wraith) 3
WRAITH (Specter) 1, IMAGE (Wraith) 3, GEIST (Ghast) 1

WRAITH (Specter) 5, SPECTER (Wight) 2, GEIST (Ghast) 1
WRAITH (Specter) 5, SPECTER (Wight) 2, GEIST (Ghast) 2
WRAITH (Specter) 5, SPECTER (Wight) 3
WRAITH (Specter) 5, SPECTER (Wight) 3, GEIST (Ghast) 1
WRAITH (Specter) 5, IMAGE (Wraith) 1
WRAITH (Specter) 5, IMAGE (Wraith) 1, GEIST (Ghast) 1
WRAITH (Specter) 5, IMAGE (Wraith) 1, GEIST (Ghast) 2
WRAITH (Specter) 5, IMAGE (Wraith) 1, GEIST (Ghast) 3
WRAITH (Specter) 5, IMAGE (Wraith) 1, SPECTER (Wight) 1
WRAITH (Specter) 5, IMAGE (Wraith) 1, SPECTER (Wight) 1, GEIST (Ghast) 1
WRAITH (Specter) 5, IMAGE (Wraith) 1, SPECTER (Wight) 1, GEIST (Ghast) 2
WRAITH (Specter) 5, IMAGE (Wraith) 1, SPECTER (Wight) 2
WRAITH (Specter) 5, IMAGE (Wraith) 1, SPECTER (Wight) 2, GEIST (Ghast) 1
WRAITH (Specter) 5, IMAGE (Wraith) 1, SPECTER (Wight) 3
WRAITH (Specter) 5, IMAGE (Wraith) 2
WRAITH (Specter) 5, IMAGE (Wraith) 2, GEIST (Ghast) 1
WRAITH (Specter) 5, IMAGE (Wraith) 2, GEIST (Ghast) 2
WRAITH (Specter) 5, IMAGE (Wraith) 2, SPECTER (Wight) 1
WRAITH (Specter) 5, IMAGE (Wraith) 2, SPECTER (Wight) 1, GEIST (Ghast) 1
WRAITH (Specter) 5, IMAGE (Wraith) 2, SPECTER (Wight) 2
WRAITH (Specter) 5, IMAGE (Wraith) 3
WRAITH (Specter) 5, IMAGE (Wraith) 3, GEIST (Ghast) 1
WRAITH (Specter) 5, IMAGE (Wraith) 3, SPECTER (Wight) 1

++++
Battle 2C-2
++++

Formation

(NES) WRAITH 2-6
(PSX) Specter 2-6

Locations encountered

(12/64) Ice Cave (Ice Cavern) B2
(12/64) Ice Cave (Ice Cavern) B3
(6/64) Ice Cave (Ice Cavern) B1

Possible encounters

WRAITH (Specter) 2
WRAITH (Specter) 3
WRAITH (Specter) 4
WRAITH (Specter) 5
WRAITH (Specter) 6

++++
Battle 2D-1
++++

Formation

(NES) FrWOLF 3-7
(PSX) Winter Wolf 3-7

Locations encountered

(Fixed) Ice Cave (Ice Cavern) B3

(1/64) Ice Cave (Ice Cavern) B3

Possible encounters

FrWOLF (Winter Wolf) 3

FrWOLF (Winter Wolf) 4

FrWOLF (Winter Wolf) 5

FrWOLF (Winter Wolf) 6

FrWOLF (Winter Wolf) 7

+++++

Battle 2D-2

+++++

Formation

(NES) FrWOLF 4-7

(PSX) Winter Wolf 4-7

Locations encountered

(12/64) Overworld (7,1)

(12/64) Overworld (7,2)

(12/64) Overworld (7,3)

Possible encounters

FrWOLF (Winter Wolf) 4

FrWOLF (Winter Wolf) 5

FrWOLF (Winter Wolf) 6

FrWOLF (Winter Wolf) 7

+++++

Battle 2E-1

+++++

Formation

(NES) FrGIANT 1, FrWOLF 0-2

(PSX) Ice Gigas 1, Winter Wolf 0-2

Locations encountered

(6/64) Ice Cave (Ice Cavern) B2

(3/64) Ice Cave (Ice Cavern) B2

(12/64) Overworld (0,0)

(12/64) Overworld (1,0)

(12/64) Overworld (1,1)

(12/64) Overworld (6,0)
(12/64) Overworld (7,0)

Possible encounters

FrGIANT (Ice Gigas) 1
FrGIANT (Ice Gigas) 1, FrWOLF (Winter Wolf) 1
FrGIANT (Ice Gigas) 1, FrWOLF (Winter Wolf) 2

++++
Battle 2E-2
++++

Formation

(NES) FrGIANT 2, FrWOLF 2-6
(PSX) Ice Gigas 2, Winter Wolf 2-6

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) 2F

Possible encounters

FrGIANT (Ice Gigas) 2, FrWOLF (Winter Wolf) 2
FrGIANT (Ice Gigas) 2, FrWOLF (Winter Wolf) 3
FrGIANT (Ice Gigas) 2, FrWOLF (Winter Wolf) 4
FrGIANT (Ice Gigas) 2, FrWOLF (Winter Wolf) 5
FrGIANT (Ice Gigas) 2, FrWOLF (Winter Wolf) 6

++++
Battle 2F-1
++++

Formation

(NES) MAGE 1-4
(PSX) Dark Wizard 1-4

Locations encountered

(Fixed) Ice Cave (Ice Cavern) B2

(12/64) Ice Cave (Ice Cavern) B3
(6/64) Ice Cave (Ice Cavern) B2

Possible encounters

MAGE (Dark Wizard) 1
MAGE (Dark Wizard) 2
MAGE (Dark Wizard) 3
MAGE (Dark Wizard) 4

+++++

Battle 2F-2

+++++

Formation

(NES) MAGE 2-3, FIGHTER 1
(PSX) Dark Wizard 2-3, Dark Warrior 1

Locations encountered

(9/64) Temple of Fiends (Temple of Chaos) (Past) 3F

Possible encounters

MAGE (Dark Wizard) 2, FIGHTER (Dark Warrior) 1
MAGE (Dark Wizard) 3, FIGHTER (Dark Warrior) 1

+++++

Battle 30-1

+++++

Formation

(NES) Frost D 1-2
(PSX) White Dragon 1-2

Locations encountered

(Fixed) Ice Cave (Ice Cavern) B3

(3/64) Ice Cave (Ice Cavern) B3
(1/64) Ice Cave (Ice Cavern) B1
(1/64) Ice Cave (Ice Cavern) B2

Possible encounters

Frost D (White Dragon) 1
Frost D (White Dragon) 2

+++++

Battle 30-2

+++++

Formation

(NES) Frost D 3-4
(PSX) White Dragon 3-4

Locations encountered

(30/64) Temple of Fiends (Temple of Chaos) (Past) 1F

Possible encounters

Frost D (White Dragon) 3

Frost D (White Dragon) 4

+++++

Battle 31-1

+++++

Formation

(NES) GrPEDE 1

(PSX) Remora 1

Locations encountered

(6/64) Ice Cave (Ice Cavern) B3

(12/64) Overworld (0,0)

(12/64) Overworld (1,0)

(12/64) Overworld (1,1)

(12/64) Overworld (6,0)

(12/64) Overworld (7,0)

Possible encounters

GrPEDE (Remora) 1

+++++

Battle 31-2

+++++

Formation

(NES) GrPEDE 1-2

(PSX) Remora 1-2

Locations encountered

(1/64) Overworld (0,1)

(1/64) Overworld (0,2)

(1/64) Overworld (1,2)

(1/64) Overworld (3,0)

(1/64) Overworld (3,1)

(1/64) Overworld (4,0)

(1/64) Overworld (4,1)

Possible encounters

GrPEDE (Remora) 1

GrPEDE (Remora) 2

+++++

Battle 32-1

+++++

Formation

(NES) ZomBULL 1-3
(PSX) Necrotaur 1-3

Locations encountered

(24/64) Castle of Ordeals (Citadel of Trials) 2F

Possible encounters

ZomBULL (Necrotaur) 1
ZomBULL (Necrotaur) 2
ZomBULL (Necrotaur) 3

+++++

Battle 32-2

+++++

Formation

(NES) ZomBULL 1-4, TROLL 0-2
(PSX) Necrotaur 1-4, Troll 0-2

Locations encountered

(24/64) Overworld (7,1)
(24/64) Overworld (7,2)
(24/64) Overworld (7,3)

Possible encounters

ZomBULL (Necrotaur) 1
ZomBULL (Necrotaur) 1, TROLL (Troll) 1
ZomBULL (Necrotaur) 1, TROLL (Troll) 2
ZomBULL (Necrotaur) 2
ZomBULL (Necrotaur) 2, TROLL (Troll) 1
ZomBULL (Necrotaur) 2, TROLL (Troll) 2
ZomBULL (Necrotaur) 3
ZomBULL (Necrotaur) 3, TROLL (Troll) 1
ZomBULL (Necrotaur) 4

+++++

Battle 33-1

+++++

Formation

(NES) MANCAT 3-5

(PSX) Rakshasa 3-5

Locations encountered

(12/64) Castle of Ordeals (Citadel of Trials) 2F

(6/64) Castle of Ordeals (Citadel of Trials) 2F

Possible encounters

MANCAT (Rakshasa) 3

MANCAT (Rakshasa) 4

MANCAT (Rakshasa) 5

+++++

Battle 33-2

+++++

Formation

(NES) MANCAT 3-7, MEDUSA 0-5

(PSX) Rakshasa 3-7, Medusa 0-5

Locations encountered

(12/64) Sky Castle (Flying Fortress) 3F

(12/64) Sky Castle (Flying Fortress) 4F

Possible encounters

MANCAT (Rakshasa) 3

MANCAT (Rakshasa) 3, MEDUSA (Medusa) 1

MANCAT (Rakshasa) 3, MEDUSA (Medusa) 2

MANCAT (Rakshasa) 3, MEDUSA (Medusa) 3

MANCAT (Rakshasa) 3, MEDUSA (Medusa) 4

MANCAT (Rakshasa) 3, MEDUSA (Medusa) 5

MANCAT (Rakshasa) 4

MANCAT (Rakshasa) 4, MEDUSA (Medusa) 1

MANCAT (Rakshasa) 4, MEDUSA (Medusa) 2

MANCAT (Rakshasa) 4, MEDUSA (Medusa) 3

MANCAT (Rakshasa) 4, MEDUSA (Medusa) 4

MANCAT (Rakshasa) 4, MEDUSA (Medusa) 5

MANCAT (Rakshasa) 5

MANCAT (Rakshasa) 5, MEDUSA (Medusa) 1

MANCAT (Rakshasa) 5, MEDUSA (Medusa) 2

MANCAT (Rakshasa) 5, MEDUSA (Medusa) 3

MANCAT (Rakshasa) 5, MEDUSA (Medusa) 4

MANCAT (Rakshasa) 6

MANCAT (Rakshasa) 6, MEDUSA (Medusa) 1

MANCAT (Rakshasa) 6, MEDUSA (Medusa) 2

MANCAT (Rakshasa) 6, MEDUSA (Medusa) 3

MANCAT (Rakshasa) 7

MANCAT (Rakshasa) 7, MEDUSA (Medusa) 1

MANCAT (Rakshasa) 7, MEDUSA (Medusa) 2

+++++

Battle 34-1

+++++

Formation

(NES) MEDUSA 2-5
(PSX) Medusa 2-5

Locations encountered

(12/64) Castle of Ordeals (Citadel of Trials) 2F
(12/64) Castle of Ordeals (Citadel of Trials) 3F

Possible encounters

MEDUSA (Medusa) 2
MEDUSA (Medusa) 3
MEDUSA (Medusa) 4
MEDUSA (Medusa) 5

+++++

MEDUSA (Medusa) 5Battle 34-2

+++++

Formation

(NES) MEDUSA 3-6, Saber T 1-2
(PSX) Medusa 3-6, Sabretooth 1-2

Locations encountered

(6/64) Mirage Tower (Tower of Mirage) 1F
(6/64) Mirage Tower (Tower of Mirage) 2F

Possible encounters

Saber T (Sabretooth) 1, MEDUSA (Medusa) 3
Saber T (Sabretooth) 1, MEDUSA (Medusa) 4
Saber T (Sabretooth) 1, MEDUSA (Medusa) 5
Saber T (Sabretooth) 1, MEDUSA (Medusa) 6
Saber T (Sabretooth) 2, MEDUSA (Medusa) 3
Saber T (Sabretooth) 2, MEDUSA (Medusa) 4
Saber T (Sabretooth) 2, MEDUSA (Medusa) 5
Saber T (Sabretooth) 2, MEDUSA (Medusa) 6

+++++

Battle 35-1

+++++

Formation

(NES) SORCERER 2-5
(PSX) Mindflayer 2-5

Locations encountered

(9/64) Castle of Ordeals (Citadel of Trials) 3F
(3/64) Castle of Ordeals (Citadel of Trials) 2F

Possible encounters

SORCERER (Mindflayer) 2
SORCERER (Mindflayer) 3
SORCERER (Mindflayer) 4
SORCERER (Mindflayer) 5

+++++

Battle 35-2

+++++

Formation

(NES) SORCERER 1-6, MudGOL 1-2
(PSX) Mindflayer 1-6, Clay Golem 1-2

Locations encountered

(12/64) Sky Castle (Flying Fortress) 5F
(6/64) Sky Castle (Flying Fortress) 4F

Possible encounters

MudGOL (Clay Golem) 1, SORCERER (Mindflayer) 1
MudGOL (Clay Golem) 1, SORCERER (Mindflayer) 2
MudGOL (Clay Golem) 1, SORCERER (Mindflayer) 3
MudGOL (Clay Golem) 1, SORCERER (Mindflayer) 4
MudGOL (Clay Golem) 1, SORCERER (Mindflayer) 5
MudGOL (Clay Golem) 1, SORCERER (Mindflayer) 6
MudGOL (Clay Golem) 2, SORCERER (Mindflayer) 1
MudGOL (Clay Golem) 2, SORCERER (Mindflayer) 2
MudGOL (Clay Golem) 2, SORCERER (Mindflayer) 3
MudGOL (Clay Golem) 2, SORCERER (Mindflayer) 4
MudGOL (Clay Golem) 2, SORCERER (Mindflayer) 5
MudGOL (Clay Golem) 2, SORCERER (Mindflayer) 6

+++++

Battle 36-1

+++++

Formation

(NES) MANTICOR 1-3
(PSX) Manticore 1-3

Locations encountered

(12/64) Overworld (2,1)

(12/64) Overworld (3,2)
(3/64) Overworld (0,0)
(3/64) Overworld (1,0)
(3/64) Overworld (1,1)
(3/64) Overworld (6,0)
(3/64) Overworld (7,0)

Possible encounters

MANTICOR (Manticore) 1
MANTICOR (Manticore) 2
MANTICOR (Manticore) 3

++++
Battle 36-2
++++

Formation

(NES) MANTICOR 3-4
(PSX) Manticore 3-4

Locations encountered

(12/64) Sky Castle (Flying Fortress) 2F
(12/64) Sky Castle (Flying Fortress) 3F
(6/64) Sky Castle (Flying Fortress) 1F

Possible encounters

MANTICOR (Manticore) 3
MANTICOR (Manticore) 4

++++
Battle 37-1
++++

Formation

(NES) WYRM 1-3
(PSX) WyrM 1-3

Locations encountered

(24/64) Overworld (2,1)
(24/64) Overworld (3,2)

Possible encounters

WYRM (WyrM) 1
WYRM (WyrM) 2
WYRM (WyrM) 3

+++++

Battle 37-2

+++++

Formation

(NES) WYRM 1-3

(PSX) Wyrm 1-3

Locations encountered

(3/64) Overworld (0,1)

(3/64) Overworld (0,2)

(3/64) Overworld (1,2)

(3/64) Overworld (3,0)

(3/64) Overworld (3,1)

(3/64) Overworld (4,0)

(3/64) Overworld (4,1)

(1/64) Overworld (2,1)

(1/64) Overworld (3,2)

Possible encounters

WYRM (Wyrm) 1

WYRM (Wyrm) 2

WYRM (Wyrm) 3

+++++

Battle 38-1

+++++

Formation

(NES) R.ANKYLO 1-3

(PSX) Baretta 1-3

Locations encountered

(3/64) Overworld (2,1)

(3/64) Overworld (3,2)

Possible encounters

R.ANKYLO (Baretta) 1

R.ANKYLO (Baretta) 2

R.ANKYLO (Baretta) 3

+++++

Battle 38-2

+++++

Formation

(NES) R.ANKYLO 1-4
(PSX) Baretta 1-4

Locations encountered

(12/64) Overworld (5,1)
(12/64) Overworld (5,2)
(12/64) Overworld (6,1)
(12/64) Overworld (6,2)

Possible encounters

R.ANKYLO (Baretta) 1
R.ANKYLO (Baretta) 2
R.ANKYLO (Baretta) 3
R.ANKYLO (Baretta) 4

++++
Battle 39-1
++++

Formation

(NES) CATMAN 2-4
(PSX) Weretiger 2-4

Locations encountered

(12/64) Overworld (3,0)
(12/64) Overworld (3,1)
(12/64) Overworld (4,0)
(12/64) Overworld (4,1)
(9/64) Overworld (2,0)
(9/64) Overworld (5,0)

Possible encounters

CATMAN (Weretiger) 2
CATMAN (Weretiger) 3
CATMAN (Weretiger) 4

++++
Battle 39-2
++++

Formation

(NES) CATMAN 3-6, Saber T 1-2
(PSX) Weretiger 3-6, Sabretooth 1-2

Locations encountered

(3/64) Mirage Tower (Tower of Mirage) 2F

Possible encounters

- Saber T (Sabretooth) 1, CATMAN (Weretiger) 3
- Saber T (Sabretooth) 1, CATMAN (Weretiger) 4
- Saber T (Sabretooth) 1, CATMAN (Weretiger) 5
- Saber T (Sabretooth) 1, CATMAN (Weretiger) 6
- Saber T (Sabretooth) 2, CATMAN (Weretiger) 3
- Saber T (Sabretooth) 2, CATMAN (Weretiger) 4
- Saber T (Sabretooth) 2, CATMAN (Weretiger) 5
- Saber T (Sabretooth) 2, CATMAN (Weretiger) 6

+++++

Battle 3A-1

+++++

Formation

- (NES) SAURIA 1-2
- (PSX) Basilisk 1-2

Locations encountered

- (6/64) Overworld (3,0)
- (6/64) Overworld (3,1)
- (6/64) Overworld (4,0)
- (6/64) Overworld (4,1)
- (1/64) Overworld (2,0)
- (1/64) Overworld (5,0)

Possible encounters

- SAURIA (Basilisk) 1
- SAURIA (Basilisk) 2

+++++

Battle 3A-2

+++++

Formation

- (NES) SAURIA 2-4
- (PSX) Basilisk 2-4

Locations encountered

- (1/64) Temple of Fiends (Temple of Chaos) (Past) B1

Possible encounters

- SAURIA (Basilisk) 2
- SAURIA (Basilisk) 3

SAURIA (Basilisk) 4

+++++

Battle 3B-1

+++++

Formation

(NES) CHIMERA 1-3

(PSX) Chimera 1-3

Locations encountered

(12/64) Mirage Tower (Tower of Mirage) 1F

(12/64) Mirage Tower (Tower of Mirage) 2F

Possible encounters

CHIMERA (Chimera) 1

CHIMERA (Chimera) 2

CHIMERA (Chimera) 3

+++++

Battle 3B-2

+++++

Formation

(NES) CHIMERA 3-4

(PSX) Chimera 3-4

Locations encountered

(9/64) Temple of Fiends (Temple of Chaos) (Past) 1F

Possible encounters

CHIMERA (Chimera) 3

CHIMERA (Chimera) 4

+++++

Battle 3C-1

+++++

Formation

(NES) Sand W 1

(PSX) Sand Worm 1

Locations encountered

(18/64) Overworld (2,0)

(18/64) Overworld (5,0)

Possible encounters

Sand W (Sand Worm) 1

+++++

Battle 3C-2

+++++

Formation

(NES) Sand W 1-2

(PSX) Sand Worm 1-2

Locations encountered

(3/64) Overworld (5,1)

(3/64) Overworld (5,2)

(3/64) Overworld (6,1)

(3/64) Overworld (6,2)

Possible encounters

Sand W (Sand Worm) 1

Sand W (Sand Worm) 2

+++++

Battle 3D-1

+++++

Formation

(NES) TYRO 1

(PSX) Allosaurus 1

Locations encountered

(3/64) Overworld (7,1)

(3/64) Overworld (7,2)

(3/64) Overworld (7,3)

Possible encounters

TYRO (Allosaurus) 1

+++++

Battle 3D-2

+++++

Formation

(NES) TYRO 1, WYVERN 0-1
(PSX) Allosaurus 1, Wyvern 0-1

Locations encountered

(24/64) Overworld (5,1)
(24/64) Overworld (5,2)
(24/64) Overworld (6,1)
(24/64) Overworld (6,2)

Possible encounters

TYRO (Allosaurus) 1
TYRO (Allosaurus) 1, WYVERN (Wyvern) 1

+++++

Battle 3E-1

+++++

Formation

(NES) T REX 1
(PSX) Tyrannosaur 1

Locations encountered

(1/64) Overworld (5,1)
(1/64) Overworld (5,2)
(1/64) Overworld (6,1)
(1/64) Overworld (6,2)

Possible encounters

T REX (Tyrannosaur) 1

+++++

Battle 3E-2

+++++

Formation

(NES) WYVERN 1-3, WYRM 0-5 (3 Max)
(PSX) Wyvern 1-3, Wyrm 0-3

Locations encountered

(9/64) Mirage Tower (Tower of Mirage) 3F

Possible encounters

WYVERN (Wyvern) 1
WYVERN (Wyvern) 1, WYRM (Wyrm) 1

WYVERN (Wyvern) 1, WYRM (Wyrm) 2
WYVERN (Wyvern) 1, WYRM (Wyrm) 3
WYVERN (Wyvern) 2
WYVERN (Wyvern) 2, WYRM (Wyrm) 1
WYVERN (Wyvern) 2, WYRM (Wyrm) 2
WYVERN (Wyvern) 3
WYVERN (Wyvern) 3, WYRM (Wyrm) 1

++++
Battle 3F-1
++++

Formation

(NES) MudGOL 1-3
(PSX) Clay Golem 1-3

Locations encountered

(Fixed) Castle of Ordeals (Citadel of Trials) 2F

(24/64) Waterfall (Waterfall Cavern)

Possible encounters

MudGOL (Clay Golem) 1
MudGOL (Clay Golem) 2
MudGOL (Clay Golem) 3

++++
Battle 3F-2
++++

Formation

(NES) MudGOL 1-4, RockGOL 1-3
(PSX) Clay Golem 1-4, Stone Golem 1-3

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) B1

Possible encounters

MudGOL (Clay Golem) 1, RockGOL (Stone Golem) 1
MudGOL (Clay Golem) 1, RockGOL (Stone Golem) 2
MudGOL (Clay Golem) 1, RockGOL (Stone Golem) 3
MudGOL (Clay Golem) 2, RockGOL (Stone Golem) 1
MudGOL (Clay Golem) 2, RockGOL (Stone Golem) 2
MudGOL (Clay Golem) 3, RockGOL (Stone Golem) 1
MudGOL (Clay Golem) 4

++++
Battle 40-1

+++++

Formation

(NES) GrMEDUSA 1-4
(PSX) Earth Medusa 1-4

Locations encountered

(6/64) Sky Castle (Flying Fortress) 2F
(3/64) Sky Castle (Flying Fortress) 1F

Possible encounters

GrMEDUSA (Earth Medusa) 1
GrMEDUSA (Earth Medusa) 2
GrMEDUSA (Earth Medusa) 3
GrMEDUSA (Earth Medusa) 4

+++++

Battle 40-2

+++++

Formation

(NES) GrMEDUSA 4-7
(PSX) Earth Medusa 4-7

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) B1

Possible encounters

GrMEDUSA (Earth Medusa) 4
GrMEDUSA (Earth Medusa) 5
GrMEDUSA (Earth Medusa) 6
GrMEDUSA (Earth Medusa) 7

+++++

Battle 41-1

+++++

Formation

(NES) NAOCHO 1
(PSX) Neochu 1

Locations encountered

(NES)

(12/64) Overworld (Canoe) (1,0)
(12/64) Overworld (Canoe) (1,1)
(12/64) Overworld (Canoe) (1,2)
(12/64) Overworld (Canoe) (4,1)
(12/64) Overworld (Canoe) (6,1)
(12/64) Overworld (Canoe) (7,1)

(PSX)

(12/64) Overworld (Canoe) (All)

Possible encounters

NAOCHO (Neochu) 1

+++++

Battle 41-2

+++++

Formation

(NES) NAOCHO 1-2

(PSX) Neochu 1-2

Locations encountered

(12/64) Sky Castle (Flying Fortress) 4F

(12/64) Sky Castle (Flying Fortress) 5F

Possible encounters

NAOCHO (Neochu) 1

NAOCHO (Neochu) 2

+++++

Battle 42-1

+++++

Formation

(NES) SeaTROLL 1-2, LOBSTER 1-3

(PSX) Sea Troll 1-2, Sea Scorpion 1-3

Locations encountered

(12/64) Sea Shrine B3 (Sunken Shrine 3F)

Possible encounters

SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 2

SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 3

SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 2
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 3

+++++

Battle 42-2

+++++

Formation

(NES) SeaTROLL 1-2, LOBSTER 1-4
(PSX) Sea Troll 1-2, Sea Scorpion 1-4

Locations encountered

(12/64) Sea Shrine B5 (Sunken Shrine 1F)
(6/64) Sea Shrine B4 (Sunken Shrine 2F)

Possible encounters

SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 1
SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 2
SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 3
SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 4
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 1
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 2
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 3
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 4

+++++

Battle 43-1

+++++

Formation

(NES) LOBSTER 2-6
(PSX) Sea Scorpion 2-6

Locations encountered

(None)

Possible encounters

(None)

+++++

Battle 43-2

+++++

Formation

(NES) LOBSTER 3-7
(PSX) Sea Scorpion 3-7

Locations encountered

(9/64) Sea Shrine B5 (Sunken Shrine 1F)
(3/64) Sea Shrine B4 (Sunken Shrine 2F)

Possible encounters

LOBSTER (Sea Scorpion) 3
LOBSTER (Sea Scorpion) 4
LOBSTER (Sea Scorpion) 5
LOBSTER (Sea Scorpion) 6
LOBSTER (Sea Scorpion) 7

+++++

Battle 44-1

+++++

Formation

(NES) LOBSTER 1-6, SeaSNAKE 2-5, SeaTROLL 2
(PSX) Sea Scorpion 1-6, Sea Snake 2-5, Sea Troll 2

Locations encountered

(Fixed) Sea Shrine B4 (Sunken Shrine 2F)

(24/64) Temple of Fiends (Temple of Chaos) (Past) B3

Possible encounters

SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 1, SeaSNAKE (Sea Snake) 2
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 1, SeaSNAKE (Sea Snake) 3
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 1, SeaSNAKE (Sea Snake) 4
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 1, SeaSNAKE (Sea Snake) 5
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 2, SeaSNAKE (Sea Snake) 2
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 2, SeaSNAKE (Sea Snake) 3
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 2, SeaSNAKE (Sea Snake) 4
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 3, SeaSNAKE (Sea Snake) 2
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 3, SeaSNAKE (Sea Snake) 3
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 4, SeaSNAKE (Sea Snake) 2
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 5, SeaSNAKE (Sea Snake) 1
SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 6

+++++

Battle 44-2

+++++

Formation

(NES) LOBSTER 1-5, SeaSNAKE 0-3
(PSX) Sea Scorpion 1-5, Sea Snake 0-3

Locations encountered

(12/64) Sea Shrine B4 (Sunken Shrine 2F)
(12/64) Sea Shrine B5 (Sunken Shrine 1F)

Possible encounters

LOBSTER (Sea Scorpion) 1
LOBSTER (Sea Scorpion) 1, SeaSNAKE (Sea Snake) 1
LOBSTER (Sea Scorpion) 1, SeaSNAKE (Sea Snake) 2
LOBSTER (Sea Scorpion) 1, SeaSNAKE (Sea Snake) 3
LOBSTER (Sea Scorpion) 2
LOBSTER (Sea Scorpion) 2, SeaSNAKE (Sea Snake) 1
LOBSTER (Sea Scorpion) 2, SeaSNAKE (Sea Snake) 2
LOBSTER (Sea Scorpion) 2, SeaSNAKE (Sea Snake) 3
LOBSTER (Sea Scorpion) 3
LOBSTER (Sea Scorpion) 3, SeaSNAKE (Sea Snake) 1
LOBSTER (Sea Scorpion) 3, SeaSNAKE (Sea Snake) 2
LOBSTER (Sea Scorpion) 3, SeaSNAKE (Sea Snake) 3
LOBSTER (Sea Scorpion) 4
LOBSTER (Sea Scorpion) 4, SeaSNAKE (Sea Snake) 1
LOBSTER (Sea Scorpion) 4, SeaSNAKE (Sea Snake) 2
LOBSTER (Sea Scorpion) 4, SeaSNAKE (Sea Snake) 3
LOBSTER (Sea Scorpion) 5
LOBSTER (Sea Scorpion) 5, SeaSNAKE (Sea Snake) 1
LOBSTER (Sea Scorpion) 5, SeaSNAKE (Sea Snake) 2
LOBSTER (Sea Scorpion) 5, SeaSNAKE (Sea Snake) 3

++++
Battle 45-1
++++

Formation

(NES) WzSAHAG 0-1, GrSHARK 1-2
(PSX) Sahagin Prince 0-1, White Shark 1-2

Locations encountered

(Fixed) Sea Shrine B4 (Sunken Shrine 2F)

(3/64) Sea Shrine B3 (Sunken Shrine 3F)

Possible encounters

GrSHARK (White Shark) 1
GrSHARK (White Shark) 1, WzSAHAG (Sahagin Prince) 1
GrSHARK (White Shark) 2
GrSHARK (White Shark) 2, WzSAHAG (Sahagin Prince) 1

++++
Battle 45-2
++++

Formation

(NES) WzSAHAG 3-6, GrSHARK 2
(PSX) Sahagin Prince 3-6, White Shark 2

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos) (Past) B3

Possible encounters

GrSHARK (White Shark) 2
GrSHARK (White Shark) 2, WzSAHAG (Sahagin Prince) 3
GrSHARK (White Shark) 2, WzSAHAG (Sahagin Prince) 4
GrSHARK (White Shark) 2, WzSAHAG (Sahagin Prince) 5
GrSHARK (White Shark) 2, WzSAHAG (Sahagin Prince) 6

++++
Battle 46-1

++++

Formation

(NES) PHANTOM 1
(PSX) Death Eye 1

Locations encountered

(Fixed) Temple of Fiends (Temple of Chaos) (Past) 3F

Possible encounters

PHANTOM (Death Eye) 1

++++
Battle 46-2

++++

Formation

(NES) GHOST 2-5
(PSX) Ghost 2-5

Locations encountered

(12/64) Sea Shrine B2 (Sunken Shrine 4F)
(12/64) Sea Shrine B2 (Sunken Shrine 2F)

Possible encounters

GHOST (Ghost) 2
GHOST (Ghost) 3
GHOST (Ghost) 4

GHOST (Ghost) 5

+++++

Battle 47-1

+++++

Formation

(NES) NAGA 1, WATER 0-1

(PSX) Water Naga 1, Aquos 0-1

Locations encountered

(12/64) Sea Shrine B3 (Sunken Shrine 3F)

Possible encounters

NAGA (Water Naga) 1

NAGA (Water Naga) 1, WATER (Aquos) 1

+++++

Battle 47-2

+++++

Formation

(NES) NAGA 1-2, WATER 3-6

(PSX) Water Naga 1-2, Aquos 3-6

Locations encountered

(1/64) Temple of Fiends (Temple of Chaos) (Past) B3

Possible encounters

NAGA (Water Naga) 1, WATER (Aquos) 3

NAGA (Water Naga) 1, WATER (Aquos) 4

NAGA (Water Naga) 1, WATER (Aquos) 5

NAGA (Water Naga) 1, WATER (Aquos) 6

NAGA (Water Naga) 2, WATER (Aquos) 3

NAGA (Water Naga) 2, WATER (Aquos) 4

NAGA (Water Naga) 2, WATER (Aquos) 5

NAGA (Water Naga) 2, WATER (Aquos) 6

+++++

Battle 48-1

+++++

Formation

(NES) GrSHARK 1, BigEYE 0-1

(PSX) White Shark 1, Deepeyes 0-1

Locations encountered

(12/64) Sea Shrine B5 (Sunken Shrine 1F)
(6/64) Sea Shrine B2 (Sunken Shrine 4F)
(6/64) Sea Shrine B4 (Sunken Shrine 2F)

Possible encounters

GrSHARK (White Shark) 1
GrSHARK (White Shark) 1, BigEYE (Deepeyes) 1

+++++

Battle 48-2

+++++

Formation

(NES) GrSHARK 1-2, BigEYE 1-2
(PSX) White Shark 1-2, Deepeyes 1-2

Locations encountered

(3/64) Temple of Fiends (Temple of Chaos) (Past) B3

Possible encounters

GrSHARK (White Shark) 1, BigEYE (Deepeyes) 1
GrSHARK (White Shark) 1, BigEYE (Deepeyes) 2
GrSHARK (White Shark) 2, BigEYE (Deepeyes) 1
GrSHARK (White Shark) 2, BigEYE (Deepeyes) 2

+++++

Battle 49-1

+++++

Formation

(NES) WATER 1-3
(PSX) Aquos 1-3

Locations encountered

(Fixed) Sea Shrine B4 (Sunken Shrine 2F)

(6/64) Sea Shrine B5 (Sunken Shrine 1F)
(3/64) Sea Shrine B2 (Sunken Shrine 4F)

Possible encounters

WATER (Aquos) 1
WATER (Aquos) 2
WATER (Aquos) 3

++++
Battle 49-2

++++

Formation

(NES) WATER 3-6
(PSX) Aquos 3-6

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) B3

Possible encounters

WATER (Aquos) 3
WATER (Aquos) 4
WATER (Aquos) 5
WATER (Aquos) 6

++++
Battle 4A-1

++++

Formation

(NES) WzMUMMY 1-5, MUMMY 0-8, COCTRICE 0-8, PERILISK 0-8
(PSX) Mummy King 1-5, Mummy 0-8, Cockatrice 0-8, Pyrolisk 0-8

Locations encountered

(Fixed) Sea Shrine B4 (Sunken Shrine 2F)
(Fixed) Waterfall (Waterfall Cavern)

(12/64) Mirage Tower (Tower of Mirage) 3F
(6/64) Mirage Tower (Tower of Mirage) 2F

Possible encounters

WzMUMMY (King Mummy) 1
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 1
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 2
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 3
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 4
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 5
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 6
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 7
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 8
WzMUMMY (King Mummy) 2
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 1
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 2
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 3
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 4

COCTRICE (Cockatrice) 5, WzMUMMY (King Mummy) 2, MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 5, WzMUMMY (King Mummy) 2, MUMMY (Mummy) 2
 COCTRICE (Cockatrice) 5, WzMUMMY (King Mummy) 3
 COCTRICE (Cockatrice) 5, WzMUMMY (King Mummy) 3, MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 5, WzMUMMY (King Mummy) 4
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 1,
 MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 1,
 MUMMY (Mummy) 2
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 2
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 2,
 MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 3
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 2, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 2, WzMUMMY (King Mummy) 1,
 MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 2, WzMUMMY (King Mummy) 2
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 3, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 5, PERILISK (Pyrolisk) 4
 COCTRICE (Cockatrice) 6, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 6, WzMUMMY (King Mummy) 1, MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 6, WzMUMMY (King Mummy) 1, MUMMY (Mummy) 2
 COCTRICE (Cockatrice) 6, WzMUMMY (King Mummy) 2
 COCTRICE (Cockatrice) 6, WzMUMMY (King Mummy) 2, MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 6, WzMUMMY (King Mummy) 3
 COCTRICE (Cockatrice) 6, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 6, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 1,
 MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 6, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 2
 COCTRICE (Cockatrice) 6, PERILISK (Pyrolisk) 2, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 6, PERILISK (Pyrolisk) 3
 COCTRICE (Cockatrice) 7, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 7, WzMUMMY (King Mummy) 1, MUMMY (Mummy) 1
 COCTRICE (Cockatrice) 7, WzMUMMY (King Mummy) 2
 COCTRICE (Cockatrice) 7, PERILISK (Pyrolisk) 1, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 7, PERILISK (Pyrolisk) 2
 COCTRICE (Cockatrice) 8, WzMUMMY (King Mummy) 1
 COCTRICE (Cockatrice) 8, PERILISK (Pyrolisk) 1

++++
 Battle 4A-2

Formation

(NES) WzMUMMY 1-2, MUMMY 1-6
 (PSX) Mummy King 1-2, Mummy 1-6

Locations encountered

(12/64) Waterfall (Waterfall Cavern)

Possible encounters

WzMUMMY (King Mummy) 1, MUMMY (Mummy) 1
 WzMUMMY (King Mummy) 1, MUMMY (Mummy) 2

WzMUMMY (King Mummy) 1, MUMMY (Mummy) 3
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 4
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 5
WzMUMMY (King Mummy) 1, MUMMY (Mummy) 6
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 1
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 2
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 3
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 4
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 5
WzMUMMY (King Mummy) 2, MUMMY (Mummy) 6

+++++

Battle 4B-1

+++++

Formation

(NES) ZombieD 1-2
(PSX) Dragon Zombie 1-2

Locations encountered

(Fixed) Castle of Ordeals (Citadel of Trials) 3F

(1/64) Castle of Ordeals (Citadel of Trials) 2F
(1/64) Castle of Ordeals (Citadel of Trials) 3F

Possible encounters

ZombieD (Dragon Zombie) 1
ZombieD (Dragon Zombie) 2

+++++

Battle 4B-2

+++++

Formation

(NES) ZombieD 2-4
(PSX) Dragon Zombie 2-4

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) 2F

Possible encounters

ZombieD (Dragon Zombie) 2
ZombieD (Dragon Zombie) 3
ZombieD (Dragon Zombie) 4

+++++

Battle 4C-1

+++++

Formation

(NES) GUARD 2-5
(PSX) Guardian 2-5

Locations encountered

(12/64) Mirage Tower (Tower of Mirage) 2F

(6/64) Mirage Tower (Tower of Mirage) 1F

Possible encounters

GUARD (Guardian) 2
GUARD (Guardian) 3
GUARD (Guardian) 4
GUARD (Guardian) 5

++++
Battle 4C-2
++++

Formation

(NES) GUARD 0-1, SENTRY 1
(PSX) Guardian 0-1, Soldier 1

Locations encountered

(12/64) Sky Castle (Flying Fortress) 3F
(12/64) Sky Castle (Flying Fortress) 4F

Possible encounters

SENTRY (Soldier) 1
GUARD (Guardian) 1, SENTRY (Soldier) 1

++++
Battle 4D-1
++++

Formation

(NES) BADMAN 2-5
(PSX) Black Knight 2-5

Locations encountered

(24/64) Sky Castle (Flying Fortress) 1F

Possible encounters

BADMAN (Black Knight) 2
BADMAN (Black Knight) 3
BADMAN (Black Knight) 4
BADMAN (Black Knight) 5

+++++
Battle 4D-2
+++++

Formation

(NES) BADMAN 5-9
(PSX) Black Knight 5-9

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) 3F

Possible encounters

BADMAN (Black Knight) 5
BADMAN (Black Knight) 6
BADMAN (Black Knight) 7
BADMAN (Black Knight) 8
BADMAN (Black Knight) 9

+++++
Battle 4E-1
+++++

Formation

(NES) Blue D 1
(PSX) Blue Dragon 1

Locations encountered

(Fixed) Mirage Tower (Tower of Mirage) 3F

(1/64) Mirage Tower (Tower of Mirage) 2F
(1/64) Mirage Tower (Tower of Mirage) 3F

Possible encounters

Blue D (Blue Dragon) 1

+++++
Battle 4E-2
+++++

Formation

(NES) Blue D 2-3
(PSX) Blue Dragon 2-3

Locations encountered

(None)

Possible encounters

(None)

+++++

Battle 4F-1

+++++

Formation

(NES) NITEMARE 1-3 (2 Max)
(PSX) Nightmare 1-2

Locations encountered

(Fixed) Castle of Ordeals (Citadel of Trials) 3F

(24/64) Waterfall (Waterfall Cavern)

Possible encounters

NITEMARE (Nightmare) 1
NITEMARE (Nightmare) 2

+++++

Battle 4F-2

+++++

Formation

(NES) NITEMARE 1-2, BADMAN 1-2
(PSX) Nightmare 1-2, Black Knight 1-2

Locations encountered

(24/64) Mirage Tower (Tower of Mirage) 1F

Possible encounters

NITEMARE (Nightmare) 1, BADMAN (Black Knight) 1
NITEMARE (Nightmare) 1, BADMAN (Black Knight) 2
NITEMARE (Nightmare) 1, BADMAN (Black Knight) 1
NITEMARE (Nightmare) 2, BADMAN (Black Knight) 2

+++++

Battle 50-1

+++++

Formation

- (NES) SLIME 3-6
- (PSX) Black Flan 3-6

Locations encountered

- (6/64) Sky Castle (Flying Fortress) 5F
- (1/64) Sky Castle (Flying Fortress) 1F
- (1/64) Sky Castle (Flying Fortress) 2F

Possible encounters

- SLIME (Black Flan) 3
- SLIME (Black Flan) 4
- SLIME (Black Flan) 5
- SLIME (Black Flan) 6

+++++

Battle 50-2

+++++

Formation

- (NES) SLIME 4-8
- (PSX) Black Flan 4-8

Locations encountered

- (3/64) Temple of Fiends (Temple of Chaos) (Past) 2F
- (1/64) Temple of Fiends (Temple of Chaos) (Past) 1F

Possible encounters

- SLIME (Black Flan) 4
- SLIME (Black Flan) 5
- SLIME (Black Flan) 6
- SLIME (Black Flan) 7
- SLIME (Black Flan) 8

+++++

Battle 51-1

+++++

Formation

- (NES) AIR 2-4
- (PSX) Air Elemental 2-4

Locations encountered

- (12/64) Sky Castle (Flying Fortress) 4F
- (12/64) Sky Castle (Flying Fortress) 5F

Possible encounters

- AIR (Air Elemental) 2
- AIR (Air Elemental) 3
- AIR (Air Elemental) 4

+++++

Battle 51-2

+++++

Formation

- (NES) AIR 3-6
- (PSX) Air Elemental 3-6

Locations encountered

- (12/64) Temple of Fiends (Temple of Chaos) (Past) B4

Possible encounters

- AIR (Air Elemental) 3
- AIR (Air Elemental) 4
- AIR (Air Elemental) 5
- AIR (Air Elemental) 6

+++++

Battle 52-1

+++++

Formation

- (NES) GrNAGA 1, AIR 0-1
- (PSX) Spirit Naga 1, Air Elemental 0-1

Locations encountered

- (12/64) Sky Castle (Flying Fortress) 1F
- (12/64) Sky Castle (Flying Fortress) 2F

Possible encounters

- GrNAGA (Spirit Naga) 1
- GrNAGA (Spirit Naga) 1, AIR (Air Elemental) 1

+++++

Battle 52-2

+++++

Formation

(NES) GrNAGA 0-1, AIR 1-3
(PSX) Spirit Naga 0-1, Air Elemental 1-3

Locations encountered

(6/64) Sky Castle (Flying Fortress) 5F
(3/64) Sky Castle (Flying Fortress) 4F

Possible encounters

AIR (Air Elemental) 1
AIR (Air Elemental) 2
AIR (Air Elemental) 3
GrNAGA (Spirit Naga) 1, AIR (Air Elemental) 1
GrNAGA (Spirit Naga) 1, AIR (Air Elemental) 2
GrNAGA (Spirit Naga) 1, AIR (Air Elemental) 3

+++++

Battle 53-1

+++++

Formation

(NES) WzVAMP 1-3
(PSX) Vampire Lord 1-3

Locations encountered

(6/64) Sky Castle (Flying Fortress) 4F
(3/64) Sky Castle (Flying Fortress) 3F

Possible encounters

WzVAMP (Vampire Lord) 1
WzVAMP (Vampire Lord) 2
WzVAMP (Vampire Lord) 3

+++++

Battle 53-2

+++++

Formation

(NES) WzVAMP 1-3, ZombieD 1-2
(PSX) Vampire Lord 1-3, Dragon Zombie 1-2

Locations encountered

(6/64) Temple of Fiends (Temple of Chaos) (Past) B4
(1/64) Temple of Fiends (Temple of Chaos) (Past) 2F
(1/64) Temple of Fiends (Temple of Chaos) (Past) 3F

Possible encounters

ZombieD (Dragon Zombie) 1, WzVAMP (Vampire Lord) 1
ZombieD (Dragon Zombie) 1, WzVAMP (Vampire Lord) 2
ZombieD (Dragon Zombie) 1, WzVAMP (Vampire Lord) 3
ZombieD (Dragon Zombie) 2, WzVAMP (Vampire Lord) 1
ZombieD (Dragon Zombie) 2, WzVAMP (Vampire Lord) 2
ZombieD (Dragon Zombie) 2, WzVAMP (Vampire Lord) 3

+++++

Battle 54-1

+++++

Formation

(NES) EVILMAN 1, NITEMARE 1-2
(PSX) Doom Knight 1, Nightmare 1-2

Locations encountered

(6/64) Sky Castle (Flying Fortress) 1F
(6/64) Sky Castle (Flying Fortress) 2F

Possible encounters

NITEMARE (Nightmare) 1, EVILMAN (Doom Knight) 1
NITEMARE (Nightmare) 2, EVILMAN (Doom Knight) 1

+++++

Battle 54-2

+++++

Formation

(NES) EVILMAN 1-2, NITEMARE 1-2
(PSX) Doom Knight 1-2, Nightmare 1-2

Locations encountered

(6/64) Temple of Fiends (Temple of Chaos) (Past) B4

Possible encounters

NITEMARE (Nightmare) 1, EVILMAN (Doom Knight) 1
NITEMARE (Nightmare) 1, EVILMAN (Doom Knight) 2
NITEMARE (Nightmare) 2, EVILMAN (Doom Knight) 1
NITEMARE (Nightmare) 2, EVILMAN (Doom Knight) 2

+++++

Battle 55-1

+++++

Formation

(NES) CHIMERA 1-2, JIMERA 1-2
(PSX) Chimera 1-2, Rhyos 1-2

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos) (Past) 2F

Possible encounters

CHIMERA (Chimera) 1, JIMERA (Rhyos) 1
CHIMERA (Chimera) 1, JIMERA (Rhyos) 2
CHIMERA (Chimera) 2, JIMERA (Rhyos) 1
CHIMERA (Chimera) 2, JIMERA (Rhyos) 2

+++++

Battle 55-2

+++++

Formation

(NES) CHIMERA 1
(PSX) Chimera 1

Locations encountered

(12/64) Sky Castle (Flying Fortress) 2F
(12/64) Sky Castle (Flying Fortress) 3F

Possible encounters

CHIMERA (Chimera) 1

+++++

Battle 56-1

+++++

Formation

(NES) WarMECH 1
(PSX) Warmech 1

Locations encountered

(NES)

(3/64) Sky Castle (Flying Fortress) 5F

(PSX)

(1/64) Sky Castle (Flying Fortress) 5F

Possible encounters

WarMECH (Warmech) 1

+++++

Battle 56-2

+++++

Formation

(NES) FIGHTER 1-2

(PSX) Dark Warrior 1-2

Locations encountered

(NES)

(1/64) Sky Castle (Flying Fortress) 3F

(1/64) Sky Castle (Flying Fortress) 4F

(1/64) Sky Castle (Flying Fortress) 5F

(PSX)

(3/64) Sky Castle (Flying Fortress) 5F

(1/64) Sky Castle (Flying Fortress) 3F

(1/64) Sky Castle (Flying Fortress) 4F

Possible encounters

FIGHTER (Dark Warrior) 1

FIGHTER (Dark Warrior) 2

+++++

Battle 57-1

+++++

Formation

(NES) WORM 1-2

(PSX) Purple Worm 1-2

Locations encountered

(24/64) Temple of Fiends (Temple of Chaos) (Past) 1F

Possible encounters

WORM (Purple Worm) 1

WORM (Purple Worm) 1

++++
Battle 57-2

++++

Formation

(NES) WORM 3-4
(PSX) Purple Worm 3-4

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos) (Past) B4

Possible encounters

WORM (Purple Worm) 3
WORM (Purple Worm) 4

++++
Battle 58-1

++++

Formation

(NES) RockGOL 1-2
(PSX) Stone Golem 1-2

Locations encountered

(None)

Possible encounters

(None)

++++
Battle 58-2

++++

Formation

(NES) RockGOL 2-4
(PSX) Stone Golem 2-4

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos) (Past) B4
(6/64) Sky Castle (Flying Fortress) 3F
(3/64) Sky Castle (Flying Fortress) 2F

Possible encounters

RockGOL (Stone Golem) 2
RockGOL (Stone Golem) 3
RockGOL (Stone Golem) 4

++++
Battle 59-1
++++

Formation

(NES) Gas D 1
(PSX) Green Dragon 1

Locations encountered

(1/64) Waterfall (Waterfall Cavern)

Possible encounters

Gas D (Green Dragon) 1

++++
Battle 59-2
++++

Formation

(NES) Gas D 2-4
(PSX) Green Dragon 2-4

Locations encountered

(30/64) Temple of Fiends (Temple of Chaos) (Past) 3F

Possible encounters

Gas D (Green Dragon) 2
Gas D (Green Dragon) 3
Gas D (Green Dragon) 4

++++
Battle 5A-1 (Note: Formation is identical to Battle 5A-2)
++++

Formation

(NES) GrSHARK 1-2, SHARK 0-1
(PSX) White Shark 1-2, Shark 0-1

Locations encountered

(12/64) Sea Shrine B3 (Sunken Shrine 3F)
(12/64) Sea Shrine B2 (Sunken Shrine 4F)

Possible encounters

GrSHARK (White Shark) 1
GrSHARK (White Shark) 1, SHARK (Shark) 1
GrSHARK (White Shark) 2
GrSHARK (White Shark) 2, SHARK (Shark) 1

++++
Battle 5A-2 (Note: Formation is identical to Battle 5A-1)
++++

Formation

(NES) GrSHARK 1-2, SHARK 0-1
(PSX) White Shark 1-2, Shark 0-1

Locations encountered

(6/64) Sea Shrine B3 (Sunken Shrine 3F)
(6/64) Sea Shrine B2 (Sunken Shrine 4F)

Possible encounters

GrSHARK (White Shark) 1
GrSHARK (White Shark) 1, SHARK (Shark) 1
GrSHARK (White Shark) 2
GrSHARK (White Shark) 2, SHARK (Shark) 1

++++
Battle 5B-1
++++

Formation

(NES) SAHAG 0-6, OddEYE 1-2
(PSX) Sahagin 0-6, Goggler 1-2

Locations encountered

(12/64) Overworld (Ship) (All)

Possible encounters

OddEYE (Goggler) 1
OddEYE (Goggler) 1, SAHAG (Sahagin) 1
OddEYE (Goggler) 1, SAHAG (Sahagin) 2
OddEYE (Goggler) 1, SAHAG (Sahagin) 3
OddEYE (Goggler) 1, SAHAG (Sahagin) 4
OddEYE (Goggler) 1, SAHAG (Sahagin) 5

OddEYE (Goggler) 1, SAHAG (Sahagin) 6
OddEYE (Goggler) 2
OddEYE (Goggler) 2, SAHAG (Sahagin) 1
OddEYE (Goggler) 2, SAHAG (Sahagin) 2
OddEYE (Goggler) 2, SAHAG (Sahagin) 3
OddEYE (Goggler) 2, SAHAG (Sahagin) 4
OddEYE (Goggler) 2, SAHAG (Sahagin) 5
OddEYE (Goggler) 2, SAHAG (Sahagin) 6

++++
Battle 5B-2

Formation

(NES) SAHAG 3-7, R.SAHAG 0-2 (6 Total Enemies Max)
(PSX) Sahagin 3-7, Sahagin Chief 0-2

Locations encountered

(6/64) Overworld (Ship) (All)

Possible encounters

(NES)

SAHAG 3
SAHAG 3, R.SAHAG 1
SAHAG 3, R.SAHAG 2
SAHAG 4
SAHAG 4, R.SAHAG 1
SAHAG 4, R.SAHAG 2
SAHAG 5
SAHAG 5, R.SAHAG 1
SAHAG 6

(PSX)

Sahagin 3
Sahagin 3, Sahagin Chief 1
Sahagin 3, Sahagin Chief 2
Sahagin 4
Sahagin 4, Sahagin Chief 1
Sahagin 4, Sahagin Chief 2
Sahagin 5
Sahagin 5, Sahagin Chief 1
Sahagin 5, Sahagin Chief 2
Sahagin 6
Sahagin 6, Sahagin Chief 1
Sahagin 6, Sahagin Chief 2
Sahagin 7
Sahagin 7, Sahagin Chief 1
Sahagin 7, Sahagin Chief 2

++++
Battle 5C-1
++++

Formation

(NES) KYZOKU 1-5
(PSX) Privateer 1-5

Locations encountered

(12/64) Overworld (Ship) (All)

Possible encounters

KYZOKU (Privateer) 1
KYZOKU (Privateer) 2
KYZOKU (Privateer) 3
KYZOKU (Privateer) 4
KYZOKU (Privateer) 5

+++++

Battle 5C-2

+++++

Formation

(NES) SHARK 1
(PSX) Shark 1

Locations encountered

(12/64) Overworld (Ship) (All)

Possible encounters

SHARK (Shark) 1

+++++

Battle 5D-1

+++++

Formation

(NES) SHARK 1-2, SAHAG 0-2
(PSX) Shark 1-2, Sahagin 0-2, Goggler 0-1

Locations encountered

(3/64) Overworld (Ship) (All)

Possible encounters

(NES)

SHARK 1
SHARK 1, SAHAG 1
SHARK 1, SAHAG 2
SHARK 2
SHARK 2, SAHAG 1
SHARK 2, SAHAG 2

(PSX)

Shark 1
Shark 1, Sahagin 1
Shark 1, Sahagin 2
Shark 1, Goggler 1
Shark 1, Goggler 1, Sahagin 1
Shark 1, Goggler 1, Sahagin 2
Shark 2
Shark 2, Sahagin 1
Shark 2, Sahagin 2

++++
Battle 5D-2
++++

Formation

(NES) SAHAG 4-6
(PSX) Sahagin 4-6

Locations encountered

(12/64) Overworld (Ship) (All)

Possible encounters

SAHAG (Sahagin) 4
SAHAG (Sahagin) 5
SAHAG (Sahagin) 6

++++
Battle 5E-1
++++

Formation

(NES) SHARK 1, R.SAHAG 0-1
(PSX) Shark 1, Sahagin Chief 0-1

Locations encountered

(6/64) Overworld (Ship) (All)

Possible encounters

SHARK (Shark) 1
SHARK (Shark) 1, R.SAHAG (Sahagin Chief) 1

++++
Battle 5E-2
++++

Formation

(NES) SHARK 1-2, R.SAHAG 0-3
(PSX) Shark 1-2, Sahagin Chief 0-3

Locations encountered

(1/64) Overworld (Ship) (All)

Possible encounters

SHARK (Shark) 1
SHARK (Shark) 1, R.SAHAG (Sahagin Chief) 1
SHARK (Shark) 1, R.SAHAG (Sahagin Chief) 2
SHARK (Shark) 1, R.SAHAG (Sahagin Chief) 3
SHARK (Shark) 2
SHARK (Shark) 2, R.SAHAG (Sahagin Chief) 1
SHARK (Shark) 2, R.SAHAG (Sahagin Chief) 2
SHARK (Shark) 2, R.SAHAG (Sahagin Chief) 3

++++
Battle 5F-1
++++

Formation

(NES) CARIBE 2-6
(PSX) Piranha 2-6 (Not used)

Locations encountered

(NES only)

(24/64) Overworld (Canoe) (3,4)
(24/64) Overworld (Canoe) (3,5)
(24/64) Overworld (Canoe) (3,6)
(24/64) Overworld (Canoe) (4,4)
(24/64) Overworld (Canoe) (4,6)
(24/64) Overworld (Canoe) (5,4)
(24/64) Overworld (Canoe) (5,5)
(24/64) Overworld (Canoe) (5,6)
(24/64) Overworld (Canoe) (5,7)
(24/64) Overworld (Canoe) (6,5)
(24/64) Overworld (Canoe) (6,6)
(24/64) Overworld (Canoe) (6,7)
(24/64) Overworld (Canoe) (7,5)
(24/64) Overworld (Canoe) (7,6)
(24/64) Overworld (Canoe) (7,7)

Possible encounters

(NES only)

- CARIBE 2
- CARIBE 3
- CARIBE 4
- CARIBE 5
- CARIBE 6

+++++

Battle 5F-2

+++++

Formation

- (NES) CARIBE 3-8
- (PSX) Piranha 3-8 (Not used)

Locations encountered

(NES only)

- (3/64) Overworld (Canoe) (3,4)
- (3/64) Overworld (Canoe) (3,5)
- (3/64) Overworld (Canoe) (3,6)
- (3/64) Overworld (Canoe) (4,4)
- (3/64) Overworld (Canoe) (4,6)
- (3/64) Overworld (Canoe) (5,4)
- (3/64) Overworld (Canoe) (5,5)
- (3/64) Overworld (Canoe) (5,6)
- (3/64) Overworld (Canoe) (5,7)
- (3/64) Overworld (Canoe) (6,5)
- (3/64) Overworld (Canoe) (6,6)
- (3/64) Overworld (Canoe) (6,7)
- (3/64) Overworld (Canoe) (7,5)
- (3/64) Overworld (Canoe) (7,6)
- (3/64) Overworld (Canoe) (7,7)

Possible encounters

(NES only)

- CARIBE 3
- CARIBE 4
- CARIBE 5
- CARIBE 6
- CARIBE 7
- CARIBE 8

+++++

Battle 60-1

+++++

Formation

(NES) HYDRA 1-2, OCHO 0-2
(PSX) Hydra 1-2, Ochu 0-2

Locations encountered

(12/64) Overworld (2,0)
(12/64) Overworld (3,0)
(12/64) Overworld (3,1)
(12/64) Overworld (4,0)
(12/64) Overworld (4,1)
(12/64) Overworld (5,0)
(6/64) Overworld (0,0)
(6/64) Overworld (1,0)
(6/64) Overworld (1,1)
(6/64) Overworld (6,0)
(6/64) Overworld (7,0)

Possible encounters

HYDRA (Hydra) 1
HYDRA (Hydra) 1, OCHO (Ochu) 1
HYDRA (Hydra) 1, OCHO (Ochu) 2
HYDRA (Hydra) 2
HYDRA (Hydra) 2, OCHO (Ochu) 1
HYDRA (Hydra) 2, OCHO (Ochu) 2

+++++
Battle 60-2
+++++

Formation

(NES) HYDRA 1, OCHO 0-1
(PSX) Hydra 1, Ochu 0-1 (Not used)

Locations encountered

(NES only)

(6/64) Overworld (Canoe) (3,4)
(6/64) Overworld (Canoe) (3,5)
(6/64) Overworld (Canoe) (3,6)
(6/64) Overworld (Canoe) (4,4)
(6/64) Overworld (Canoe) (4,6)
(6/64) Overworld (Canoe) (5,4)
(6/64) Overworld (Canoe) (5,5)
(6/64) Overworld (Canoe) (5,6)
(6/64) Overworld (Canoe) (5,7)
(6/64) Overworld (Canoe) (6,5)
(6/64) Overworld (Canoe) (6,6)
(6/64) Overworld (Canoe) (6,7)
(6/64) Overworld (Canoe) (7,5)
(6/64) Overworld (Canoe) (7,6)
(6/64) Overworld (Canoe) (7,7)

Possible encounters

(NES only)

HYDRA 1

HYDRA 1, OCHO 1

+++++

Battle 61-1

+++++

Formation

(NES) SeaTROLL 1-2, SeaSNAKE 0-2, LOBSTER 0-2

(PSX) Sea Troll 1-2, Sea Snake 0-2, Sea Scorpion 0-2

Locations encountered

(1/64) Sea Shrine B3 (Sunken Shrine 3F)

(1/64) Sea Shrine B2 (Sunken Shrine 4F)

Possible encounters

SeaTROLL (Sea Troll) 1

SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 1, LOBSTER (Sea Scorpion) 2

SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 1

SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 2

SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 1, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 1, LOBSTER (Sea Scorpion) 2

SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 2, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 2, LOBSTER (Sea Scorpion) 2

SeaTROLL (Sea Troll) 2

SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 2, LOBSTER (Sea Scorpion) 2

SeaTROLL (Sea Troll) 2, SeaSNAKE (Sea Snake) 1

SeaTROLL (Sea Troll) 2, SeaSNAKE (Sea Snake) 2

SeaTROLL (Sea Troll) 2, SeaSNAKE (Sea Snake) 1, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 2, SeaSNAKE (Sea Snake) 1, LOBSTER (Sea Scorpion) 2

SeaTROLL (Sea Troll) 2, SeaSNAKE (Sea Snake) 2, LOBSTER (Sea Scorpion) 1

SeaTROLL (Sea Troll) 2, SeaSNAKE (Sea Snake) 2, LOBSTER (Sea Scorpion) 2

+++++

Battle 61-2

+++++

Formation

(NES) SeaTROLL 1, SeaSNAKE 0-3

(PSX) Sea Troll 1, Sea Snake 0-3

Locations encountered

(12/64) Sea Shrine B4 (Sunken Shrine 2F)
(12/64) Sea Shrine B5 (Sunken Shrine 1F)

Possible encounters

SeaTROLL (Sea Troll) 1
SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 1
SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 2
SeaTROLL (Sea Troll) 1, SeaSNAKE (Sea Snake) 3

+++++

Battle 62-1

+++++

Formation

(NES) FrGATOR 1-2, R.CARIBE 0-3
(PSX) White Croc 1-2, Red Piranha 0-3

Locations encountered

(NES)

(9/64) Overworld (Canoe) (1,0)
(9/64) Overworld (Canoe) (1,1)
(9/64) Overworld (Canoe) (1,2)
(9/64) Overworld (Canoe) (4,1)
(9/64) Overworld (Canoe) (6,1)
(9/64) Overworld (Canoe) (7,1)

(PSX)

(9/64) Overworld (Canoe) (All)

Possible encounters

FrGATOR (White Croc) 1
FrGATOR (White Croc) 1, R.CARIBE (Red Piranha) 1
FrGATOR (White Croc) 1, R.CARIBE (Red Piranha) 2
FrGATOR (White Croc) 1, R.CARIBE (Red Piranha) 3
FrGATOR (White Croc) 2
FrGATOR (White Croc) 2, R.CARIBE (Red Piranha) 1
FrGATOR (White Croc) 2, R.CARIBE (Red Piranha) 2
FrGATOR (White Croc) 2, R.CARIBE (Red Piranha) 3

+++++

Battle 62-2

+++++

Formation

(NES) FrGATOR 1, R.CARIBE 1-4
(PSX) White Croc 1, Red Piranha 1-4

Locations encountered

(NES)

- (1/64) Overworld (Canoe) (1,0)
- (1/64) Overworld (Canoe) (1,1)
- (1/64) Overworld (Canoe) (1,2)
- (1/64) Overworld (Canoe) (4,1)
- (1/64) Overworld (Canoe) (6,1)
- (1/64) Overworld (Canoe) (7,1)

(PSX)

- (1/64) Overworld (Canoe) (All)

Possible encounters

-
- FrGATOR (White Croc) 1, R.CARIBE 1
 - FrGATOR (White Croc) 1, R.CARIBE 2
 - FrGATOR (White Croc) 1, R.CARIBE 3
 - FrGATOR (White Croc) 1, R.CARIBE 4

+++++
Battle 63-1
+++++

Formation

-
- (NES) TROLL 1-2
 - (PSX) Troll 1-2

Locations encountered

-
- (12/64) Earth Cave (Terra Cavern) B4
 - (12/64) Earth Cave (Terra Cavern) B5

 - (12/64) Overworld (6,6)
 - (12/64) Overworld (6,7)
 - (12/64) Overworld (7,6)
 - (12/64) Overworld (7,7)

Possible encounters

-
- TROLL (Troll) 1
 - TROLL (Troll) 2

+++++
Battle 63-2
+++++

Formation

-
- (NES) TROLL 2-4
 - (PSX) Troll 2-4

Locations encountered

- (12/64) Overworld (0,0)
- (12/64) Overworld (2,0)
- (12/64) Overworld (2,1)
- (12/64) Overworld (6,0)
- (12/64) Overworld (7,0)

Possible encounters

- TROLL (Troll) 2
- TROLL (Troll) 3
- TROLL (Troll) 4

+++++

Battle 64-1

+++++

Formation

- (NES) BULL 1-2
- (PSX) Minotaur 1-2

Locations encountered

- (12/64) Earth Cave (Terra Cavern) B1
- (12/64) Earth Cave (Terra Cavern) B2

Possible encounters

- BULL (Minotaur) 1
- BULL (Minotaur) 2

+++++

Battle 64-2

+++++

Formation

- (NES) BULL 2-4
- (PSX) Minotaur 2-4

Locations encountered

- (12/64) Gurgu Volcano (Mt. Gulug) B4
- (12/64) Gurgu Volcano (Mt. Gulug) B5

Possible encounters

- BULL (Minotaur) 2
- BULL (Minotaur) 3
- BULL (Minotaur) 4

++++
Battle 65-1

++++

Formation

(NES) CARIBE 0-2, GATOR 0-2, OCHO 1

(PSX) Piranha 0-2, Crocodile 0-2, Ochu 1, Hydra 0-1

Locations encountered

(NES)

(18/64) Overworld (Canoe) (1,0)

(18/64) Overworld (Canoe) (1,1)

(18/64) Overworld (Canoe) (1,2)

(18/64) Overworld (Canoe) (4,1)

(18/64) Overworld (Canoe) (6,1)

(18/64) Overworld (Canoe) (7,1)

(PSX)

(18/64) Overworld (Canoe) (All)

Possible encounters

(NES)

OCHO 1

OCHO 1, GATOR 1

OCHO 1, GATOR 2

OCHO 1, CARIBE 1

OCHO 1, CARIBE 1, GATOR 1

OCHO 1, CARIBE 1, GATOR 2

OCHO 1, CARIBE 2

OCHO 1, CARIBE 2, GATOR 1

OCHO 1, CARIBE 2, GATOR 2

(PSX)

Ochu 1

Ochu 1, Crocodile 1

Ochu 1, Crocodile 2

Ochu 1, Hydra 1

Ochu 1, Hydra 1, Crocodile 1

Ochu 1, Hydra 1, Crocodile 2

Ochu 1, Hydra 1, Piranha 1

Ochu 1, Hydra 1, Piranha 1, Crocodile 1

Ochu 1, Hydra 1, Piranha 1, Crocodile 2

Ochu 1, Hydra 1, Piranha 2

Ochu 1, Hydra 1, Piranha 2, Crocodile 1

Ochu 1, Hydra 1, Piranha 2, Crocodile 2

Ochu 1, Piranha 1

Ochu 1, Piranha 1, Crocodile 1

Ochu 1, Piranha 1, Crocodile 2

Ochu 1, Piranha 2

Ochu 1, Piranha 2, Crocodile 1
Ochu 1, Piranha 2, Crocodile 2

++++
Battle 65-2
++++

Formation

(NES) CARIBE 2-4, GATOR 0-2
(PSX) Piranha 2-4, Crocodile 0-2 (Not used)

Locations encountered

(NES only)

- (1/64) Overworld (Canoe) (3,4)
- (1/64) Overworld (Canoe) (3,5)
- (1/64) Overworld (Canoe) (3,6)
- (1/64) Overworld (Canoe) (4,4)
- (1/64) Overworld (Canoe) (4,6)
- (1/64) Overworld (Canoe) (5,4)
- (1/64) Overworld (Canoe) (5,5)
- (1/64) Overworld (Canoe) (5,6)
- (1/64) Overworld (Canoe) (5,7)
- (1/64) Overworld (Canoe) (6,5)
- (1/64) Overworld (Canoe) (6,6)
- (1/64) Overworld (Canoe) (6,7)
- (1/64) Overworld (Canoe) (7,5)
- (1/64) Overworld (Canoe) (7,6)
- (1/64) Overworld (Canoe) (7,7)

Possible encounters

(NES only)

- CARIBE 2
- CARIBE 2, GATOR 1
- CARIBE 2, GATOR 2
- CARIBE 3
- CARIBE 3, GATOR 1
- CARIBE 3, GATOR 2
- CARIBE 4
- CARIBE 4, GATOR 1
- CARIBE 4, GATOR 2

++++
Battle 66-1
++++

Formation

(NES) ARACHNID 1-2, SPIDER 0-2, SCUM 0-1, MUCK 0-1
(PSX) Tarantula 1-2, Black Widow 0-2, Green Slime 0-1, Gray Ooze 0-1

Locations encountered

(6/64) Marsh Cave B1
(6/64) Marsh Cave B2
(6/64) Marsh Cave B3

Possible encounters

ARACHNID (Tarantula) 1
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 1
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 1, MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 1, SCUM (Green Slime) 1
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 1, SCUM (Green Slime) 1,
MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 2
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 2, MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 2, SCUM (Green Slime) 1
ARACHNID (Tarantula) 1, SPIDER (Black Widow) 2, SCUM (Green Slime) 1,
MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 1, MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 1, SCUM (Green Slime) 1
ARACHNID (Tarantula) 1, SCUM (Green Slime) 1, MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 2
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 1
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 1, MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 1, SCUM (Green Slime) 1
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 1, SCUM (Green Slime) 1,
MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 2
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 2, MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 2, SCUM (Green Slime) 1
ARACHNID (Tarantula) 2, SPIDER (Black Widow) 2, SCUM (Green Slime) 1,
MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 2, MUCK (Gray Ooze) 1
ARACHNID (Tarantula) 2, SCUM (Green Slime) 1
ARACHNID (Tarantula) 2, SCUM (Green Slime) 1, MUCK (Gray Ooze) 1

++++
Battle 66-2

Formation

(NES) ARACHNID 3-6, SPIDER 0-2
(PSX) Tarantula 3-6, Black Widow 0-2

Locations encountered

(3/64) Earth Cave (Terra Cavern) B1

(1/64) Overworld (0,5)
(1/64) Overworld (1,4)
(1/64) Overworld (1,5)
(1/64) Overworld (2,5)

Possible encounters

ARACHNID (Tarantula) 3
ARACHNID (Tarantula) 3, SPIDER (Black Widow) 1
ARACHNID (Tarantula) 3, SPIDER (Black Widow) 2
ARACHNID (Tarantula) 4
ARACHNID (Tarantula) 4, SPIDER (Black Widow) 1
ARACHNID (Tarantula) 4, SPIDER (Black Widow) 2
ARACHNID (Tarantula) 5
ARACHNID (Tarantula) 5, SPIDER (Black Widow) 1
ARACHNID (Tarantula) 5, SPIDER (Black Widow) 2
ARACHNID (Tarantula) 6
ARACHNID (Tarantula) 6, SPIDER (Black Widow) 1
ARACHNID (Tarantula) 6, SPIDER (Black Widow) 2

++++
Battle 67-1
++++

Formation

(NES) CATMAN 1-3, Saber T 0-2
(PSX) Weretiger 1-3, Sabretooth 0-2, Lesser Tiger 0-2

Locations encountered

(18/64) Overworld (3,0)
(18/64) Overworld (3,1)
(18/64) Overworld (4,0)
(18/64) Overworld (4,1)

Possible encounters

(NES)

CATMAN 1
CATMAN 2
CATMAN 3
Saber T 1, CATMAN 1
Saber T 1, CATMAN 2
Saber T 1, CATMAN 3
Saber T 2, CATMAN 1
Saber T 2, CATMAN 2
Saber T 2, CATMAN 3

(PSX)

Weretiger 1
Weretiger 2
Weretiger 3
Lesser Tiger 1, Weretiger 1
Lesser Tiger 1, Weretiger 2
Lesser Tiger 1, Weretiger 3
Lesser Tiger 2, Weretiger 1
Lesser Tiger 2, Weretiger 2
Lesser Tiger 2, Weretiger 3
Sabretooth 1, Weretiger 1
Sabretooth 1, Weretiger 2

Sabretooth 1, Weretiger 3
Sabretooth 1, Lesser Tiger 1, Weretiger 1
Sabretooth 1, Lesser Tiger 1, Weretiger 2
Sabretooth 1, Lesser Tiger 1, Weretiger 3
Sabretooth 2, Weretiger 1
Sabretooth 2, Weretiger 2
Sabretooth 2, Weretiger 3

++++
Battle 67-2
++++

Formation

(NES) CATMAN 4-7
(PSX) Weretiger 4-7

Locations encountered

(12/64) Mirage Tower (Tower of Mirage) 3F
(6/64) Mirage Tower (Tower of Mirage) 2F
(3/64) Mirage Tower (Tower of Mirage) 1F

Possible encounters

CATMAN (Weretiger) 4
CATMAN (Weretiger) 5
CATMAN (Weretiger) 6
CATMAN (Weretiger) 7

++++
Battle 68-1
++++

Formation

(NES) VAMPIRE 2-5
(PSX) Vampire 2-5

Locations encountered

(12/64) Mirage Tower (Tower of Mirage) 1F
(12/64) Mirage Tower (Tower of Mirage) 2F
(12/64) Mirage Tower (Tower of Mirage) 3F

Possible encounters

VAMPIRE (Vampire) 2
VAMPIRE (Vampire) 3
VAMPIRE (Vampire) 4
VAMPIRE (Vampire) 5

++++
Battle 68-2

+++++

Formation

(NES) WzVAMP 1, VAMPIRE 3-6
(PSX) Vampire Lord 1, Vampire 3-6

Locations encountered

(12/64) Temple of Fiends (Temple of Chaos) (Past) B4

Possible encounters

WzVAMP (Vampire Lord) 1, VAMPIRE (Vampire) 3
WzVAMP (Vampire Lord) 1, VAMPIRE (Vampire) 4
WzVAMP (Vampire Lord) 1, VAMPIRE (Vampire) 5
WzVAMP (Vampire Lord) 1, VAMPIRE (Vampire) 6

+++++

Battle 69-1

+++++

Formation

(NES) EYE 1
(PSX) Evil Eye 1

Locations encountered

(Fixed) Ice Cave (Ice Cavern) B2

(12/64) Sky Palace (Flying Fortress) 1F
(12/64) Sky Palace (Flying Fortress) 2F

Possible encounters

EYE (Evil Eye) 1

+++++

Battle 69-2

+++++

Formation

(NES) EYE 2-3
(PSX) Evil Eye 2-3

Locations encountered

(None)

Possible encounters

(None)

++++++
Battle 6A-1
++++++

Formation

(NES) R.GOYLE 2-5
(PSX) Horned Devil 2-5

Locations encountered

(12/64) Gurgu Volcano (Mt. Gulug) B1
(12/64) Gurgu Volcano (Mt. Gulug) B2

Possible encounters

R.GOYLE (Horned Devil) 2
R.GOYLE (Horned Devil) 3
R.GOYLE (Horned Devil) 4
R.GOYLE (Horned Devil) 5

++++++
Battle 6A-2
++++++

Formation

(NES) R.GOYLE 3-7
(PSX) Horned Devil 3-7

Locations encountered

(12/64) Castle of Ordeals (Citadel of Trials) 2F
(12/64) Castle of Ordeals (Citadel of Trials) 3F

Possible encounters

R.GOYLE (Horned Devil) 3
R.GOYLE (Horned Devil) 4
R.GOYLE (Horned Devil) 5
R.GOYLE (Horned Devil) 6
R.GOYLE (Horned Devil) 7

++++++
Battle 6B-1
++++++

Formation

(NES) MUCK 1-3
(PSX) Gray Ooze 1-3

Locations encountered

(12/64) Marsh Cave B3
(3/64) Marsh Cave B1

Possible encounters

MUCK (Gray Ooze) 1
MUCK (Gray Ooze) 2
MUCK (Gray Ooze) 3

++++
Battle 6B-2
++++

Formation

(NES) MUCK 4-7
(PSX) Gray Ooze 4-7

Locations encountered

(3/64) Gurgu Volcano (Mt. Gulug) B2
(1/64) Gurgu Volcano (Mt. Gulug) B1

Possible encounters

MUCK (Gray Ooze) 4
MUCK (Gray Ooze) 5
MUCK (Gray Ooze) 6
MUCK (Gray Ooze) 7

++++
Battle 6C-1
++++

Formation

(NES) SORCERER 1-3
(PSX) Mindflayer 1-3

Locations encountered

(12/64) Ice Cave (Ice Cavern) B2
(12/64) Ice Cave (Ice Cavern) B3

Possible encounters

SORCERER (Mindflayer) 1

SORCERER (Mindflayer) 2
SORCERER (Mindflayer) 3

++++
Battle 6C-2
++++

Formation

(NES) SORCERER 3-7
(PSX) Mindflayer 3-7

Locations encountered

(3/64) Temple of Fiends (Temple of Chaos) (Past) B4

Possible encounters

SORCERER (Mindflayer) 3
SORCERER (Mindflayer) 4
SORCERER (Mindflayer) 5
SORCERER (Mindflayer) 6
SORCERER (Mindflayer) 7

++++
Battle 6D-1
++++

Formation

(NES) CEREBUS 1-2
(PSX) Hellhound 1-2

Locations encountered

(12/64) Gurgu Volcano (Mt. Gulug) B3
(12/64) Gurgu Volcano (Mt. Gulug) B4

Possible encounters

CEREBUS (Hellhound) 1
CEREBUS (Hellhound) 2

++++
Battle 6D-2
++++

Formation

(NES) CEREBUS 3-4
(PSX) Hellhound 3-4

Locations encountered

(12/64) Mirage Tower (Tower of Mirage) 2F
(12/64) Mirage Tower (Tower of Mirage) 3F

Possible encounters

CEREBUS (Hellhound) 3
CEREBUS (Hellhound) 4

+++++
Battle 6E-1
+++++

Formation

(NES) WzOGRE 1, GrOGRE 1, HYENA 0-7 (2 Max)
(PSX) Ogre Mage 1, Ogre Chieftain 1, Hyenadon 0-2

Locations encountered

(Fixed) Earth Cave (Terra Cavern) B4

(12/64) Gurgu Volcano (Mt. Gulug) B1
(12/64) Gurgu Volcano (Mt. Gulug) B2
(12/64) Gurgu Volcano (Mt. Gulug) B3

Possible encounters

WzOGRE (Ogre Mage) 1, GrOGRE (Ogre Chieftain) 1
WzOGRE (Ogre Mage) 1, GrOGRE (Ogre Chieftain) 1, HYENA (Hyenadon) 1
WzOGRE (Ogre Mage) 1, GrOGRE (Ogre Chieftain) 1, HYENA (Hyenadon) 2

+++++
Battle 6E-2
+++++

Formation

(NES) WzOGRE 1-3, GrOGRE 0-2
(PSX) Ogre Mage 1-3, Ogre Chieftain 0-2

Locations encountered

(12/64) Gurgu Volcano (Mt. Gulug) B5
(6/64) Gurgu Volcano (Mt. Gulug) B4
(3/64) Gurgu Volcano (Mt. Gulug) B3

Possible encounters

WzOGRE (Ogre Mage) 1
WzOGRE (Ogre Mage) 1, GrOGRE (Ogre Chieftain) 1
WzOGRE (Ogre Mage) 1, GrOGRE (Ogre Chieftain) 2

WzOGRE (Ogre Mage) 2
WzOGRE (Ogre Mage) 2, GrOGRE (Ogre Chieftain) 1
WzOGRE (Ogre Mage) 2, GrOGRE (Ogre Chieftain) 2
WzOGRE (Ogre Mage) 3
WzOGRE (Ogre Mage) 3, GrOGRE (Ogre Chieftain) 1

++++
Battle 6F-1
++++

Formation

(NES) SPHINX 1-2
(PSX) Sphinx 1-2

Locations encountered

(Fixed) Earth Cave (Terra Cavern) B4

(24/64) Gurgu Volcano (Mt. Gulug) B1

Possible encounters

SPHINX (Sphinx) 1
SPHINX (Sphinx) 2

++++
Battle 6F-2
++++

Formation

(NES) SPHINX 1-4
(PSX) Sphinx 1-4

Locations encountered

(12/64) Overworld (3,0)
(12/64) Overworld (3,1)
(12/64) Overworld (4,0)
(12/64) Overworld (4,1)

Possible encounters

SPHINX (Sphinx) 1
SPHINX (Sphinx) 2
SPHINX (Sphinx) 3
SPHINX (Sphinx) 4

++++
Battle 70-1
++++

Formation

(NES) WYVERN 1-3
(PSX) Wyvern 1-3

Locations encountered

(18/64) Overworld (0,0)
(18/64) Overworld (1,0)
(18/64) Overworld (1,1)
(18/64) Overworld (6,0)
(18/64) Overworld (7,0)
(12/64) Overworld (2,0)
(12/64) Overworld (5,0)

Possible encounters

WYVERN (Wyvern) 1
WYVERN (Wyvern) 2
WYVERN (Wyvern) 3

++++
Battle 70-2
++++

Formation

(NES) WYVERN 1-4
(PSX) Wyvern 1-4

Locations encountered

(1/64) Overworld (7,1)
(1/64) Overworld (7,2)
(1/64) Overworld (7,3)

Possible encounters

WYVERN (Wyvern) 1
WYVERN (Wyvern) 2
WYVERN (Wyvern) 3
WYVERN (Wyvern) 4

++++
Battle 71-1
++++

Formation

(NES) ANKYLO 1
(PSX) Desert Baretta 1

Locations encountered

(24/64) Overworld (0,1)
(24/64) Overworld (0,2)
(24/64) Overworld (1,2)

Possible encounters

ANKYLO (Desert Baretta) 1

+++++

Battle 71-2

+++++

Formation

(NES) ANKYLO 1-2
(PSX) Desert Baretta 1-2

Locations encountered

(24/64) Overworld (5,1)
(24/64) Overworld (5,2)
(24/64) Overworld (6,1)
(24/64) Overworld (6,2)

Possible encounters

ANKYLO (Desert Baretta) 1
ANKYLO (Desert Baretta) 2

+++++

Battle 72-1

+++++

Formation

(NES) SeaSNAKE 2-4
(PSX) Sea Snake 2-4

Locations encountered

(12/64) Sea Shrine B3 (Sunken Shrine 3F)
(12/64) Sea Shrine B2 (Sunken Shrine 4F)

Possible encounters

SeaSNAKE (Sea Snake) 2
SeaSNAKE (Sea Snake) 3
SeaSNAKE (Sea Snake) 4

+++++

Battle 72-2

+++++

Formation

(NES) SeaSNAKE 3-6
(PSX) Sea Snake 3-6

Locations encountered

(None)

Possible encounters

(None)

+++++

Battle 73-1

+++++

Formation

(NES) LICH 1
(PSX) Lich 1

Locations encountered

(Fixed) Temple of Fiends (Temple of Chaos) (Past) B1

Possible encounters

LICH (Lich) 1

+++++

Battle 74-1

+++++

Formation

(NES) KARY 1
(PSX) Marilith 1

Locations encountered

(Fixed) Temple of Fiends (Temple of Chaos) (Past) B2

Possible encounters

KARY (Marilith) 1

+++++

Battle 75-1

+++++

Formation

(NES) KRAKEN 1
(PSX) Kraken 1

Locations encountered

(Fixed) Temple of Fiends (Temple of Chaos) (Past) B3

Possible encounters

KRAKEN (Kraken) 1

+++++

Battle 76-1

+++++

Formation

(NES) TIAMAT 1
(PSX) Tiamat 1

Locations encountered

(Fixed) Temple of Fiends (Temple of Chaos) (Past) B4

Possible encounters

TIAMAT (Tiamat) 1

+++++

Battle 77-1

+++++

Formation

(NES) TIAMAT 1
(PSX) Tiamat 1

Locations encountered

(Event) Sky Palace (Flying Fortress) 5F

Possible encounters

TIAMAT (Tiamat) 1

+++++

Battle 78-1

+++++

Formation

(NES) KRAKEN 1

(PSX) Kraken 1

Locations encountered

(Event) Sea Shrine B5 (Sunken Shrine 1F)

Possible encounters

KRAKEN (Kraken) 1

+++++

Battle 79-1

+++++

Formation

(NES) KARY 1

(PSX) Marilith 1

Locations encountered

(Event) Gurgu Volcano (Mt. Gulug) B5

Possible encounters

KARY (Marilith) 1

+++++

Battle 7A-1

+++++

Formation

(NES) LICH 1

(PSX) Lich 1

Locations encountered

(Event) Earth Cave (Terra Cavern) B5

Possible encounters

LICH (Lich) 1

+++++

Battle 7B-1

+++++

Formation

(NES) CHAOS 1
(PSX) Chaos 1

Locations encountered

(Event) Temple of Fiends (Temple of Chaos) (Past) B5

Possible encounters

CHAOS (Chaos) 1

+++++

Battle 7C-1

+++++

Formation

(NES) VAMPIRE 1
(PSX) Vampire 1

Locations encountered

(Event) Earth Cave (Terra Cavern) B3

Possible encounters

VAMPIRE (Vampire) 1

+++++

Battle 7D-1

+++++

Formation

(NES) ASTOS 1
(PSX) Astos 1

Locations encountered

(Event) Northwest Castle (Western Keep)

Possible encounters

ASTOS (Astos) 1

+++++

Battle 7E-1

+++++

Formation

(NES) PIRATE 9
(PSX) Pirate 9

Locations encountered

(Event) Pravoka (Pravoca)

Possible encounters

PIRATE (Pirate) 9

+++++

Battle 7E-2

+++++

Formation

(NES) WzSAHAG 1-2, R.SAHAG 8
(PSX) Sahagin Prince 1-2, Sahagin Chief 8

Locations encountered

(12/64) Sea Shrine B2 (Sunken Shrine 4F)
(12/64) Sea Shrine B4 (Sunken Shrine 2F)
(6/64) Sea Shrine B3 (Sunken Shrine 3F)

Possible encounters

WzSAHAG (Sahagin Prince) 1, R.SAHAG (Sahagin Chief) 8
WzSAHAG (Sahagin Prince) 2, R.SAHAG (Sahagin Chief) 7

+++++

Battle 7F-1

+++++

Formation

(NES) GARLAND 1
(PSX) Garland 1

Locations encountered

(Event) Temple of Fiends (Temple of Chaos)

Possible encounters

GARLAND (Garland) 1

+++++

Battle 7F-2

+++++

Formation

(NES) IronGOL 1-2

(PSX) Iron Golem 1-2

Locations encountered

(1/64) Temple of Fiends (Temple of Chaos) (Past) B4

Possible encounters

IronGOL (Iron Golem) 1

IronGOL (Iron Golem) 2

+++++

V. CREDITS & THANKS

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I encourage anyone who feels so inclined to e-mail me with questions, comments, suggestions, and/or corrections. Please have something related to the game title or FAQ in the subject line. My contact information is at the top of this guide.

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