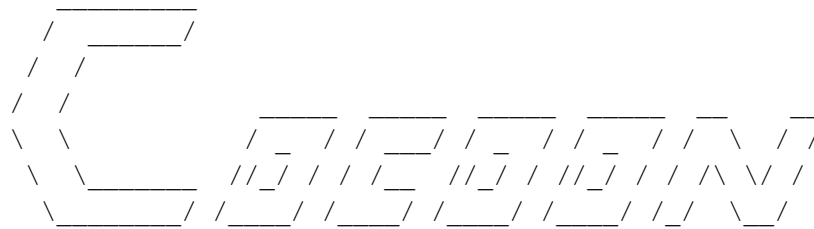
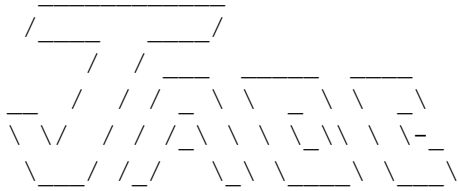


Jade Cocoon: Story of the Tamamayu Merging Guide

by Goryus

Updated to v2.1 on Jun 15, 2001



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LEGEND OF THE TAMAMAYU: MERGING GUIDE

CONTENTS

- A) Disclaimer
- B) Version History
- C) About this Guide
 - i) What is Merging?
 - ii) How do I use this Guide?
 - iii) Ooops, I found an error...
- D) The Laws of Merging
 - i) An Overview
 - ii) Stats
 - iii) Abilities
 - iv) Magic
 - v) Appearance
- E) Making the "Perfect" Minion
- F) Some Pre-Made Minions
 - i) My Minions
 - ii) Submitted Minions
 - iii) Special Minions
- G) Miscellaineous
 - i) Minion List
 - ii) Elements
 - iii) Bird of Paradise
 - iv) Eternal Corridor
- H) Credits

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-----[A. Disclaimer]-----
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-----[B. Version History]-----
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v1.0

- Completed introductory "About This Guide" section
- Added "Laws of Merging" section
- Added advice on constructing the perfect Minion
- Added a handful a Minions of my own design
- Began work on the full Minion List
- Some other miscellaineous stuff

v1.1

- Corrected some typos
- Granted persion to NeoSeeker.com to use this guide
- Seriously improved "Eternal Corridor" section
- Updated monster list
- Added some new abilities I discovered

v2.0

- Minor corrections
- Updated minion list
- Added "Submitted Minions" and "Special Minions" sections
- Granted permission to PSXCodes.com to use this guide
- Begun work on reverse-engineer of game mechanics
- Found "Bird of Paradise" (see Sherick and Tweengo)

v2.1

- More minor corrections
- Further additions to minion list
- A bunch more pre-made minions!

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 -----[C. About this Guide]-----
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 What is Merging?
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Many people took one look at Jade Cocoon and passed it away as nothing more than "another Pokemon ripoff." Those few of us who were enchanted enough by the stellar graphics and smooth gameplay (if a bit discouraged about the length and plot) to actually play the game for a couple hours, however, discovered just how much deeper than Pokemon this game can go.

Merging is the process of taking two of your captured monsters, called "Minions," and fusing them into one being. Not only does this affect their stats and abilities, but it also completely restructures their physical appearance (see section D-v for a more thorough explanation of how). The change in appearance is completely based on which combination of the 171 Minions are merged, and you can in fact merge five or six different ones together to form a Minion that looks the way you desire it to - virtually any way imaginable - has all the skills you want, the stat lay out you decide is most appropriate for it, and whatever name you want to give it. The draw back? Its extremely easy to make mistakes: to weaken monsters, or to make something so hideously ugly you can't stand to use it, for all its power.

That's what this guide is here for.

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 How do I use this guide?
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The most important section of this guide, as far as merging goes, is the "Laws of Merging" section where I detail the actual mechanics behind merging. While it's by no means necessary to understand them all, making an effort to do so can make the difference between a powerful, cool looking Minion and a weak lump of clay.

Once you get a thorough understand of how merging works, you should probably experiment: either use one of the pre-made merges I have listed, or create one of your own. Some monsters just tend to look good, no matter what you fuse them to, and some are either exceptional due to the layout of their stats or the abilities they have, or both. I have compiled a list of Minions that share these characteristics, along with descriptions and opinions of each, to help you along (see "Making the Perfect Minion"). I highly recommend using some of them to get yourself started.

The last part of this guide consists of my as-of-yet incomplete Minion list, and some miscellaneous information about the game itself. Wondering where you need to go, what you need to do, to get a certain a Minion? This is the place to check out. Enjoy!

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Oops, I found an error...
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Hey, we all make mistakes, and often me more than others. If you note a typo or some incorrect information somewhere, or if you have some Minions to add to either the "Pre-Made Merges" or the "Minion List" sections, or just some critique - good or bad - please feel free to email me at goryus@hotmail.com. Looking forward to hearing from you.

-----[D. The Laws of Merging]-----

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An Overview
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Alright, down to the good stuff! In this section, you will find the specifics on how merging works, so that you can go ahead and make your very own Minion that looks, feels, and plays the way you want it to. A couple of important things of note:

- The first Minion you select serves as the "base" for the fusion. Its behavioral patterns, posture, and method of attack (ramming, punching, etc) carries over no matter what it is fused to.
- NEVER fuse a stronger Minion to a weaker base Minion. The end result is a monster on the level of the stronger one, but with the average stats of the two (this is, fortunately, NOT true the other way around).
- The tint of your Minion's skin is determined wholly by it's element, or combination thereof, with Fire being red, Water being blue, Earth being green, and Wind being yellow. So, if you want a purple Minion, fuse one Fire Minion with a Water one.
- The higher your percentage of a certain element, the more damage you do with spells of that element (i.e., monsters that are mostly wind do more damage with wind spells than monsters that are mostly fire).
- Minions that use poison/sleep/stone attacks are resistant to them, and so is anything that is fused to one. This does NOT work with instant death.
- ALL Minions are equally good, when it comes down to sheer raw stats. The real determining factor is how those stats fit with your chosen abilities, and how cool you can look doing so.

Try and keep these points in mind while reading the rest of the guide. They're some of the most important, elemental truths to merging. Now, to the Laws!

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Stats
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If you look at your Minions, either from the menu screen or while performing Nagi magic, you should note a small grid with four labels on it

(Attack, Defense, Speed, Magic) and a large red dot. It is your job to manipulate this dot to configure your Minion's stats to suit your needs.

Stat growth in Jade Cocoon is completely linear, based entirely on the position of that red dot. Before you stop me and say, "But I caught two of the same Minion, same dot placement but different stats," take a careful look at those stats. Yes, there is a tiny random factor - but its big enough to make a difference of only 1, or (very rarely) 2 points in particular stat, and for our purposes can be ignored.

The behavior of this dot is a little strange. First off, please note that you cannot have both a high Speed growth and Defense growth, or a high Attack growth and Magic growth, as they are on opposite sides of the grid; and that only two of the remaining stat combinations can be 'high.' In otherwords, you can have a fast attacker or a defensive magic user, but not a fast defensive character or a powerful magic user.

The location of this dot, strangely enough, also determines your HP and MP stats. The closer it is to the top of the grid, the higher your HP; and the closer to the bottom, the higher your MP. This corresponds to your Attack Magic stats, or seems too, although they are actually slightly different.

As I said earlier, the behavior of the almighty dot is a little strange. If you merge two monsters with similar characteristics (that is, they lie in the same quadrant on the grid) then those characteristics increase by an amount that seems roughly equal to 1/2 the average of the two values. Any stats, however, that do not lie in the same quadrant, are simply averaged to determine the new location of the dot. Once that falls into place, the new stats are computed.* They are:

HP: Ability to take damage

MP: Ability to cast spells

Attack: Physical Attack Strength

Defense: Resistance to physical attacks

Magic: Magical attack strength

Magic Defense: Resistance to magical attacks

Speed: How quickly your Minion moves, how well it dodges, and how well it can hit its target.

If you want to raise a Minion's speed, therefor, merge it with fast Minions until its dot is in the Speed quadrant. After that, merging it to other fast Minions will speed it up much faster. Bear in mind, though, that this increase is coming at a cost to your defense stat.

One other major benefit, stat wise, comes from merging Minions: the base Minion recieves the same amount of EXP it would have had it defeated the one it absorbed in a battle. This means that merging two Minions of the same level produces one higher, one Minion with one a level lower gets you half what you need to level up, 2 levels a fourth, and on with successive powers of 2. This means that you can essentially get the experience for defeating a monster twice - once by capturing it, and then again when you merge it. It also allows you to get up to some better silk versions (2 level 24 Minions, when spun, get you 2 first snow silks, for a total of 2300 yan. Merging them into a level 25, however, for pearl silk is 3000!).

* Technically, the location of the Dot is based on your stats, not the other way around. However, for our purposes it is much easier to just deal with dots. The dot appears to represent stat GROWTH, so while it is possible to (temporarily) create a monster with high all around stats, after a few levels that will start to change.

Abilities

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Due to the linear nature of stat growth, all Minions are comparatively powerful with each other on the average. What distinguishes them in power, then, is not their stats, but their abilities, of which some are distinctly more powerful than others.*

Your abilities are 'attached' to a certain body part (for instance, a horn attack). They can be either elemental or not, they can have special effects, they can have stat modifiers, and they all take up differing amounts of MP. They also overwrite each other during a merge, if two happen to be in the same location. In this case, the one of the monster being fused to the base monster takes precedence.

The possible special stat modifiers each can have follows:

+Critical:	This attack has roughly a 50% chance of criticaling.
+Accuracy:	This attack cannot miss.
+Power:	This attack does about 25% more damage than normal.

These modifiers latch on to the bodyparts they are associated with (Horn, Fang, Claw, Tail, or Foot) and, best of all, stick around unless overwritten by another of their kind! This means that if one Minion has a "Earth Attack" on its tail, and you fuse it to one with a +Accuracy modifier on its tail (but no elemental, IMPORTANT) you wind up with an Earth Tail Attack with +Accuracy. This is one of the few times it works the same in reverse.

There is one remaining attribute to special attacks that can make them immensely powerful, much more useful than they could ever be otherwise: they can, very rarely, have some interesting special effects. They are:

Wing Rend:	Lowers the agility of winged Minions
Leg Rend:	Lowers the agility of walking Minions
Attack All:	Attacks all Enemies
Drain:	You gain life equal to the damage this attack does.
Drain Mana:	You gain Mana equal to the damage this attack does.
Destroy Mana:	You gain Mana equal to the damage this attack does.
Critical:	Enemy is reduced to 1 HP.
Poison:	Poisons enemy.
Sleep:	Causes enemy to fall asleep.
Flesh-to-Stone:	Slowly petrifies enemy.

Whenever you see one of these, grab it up! Along with +Critical or +Power and an elemental bonus, they can quickly allow you to rip through most Minions in a single blow! Please note that, when abilities come into conflict, the most recent one always takes precedence. If something lowers your accuracy, the effects of +Accuracy disappear; likewise, if someone poisons you and you have the Nagi Belt equipped, you'll lose HP each round_and never gain any_.

Ideally, you want your Minion to have abilities fitting each of the five body parts, a modifier on each - my favorite is +Power - and a special ability to boot. This is _not_ easy to do, but well worth the rewards if you manage it. If, in doing so, you've made a completely hideous beastie that you would never even consider bringing into battle, never fear. Check out my sections on "Appearance" and "Creating the Perfect Minion." Remember: just because you can't see a horn doesn't mean its not there. As far as the game is concerned, if your third cousins great aunt (twice removed) had a horn, so do you. Just be careful to keep the elemental ratio the way you want it - a wind attack with no wind elemental ratio (or a very small one) is a complete waste of 15 MP - it does the same damage as a normal attack.

*This is not _exactly_ true. Yes, stat growth is linear, but merging Minions can throw the stats all out of wack. After that, growth

proceeds as normal. This is why its so horrible to fuse a weaker Minion base with a higher level one; lower base stats that then go up at only the normal rate.

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Magic

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Magic spells can either be extremely powerful or completely useless, depending on your Magic stat. Minions with a high Magic stat shouldn't have too much trouble tearing Minions of the opposite element apart in one blow, providing they have the right spell.

Magic also has a 100% hit rate, a huge advantage, and MP can be recovered both after battles (25%) or during battle by defending (1/4 your level + 3). The only problem with heavy magic users is that their HP, of a necessity, suffers. For this reason, I heavily recommend Speed over Defense for them (it's much easier to dodge than to survive with half the HP of your friends).

There are generally 5 magic spells of each element: one single enemy (weak), one all-enemy (weak), one single enemy (powerful), one Deva spell (strengthens that element), and one Status spell. The only exceptions to this are water, which has two healing spells, and Earth, which makes up for the lack with two status effect spells.

Ulvi	(Earth) (Single) (Weak)
Ulvis	(Earth) (Multi) (Weak)
Ulvia	(Earth) (Single) (Strong)
Deva Ulvi	(Earth) (All) (Enhance)
Ad Venon	(Earth) (Multi) (Poison)
Ad Roqua	(Earth) (Multi) (Stone)
Agni	(Fire) (Single) (Weak)
Agnis	(Fire) (Multi) (Weak)
Agnia	(Fire) (Single) (Strong)
Deva Agni	(Fire) (All) (Enhance)
Ad Mumuls	(Fire) (Multi) (Death)
Malti	(Wind) (Single) (Weak)
Maltis	(Wind) (Multi) (Weak)
Maltia	(Wind) (Single) (Strong)
Deva Malti	(Wind) (All) (Enhance)
Ad Slahm	(Wind) (Multi) (Sleep)
Sel Selahm	(Wind) (Single) (Protect)
Vahli	(Water) (Single) (Weak)
Vahlis	(Water) (Multi) (Weak)
Vahlia	(Water) (Single) (Strong)
Deva Vahli	(Water) (All) (Enhance)
Medina	(Water) (Single) (Heal)
Medinia	(Water) (Single) (Heal+)
Selahm	(Water) (Single) (Cure)
Selahm Venon	(Water) (Single) (Cure Poison)

Later in the game, you'll want the Deva, Strong-Single, and all-enemy spells, as well as Medina and Selahm (if you have a water hybrid).

Unlike abilities, magic isn't "attached" to anything, and you can have pretty much the entire spell list on any one minion, if you really want it. The Deva spells, which can be obtained from a number of sources, can really help, especially if your Minion is quick. Casting a deva spell and then following up with an all enemy or strong magic spell can wipe out entire groups of enemies before they get a chance to move.

Getting your Minions these spells is the easiest part of all mergings: merge one without the spell with one, and its got it, no questions asked. Watch out, however: like abilities, your alignment with one particular

element effects the damage you do with these spells. Vahlia on something that has been made pure fire is completely useless.

One important note: your magic users should really be all one element, or they will NOT have the power to kill off enemies as efficiently as your other minions using specials will, as the damage they do is multiplied by your % alignment to your element (in other words, a half-fire user who casts Agni only does half damage!).

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Appearance

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Easily the most difficult part of merging is getting the finished product to look, not like an amorphous blob, but like something that deserves all the time and effort you've put into tuning it exactly how you wanted. And there's a very good reason I saved it for last: because it should be the last step in any merging you undertake.

First off, let's go over exactly how the merging process affects your Minion's appearance. It takes the first body, and keeps its behavioral patterns - method of attack, posture, and the like - and wraps the skin of the second Minion (tinted appropriately due to element) around it. It then proceeds to distort your Minion's shape.

It appears to take the various parts of the Minion and average them together, so to speak. Something with a barrel chest, when merged with something thinner, will find its chest thinned; thick arms will thicken thin ones, no horn will blunt horns, and huge protruding jaws will cause the jaw to protrude grotesquely. You can easily see how, after four or five mergings, the monster can quickly become completely unrecognizable.

To avoid this, it's necessary to do some planning. The Minion that you have merged all this way should be one whose basic form suits what you had in mind - that is, you like (more or less) the way it looks, and you want to add abilities to it, or you intend to use that form for a purely aesthetic merge.

Now, once you've finished merging its stats the way you like it, merge the product with another of the original (unmodified). This will restore it to almost exactly its previous self; what few differences there are are miniscule, and almost always beneficial anyway. Now, you're safe to merge it with others for appearance. This may weaken it somewhat, but if you're careful it will either not be hurt by it or (ideally) actually strengthen it more. If the base Minion you had started with has all its stats in the same area of the grid as the product you fought so long for, then merging the original in again will often further strengthen your Minion.

As to what looks good, that's for you to decide. Anything from the wasp family works well with any non-humanoid (which work poorly with everything). Anything from the gore family - most notably the Tergore - have great skins, which look incredible on Minions of the appropriate element. Those strange elongated Minions, the Turen, Rainster, Fintan, Bawni, and the like, are great for fusing - not only do they have the Deva spells, but they also have bodies that tend to slim and elongate whatever you're working with - perfect for most lizards, snakes, and insects you might try to make. And if that fails...there is another option.

You may have noticed that those strange, uncapturable Minions at the end of each of the Eternal Corridor's corridors will very rarely drop an item with their name attached. This item is their skin, and it too is used in merging.

If you completely screw up your Minion, and end with a Minion whose stats you like but whose appearance you do not, sometimes it can be fixed by a quick patching with these skins. When you're merging two Minions together, it should prompt if you want to use one of these skins. Doing so will overwrite the skin of your current Minion with the skin of the appropriate boss, once again tinted to match your element.

Note: it is normally impossible to have something blue that is strong with Fire and the color blue. The closest you can come is purple. This is true of all the other colors, except the yellow-green, earth-wind combination. Yellow doesn't effect the green much, so its quite possible to have something just a little Earth and mostly Wind still be a decent green color. Lastly, these special Minion skins will not be tinted, providing your Minion is a pure element.

The full list of these skins is as follows:

Palooja:

This skin reminds me of a panda's, white and black striped but with a distinct red belly. It works well with four legged beasties who walk on all fours, and is dropped by the Palooja enemy (the first of those strange, quazi-boss Minions).

Ticker:

This skin is actually quite plain, green with brownish-black legs. It looks OK on Minions of pretty much any color, but hardly phenomenal, and only really on humanoids. Its dropped by the second of those quazi-bosses, the Ticker.

Jeechwo:

This skin, in part because its made for such a small Minion, doesn't tend to work well with much. Its a blackish upper half with a bright red underbelly, and that's about all there is to it. Dropped by the third friendly quazi-boss, the Jeechwo.

Kolna:

This skin is either really, really cool, or completely horrible, depending on how garish you want your Minions to be. Bright colors, and a nice leopard-spot kind of pattern. This one comes from quazi-boss #4, the Kolna.

Timaios:

This skin I just don't like, but maybe you'll find a use for it. Its solid blue with rings of red around the neck and feet. Timaios, number 5, drops it.

Sicanjal:

Without question my favorite of these skins, the Sicanjal skin provides tiger-stripes for your Minion along with a white underbelly. Looks good on anything, except some of the most garish humanoids or snakes, or anything that happens to be purple. Its dropped by the sixth corridor quazi-boss, the Sicanjal.

Yolga:

Once again, a skin that can be really great or useless. Its basically blue, but it segments your Minions skin into this repeating, hexagonal checkerboard layout. Good for snakes and (sometimes) really large things, but tends to look silly on most anything else. This is dropped by good ol' 7, the Yolga boss.

Klarrgas:

This skin is good if you're into the undead. Its light grey with darker grey and black highlights, black eye sockets and a simply dead look. It is dropped by the annoying Klarrgas quazi boss, numero 8.

In addition to your Minion's appearance changing based on merges, it also changes as you level up. In general, this seems pretty straight forward - for most Minions, they just get bigger. However, that's not exactly what happens, and this can lead to some slight problems on down the line.

Specifically, the size of each "part" of the body grows at a certain, fixed rate, much like the various "parts" of the body are averaged in a merging. This means that some Minion's horns grow really fast, or their legs do, or even their jaws or claws. A Minion, therefor, that looks really cool on level 2 can look exagerrated or distorted on level 20. There are only a couple of ways to combat this.

The first, and most obvious method of combatting this problem, is simply to merge the problem Minion with one with a small attribute. Protruding jaw? No problem. Merge it to something without a jaw, and BAM! That protrusion has shrunk down to half its original size. The real problem that arises from this is that it has the tendency to completely destroy your Minion's carefully crafted appearance.

The second, and much more difficult, way of countering this phenomenon is based around planning. When creating your Minions, make sure that no two attributes overlap too much - in other words, don't merge two things with huge horns, or jaws, or feet. Instead, try to find some combinations that blunt the exagerrated charateristics of one another (try some of my pre-made Minions, if you want some decent examples). The less exaggerated your Minion appears on its first appearance, the less exaggerated it will appear with age.

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-----[E. The Perfect Minion]-----
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This section is a simple, straight forward set of guidelines for merging Minions, along with some miscellaineous stuff that did not fit above. If you've read the above and know how merging works, then hopefully this will allow you to better apply it.

- The ideal Minion has 5 abilities, 4 spells, and a stat layout that works with them. If you want an attacker, you're going to want abilities with +Critical and +Power, some elemental and some not, and some of them specials (Like Drain and Attack-All). If, however, you want to be a magic user, you'll want at the least the third attack spell, the all-attack spell, and the appropriate deva spell for your element. If you're water elemental, make sure that you have medina. It is, hands down, the most useful spell in the game.
- The best minions in the game, hands down, for merging are the set found as the second-to-last set of four in the monster list. Thus far I have three and have heard of a fourth: the Bauback, the Greydon, and the Armijar. They have a full ability list, meaning an Elemental Horn Attack +Power, Elemental Fang Attack +Accuracy, Elemental Claw Attack +Critical, Elemental Tail Attack, and a Foot Attack-All Enemies. They are extremely rare.
- On par with the second to last set comes the actual last set, which I have only just now managed to find one of. They resemble the Fal, Anash, Shulia, and Shee in apearance, but run away from you. They have a Horn Critical Attack, Fang Absorb HP Attack, Claw Destroy Mana Attack, Tail Absorb Mana Attack, and Foot Attack-All Enemies. Their stats, like the above, are almost perfectly average.

- Some good Minions for abilities are: the Rainster, Fintan, Bawni, and Turen, all of the goat family, the spiders, the three-headed flying dragon family (Surprise!), and (best of all) the small, barrel type enemies, the best of which are the Paras. For the most part, these also make a minimal impact on your form - at the least, a minimal negative impact.
- Some monsters you might consider for stat boosting: the goat family (if you noticed them above, you're probably realizing just how good these tend to be), the Sag family (for magic), the Paras (Speed, Power, and killer abilities. YOU WANT THESE!), the Todon family (for defense), and the Back family (completely average; their dot is almost exactly in the middle).
- Some Minions you might consider using for appearance: the Wasp family, the Alco family (birds), the Dreg or Frayd family (dogs), the Gore family (dragons), the elongated Rainster, Fintan, Bawni, and Turen, and the cute little Paras (again!).
- The stat layout you pick for your Minion is extremely important. Make sure it compliments the abilities you've also given them, or you'll find your Minion severely weakened. Make sure you don't max something's attack and then try and use its Magic! =)
- Far and away, the most important part of merging is the ability and magic sets of that Minion, appearance aside. These should be your first priority. Since, as I mentioned earlier, stat growth is completely linear, the only thing that makes one Minion better than another is the abilities and spells that it has.
- As a general rule, Minions look best when merged with those similar to them in appearance. I realize that this sounds somewhat inane, but its important to remember: fusing flying things with walking things, or (worst of all) humanoids or barrel-types with most things creates a hideous monstrosity.
- A monster that looks great red probably looks horrible blue. If you have a Minion whose shape is fine, but you hate the skin, try the same combination with a different element.
- In the merging screen, hit O to view the finished product after having selected both Minions. DON'T FORGET THIS! It'll save you countless resets.
- Are you reading this guide somewhere other than GameFAQs.com, NeoSeeker.com, or PSXCodez.com? If so, please email me and let me know where. The people hosting this guide are ripping me off. I can be reached at goryus@hotmail.com.

 -----[E.Some Pre-Made Minions]-----

 My Merges

Mantis

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Element: Earth

Basic Merge: Terwasp + Turen + Tergore

Stat type: Average or Power+Speed

Description: No, nothing to do with the ridiculous looking "Manty" enemies. This really looks like a giant preying mantis, and is easily one of my favorite merges.

Abilities: Comes with Earth Tail Attack, Ulvis, and Deva Ulvi. try merging the original Terwasp with some Terparas for a great Earth Horn Attack +Critical (as well as upping its attack/speed), or possibly something with stoning or poisoning potential. The Tuloon has an absolutely phenomenal non-elemental foot attack that hits all enemies; consider using that, as well.

Other types of merges: Try swapping the Terwasp or Turen with the Skawasp or Fintan. This creates a Minion that looks very similar, but is half wind elemental. Also, if you're a little low on Minions, just Terwasp and Tergore will give you a Minion that's just a bit stubbier, whose wings are shorter and lacks Deva Ulvi. Still looks cool, though.

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Kraken

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Element: Water

Basic Merge: Fal + Amasag

Stat type: High Magic/Speed

Description: Looks like...well, like a Kraken. Big blue head with eight long tentacles hanging down. Attacks with front two tentacles, and casts powerful magic.

Abilities: Comes with a water-attack, a Fang Attack +Accuracy, and the Ulvia spell. Consider merging it with a mukhambu or the Kamra Minion, the former for Magic and Medina and the latter for Selahm. Rainsters can supply Deva Vahli.

Other types of merges: Try swapping the two Minions with their equivalents in color, or two that are complementary to each other. Fire and wind, and wind and earth, both work well. If you don't like the end result, just merge one more Fal into it. You also might want to try the Yolga, Kolna, and Sicanjal skins, although I prefer it as it is.

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Griffon

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Element: Wind

Basic Merge: Hackaroo + Hiralco/Skalco

Stat type: High Attack/Speed

Description: Little dog looking thing with wings, a beak, and the absolute perfect Griffon skin. Has a nice high Attack and speed, and is yellow-brown in color.

Abilities: Comes with a Wind Tail Attack, and the Ulvi, Ulvis, and Deva Ulvi spells. Consider throwing in a Skapara for more speed/attack and a great Wind Tail Attack +Critical.

Other types of merges: Try the Dreg and Frayd families with the

Skalco, and pretty much anything else on four legs. You may want to fuse in one of the Barrel-trype Minions for a more puffy, Griffon-like chest.

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Tigon

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Element: Water

Basic Merge: Arpatron + Radgore + Sicanjal Skin

Stat type: Average

Description: Looks similar to the Arpatron but sits up further. Has tiger stripes coming down in exactly the same pattern the Sicanjal does, and is just plain cool besides.

Abilities: Comes with a Water Horn Attack, a Water Claw Attack, and the Vahli and Vahlis spells. Try merging in a Kamra for Selahm and Medina, and a Dogpara for +Critical to that horn attack. Also, the water version of the Oo family (Ankoo, Mulgoo, etc) has a phenomenal foot attack. The Rainster Minion offers Deva Vahli.

Other types of merges: Try merging a Kamra right after the Arpatron but before the Radgore to make it sit up further. Also try it without the Sicanjal Skin - still doesn't look half bad, does it?

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Tarantula

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Element: All

Basic Merge: (Yorlk + Ohzay) + (Aiona + Yates)

Stat type: Average

Description: Looks like a regular spider with a different color.

Also attacks the same. (Don't worry, read on)

Abilities: Comes with Ad Mumuls, ad Roqua, ad Venon, and ad Slahm. Resistant to poison, stone, and sleep, and able to kill off entire enemy groups with instant death.

Other types of merges: Try merging something with big, thick legs into the equation to thicken the legs and maybe make it bigger, more tarantula like. I found I liked the Ticker skin on it, as well.

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Ogre

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Element: Fire

Basic Merge: Patadon + Patdreg

Stat type: High Attack/Defense

Description: Looks like a large, armor-plated humanoid w/horn.

Attacks by swinging fist violently.

Abilities: Comes with a Fire Horn Attack and a Fire Claw Attack +Power, as well as the basic Agni spell. Consider merging in a Patapara to add +Critical to that Horn attack, and a Jitamble for Deva Agni. A Yorlk will give it instant death capability, as well.

Other types of merges: Try adding one of the seven special skins to get rid of that armor on the back, or merging it with a

Jitamble after the Patdreg (although this makes it look a little less Ogre-ish). This works in any element, but looks best as red and green. You also might want to try the Patlchu or Pateeb enemies, which look much the same but less bulky.

Submitted Merges

Jirahl+

Element: Fire

Basic Merge: Jirahl + Spiral + Klarrgas Skin

Stat type: High Attack/Speed

Description: A taller, more slender version of the goat-men. Very evil because he appears to be a skeleton with horns. Attacks by spinning around and kicking his enemy.

Abilities: At least two of the "special" attacks and Ad Mumuls and Ad Slahm (if you merged this with spiders earlier). Put them to sleep, instant death, rinse, repeat.

Other types of merges: Try getting a creature with the spells Sel Selahm, Selahm, and Medina into the mixture. That way you can put them to sleep, heal, recover MP, and then go back at it.

Nova

Element: Fire

Basic Merge: (Patbaran + Yoalk) + (Patdred + Swav) + ((Patdreg + Swav) + Patbaran) + Spiral

Stat Type: Attack/Speed

Description: A distorted, reddish Goat-man with a distinctly demonish appearance.

Abilities: Comes with Agnia, Ad Mumuls, Deva Agni, a Fire Horn attack, a Fire Fang Attack +Power, and a Rend Wings Tail Attack.

Other types of merges: try merging with a Bauback and a Uglam, and then once more with a spiral, to enhance the ability list considerably.

Hell Hound

Element: Fire

Basic Merge: Patbaran + Any of the lizard-types

Stat Type: Speed

Description: a sleek looking dog minion that resembles a demonic mutt. Purely aesthetic.

Abilities: Agnis, varying with the lizard type you choose.

Other Types: if you have a four legged minion, consider using this combo to re-work its appearance once you've achieved the balance you've been looking for.

Death Angel

Element: Air

Basic Merge: Marrdreg + (Doghambu + (Maskhira + Hiralco) + Maskhira)

Stat Type: Defense/Attack

Description: Dog-type minion with wings. Consider heavily using one of the special skins, though...

Abilities: Malti, Maltis, Maltia, Deva Malti, Sel Selahm, Ad Selahm
Wind Horn Attack +Accuracy, Wind Fang Attack, and a Wind Tail Attack

Other types of merges: try merging in an Uglam for both sorcerous potential and appearance.

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Gaia

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Element: Earth

Basic Merge: Terfrayed + Riggu + Teralco + Rugdogle + Tergrip

Stat Type: Defense

Description: horribly distorted, green, four legged critter with wings and a whole host of abilities. Aesthetic appeal varies with taste.

Abilities: ?

Other types of merges: Suggested that you use Berbansa, Bauback, Spiral, and Turen, to further distort the appearance and enhance the abilities.

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Neon Demon

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Element: Earth

Basic Merge: Radgore + ((Tergore + Terfrayd) + (Patawasp + Patalchu))

Stat Type: Average

Description: dark blue, with bright yellow wings, claws, teeth, and pupils. His yellow pupils have a bright red ring around it and a white pattern on its back where it's wings would be if the were held tight against it.

Abilities: ?

Other Types of Merges: None given; try different elemental combinations. Any of them should work.

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Special Merges

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Sherick

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Element: Fire

Basic Merge: (Tereeb + Termole) + ((Tergore + Tergrip) + Teralco)

Stat type: High Magic/MP

Description: Oddly colored, giant bird with a large beak. Looks absolutely hideous (and not in the good sense). Decent magic user.

Abilities: Comes with Rend Wings and Fang Attack +Accuracy for abilities. Also has Agnia and Ad Mumuls. Consider heavily merging it to

add in Deva Agni and Agnis to the mix.

Other types of merges: Any element of any of the above will produce this special minion, as long as the belong to the same families.

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Tweengo

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Element: Water

Basic Merge: ((Nevan + Oajin) + Skumole) + (Skaeeb + Mafrayd)

Stat type: High Power/HP

Description: Brightly colored crab. Unlike the Mole family, it has six legs and pinsirs. Looks a lot better with a different skin, and has a shape that works well with most merges.

Abilities: Comes with NO spells, but a number of abilities: Horn Water Attack, Fang Attack +Critical, Claw Attack +Power, Tail Attack +Accuracy, Foot Attack-All Enemies. Consider a Dogpara to add +Critical to that horn attack, or use this thing to turn any physical attackers into powerhouses.

Other types of merges: Any element of any of the above will produce this special minion, as long as the belong to the same families.

-----[E. Miscellaineous]-----

This section is full of the stuff that doesn't fit anywhere else. I hope it's of some use to you. If you can clarify or add to any of it, please email me <goryus@hotmail.com>.

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The Big Minion List

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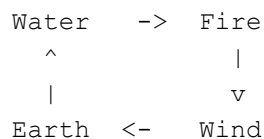
Total Minions: 163/171 (167/171)

Marrdreg	Raddreg	Patdreg	Rudogle
*Dogle	Berbansa	Mukhambu	Doghambu
Terhambu	Hiralco	Maskhira	Hirasag
Pataimel	Skwimel	Radoimel	Patalchu
Raddlchu	Doglchu	Nushab	Rashab
Mukshab	Asha	*Geenwee	Marven
Mugoo	*Noobwee	Ojire	Riggu
Srikarta	Uglam	Yorlk	*Jirahl
Tweengo	Sherick	Arpatron	Pataraid
Mafrayd	Terfrayd	Ragifrayd	Patbaran
Skbaran	Terbaran	Ladbaran	Jitamble
Hackaroo	Clayble	Geible	Patagore
Skgore	Tergore	Radgore	Drunga
Skarunga	Terunga	Radunga	Patgaron
Skgaron	Tragaron	Doggaron	Patash
Skash	Terash	Radash	Patagrip
Skagrip	Tergrip	Doggrip	Patapara
Skpara	Terpara	Dogpara	Patalco
Skalco	Teralco	Raddlco	Patbecker
Skbecker	Terbecker	Radbecker	Hikisag
Tagosag	Morisag	Amasag	Patawasp
Skawasp	Terwasp	Radwasp	Patmanty

Skmanty	Termanty	Radmanty	Patamole
Skumole	Termole	Radmole	Pateeb
Skaeeb	Tereeb	Radeeb	Patodon
Skatodon	Tertodon	Radtodon	Patakuga
Skwooga	Terkooga	Radkooga	Pataoot
Skwoot	Teraoot	Radoot	Patamorj
Skwmorj	Termorj	Radmorj	Carmine
Skwmaine	Termaine	Radmine	Anash
Shulia	Shee	Fal	Karn
Telma	Scul	Uld	Usk
Oajin	Eavun	Embla	Gabee
Tuloon	Pedingo	Zulmoo	Frigg
Shoven	Elu	Roben	Tiootz
Sowl	Sgaj	Frey	Wardon
Ankoo	Galia	Ohma	Swav
Carlidge	Fugger	Id	Bawni
Fintan	Turen	Rainster	Yates
Nevan	Aiona	Ohzay	Spiral
Arvalzak	Fedelco	Kamra	Bauback
Armijar	Greydon	?	Nupandra
?	*Karro	?	

*Unconfirmed. Sent in by contributors.

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Elements
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The circle goes clockwise: Water beats Fire, Fire beats Wind, Earth beats Water. The stronger your alignment to one element is, the more damage you do to an enemy of the opposite element (and the less they do to you), and the more damage you take from attacks from the element you're weak to (and the less you can do to them). The only way to avoid this - although you don't necessarily want to - is to create a Minion that is equal parts of all the elements.

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Bird of Paradise
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Occasionally, high level enemies in the Endless Corridor will drop an information tablet titled, "Secret 1." It says that the legendary Bird of Paradise Minion has a Barrel Body, a Beak, a dragon tail, and feather wings.

Thanks go out to Thom Lancaster and Co. for solving this riddle for me. Keep it up! See "Sherick" above.

=====
The Eternal Corridor
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At the end of the game, you get to enter a place called the Eternal Corridor. Enemies start on level 20, and for every 4 levels you progress they'll gain one level, up to 26 - at which point, they stay at that level.

At the end of each corridor is a quazi-boss monster, that drop the skins listed in the "Appearance" section above. The only two that are really worth taking note of are the Kolna and the Klarrgas: the former casts instant death, and the latter can't be killed by anything but status effects. I reccomend either killing the former really, really quickly, and running from the second, or running from both (and praying). Only Sel Selahm and the Mirror of Deva will stop instant death.

The corridors themselves are completely random alignments of various premade scenary that's been tinted based on the element Minions that appear in it. They can be either gruelingly long or thankfully short, full of enemies or not. Its completely random. I have not, as of yet, managed to get all the way through as of yet, but there is a rumor flying around about what happens when you do beat it. Supposedly, you are allowed into the corridor of the Chosen one of Darkness, at the end of which is the "Ultimate Minion." I have no way of knowing whether or not this is true.

NOTE: I've reached corridor 63 myself, and people with gamesharks have been in corridors as high as 197 (or so they claimed). I think its fairly safe to assume that the "Endless" corridor really is.

Note that all minions occasionally drop some very rare items. Those I've found:

Divine Garb1
Divine Garb2
Palemoon
Reaper
"Secret 1"

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-----[E. Credits]-----
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Atom Edge <lazysilverwolf@about.com>

Big thanks go to Atom Edge, who's brilliant grasp of legal issues and talent at writing disclaimers provided the bulk of mine, as well as the great sectioning art used above.

Crave Entertainment (www.cravegames.com)

The creators of Jade Cocoon. Thanks for creating this game, without which this FAQ could never have existed. Thanks for the great gameplay and stellar graphics, and the phenomenal voice acting. All it needs now is a plot. =)

GameFAQs (www.GameFAQs.com)

Thanks go out also to CJayC, operator of www.GameFAQs.com, for providing the inspiration to get this FAQ off the ground and offering an easy means to make it public.

Peter Judson <ptlj@neoseeker.com>

Representative of NeoSeeker who politely asked my permission to use this Guide. Thanks both for being polite and for making it available to a larger audience.

Christian Worth <webmaster@psxcodez.com>

Webmaster of www.PSXCodez.com who politely asked my permission to use this Guide. Thanks both for being polite and for making it available to a still larger audience.

Thom Lancaster <merlyng@hotmail.com>

Thom's Unamed Friend <maxhavoc@hotmail.com>

Thanks go out to these two for giving me the proper directions for creating the Sherick and Tweengo hidden minions, the former of which I believe to be the "Bird of Paradise." Keep up the good work!

Thom has also provided the key to finding the last four minions on the monster list. Thanks again!

Rabid Neon Monkey <masterroshi07@yahoo.com>

A great deal of help, RMM added considerably to my Minion List, submitted the first outside merge for my guide, telling me how to kill the Klarrgas, and various other (minor) corrections.

Mindwanderer <mindwanderer@juno.com>

Thanks for pointing out some mistakes and helping me to a greater understanding of the function of the dot, as well as having submitted a minion.

Dharkist MvUnit #0 <sigmareprise@hotmail.com>

Sent in three separate minion merges, fairly complete and with a lot of detail. Thanks for the hard work!

Daniel <firewave@tampabay.rr.com>

Thanks for the minion list addition. Any more stuff, keep it coming!

Ruby Weapon <RubyWeapon9488@aol.com>

Submitted a minion for the pre-made merges list. Thanks, man! Any more, let me know.

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