Nintendo

GAME BOY COLOR

DMG-AWQE-USA

DRAGON WARRIOR®

MONSTERS

TRAINER'S GUIDE

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Introduction

"Hi! I'm WATABOU, your guide through this manual."

WATABOU is a mischievous, mystical creature who always appears out of nowhere!

Our hero, Terry, sets out on a journey to become the most powerful Monster Master by fighting against the monsters he meets, collecting them and then raising them. He goes through perils in a constant search for the ultimate monster.

Create your own original monsters!

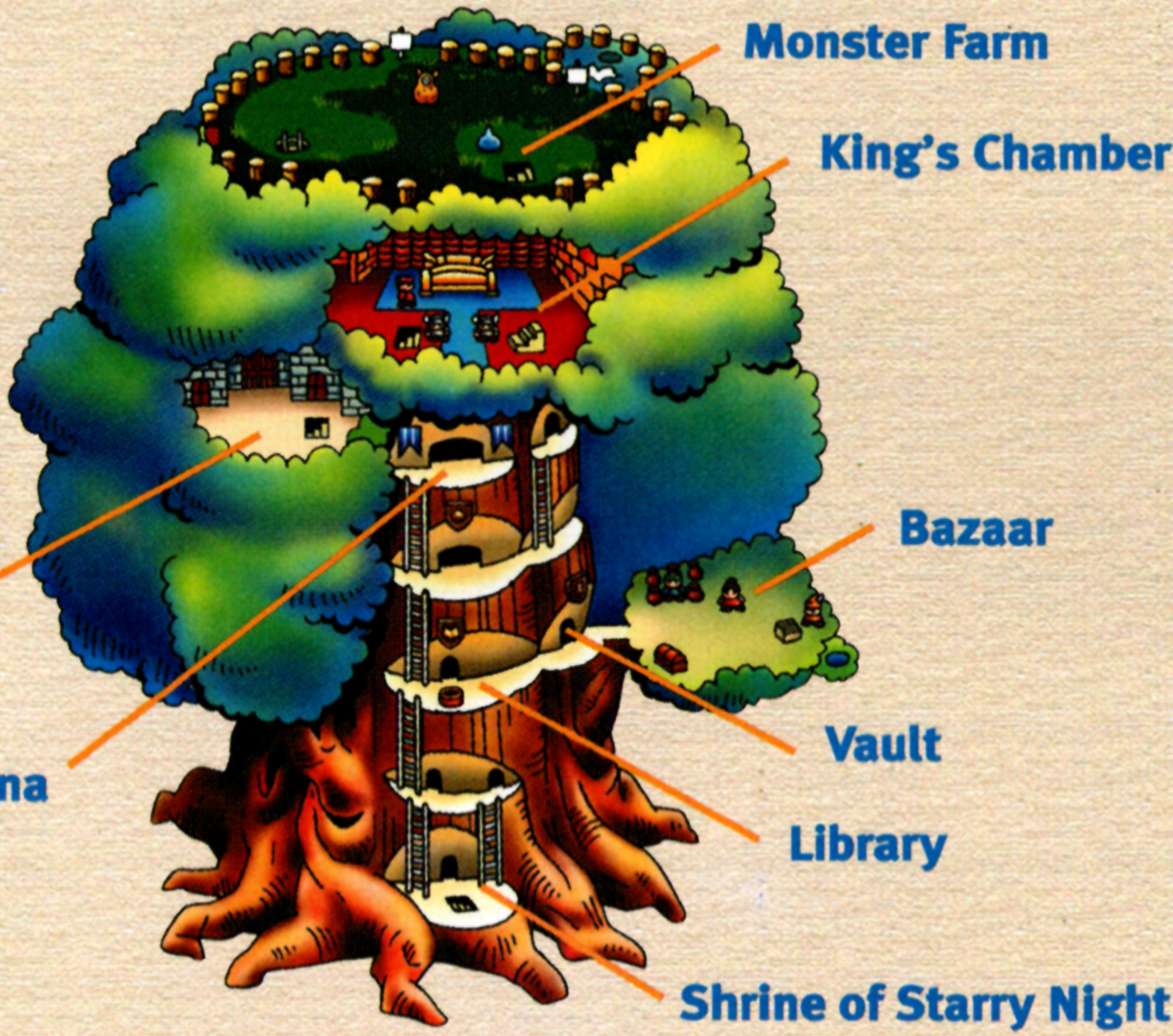
Create original monsters by breeding and raising monsters you've collected (see pg. 25).

It's great fun to link up with friends!

By using a Game Link® Cable, you can connect two Game Boy systems to battle your friends or breed new monsters (see pg. 34). This is a great way to have tons of fun with DRAGON WARRIOR MONSTERS!

The Kingdom of Great Tree

At the beginning of the quest you are limited to where you can go. Depending on how your quest progresses, more places will gradually become open to you.



A Monster Adventure

One night, a monster named Warubou appeared out of nowhere at the home of Terry, our hero, and kidnapped Terry's sister, Milayou.

A moment later, a monster named Watabou appeared out of the same nowhere and told Terry that if he wanted to rescue Milayou, he'd better follow him – fast!

Terry was stunned by these rapid events, but in no time he joined Watabou and warped into the Kingdom of GreatTree.

Little did Terry know what strange adventures lay before him in his quest to rescue his sister Milayou.

Find out for yourself what monsters and mayhem await in the mysterious Kingdom of GreatTree!

TERRY is the hero of this game. His goal is to become the most powerful Monster Master and find his lost sister, MILAYOU!

Controls

"Learn to use the controller before playing the game."

Control Pad

- Move Terry
- Move the cursor on menus and lists

B Button

- Cancel commands
- Close windows

A Button

- Confirm commands and option selections
- Talk to people
- Examine things

SELECT

- View Map of the Mystic World
- Organize the items you carry in the Item Window

START

- Toggle between HP/MP and Level Window
- In the Main Menu, display the Joined Monsters Window

Note: You can reset the game by pressing the A and B Buttons, SELECT and START simultaneously.

Getting Started

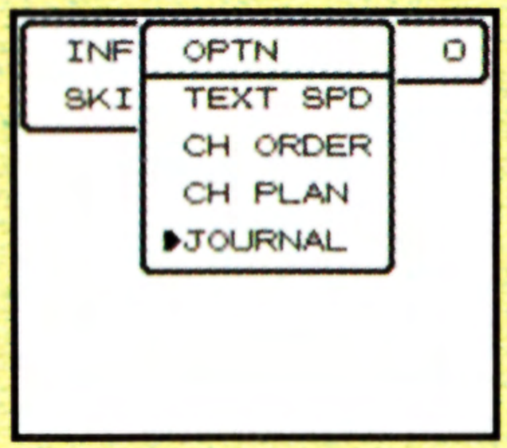
Insert the Game Pak into the Game Boy and turn it on. Stars will shoot across the screen, followed by the Title Screen. Press the A or B Button or START to begin.

Starting a new game

Select NEW GAME from the Main Menu to play the game from the beginning.

Continuing a game

If you have a previously saved game, you can choose CONTINUE to start the game from where you last left off.



Saving a game

Don't forget to save your game in the Journal before quitting the game. Open the Game Menu with the A Button and select OPTN, then choose JOURNAL to save your game. You can save anywhere in the Kingdom of GreatTree. Be careful – you can't save your games in most places in the Mystic World.

Basic Commands

Press the A Button to talk to people or examine things.

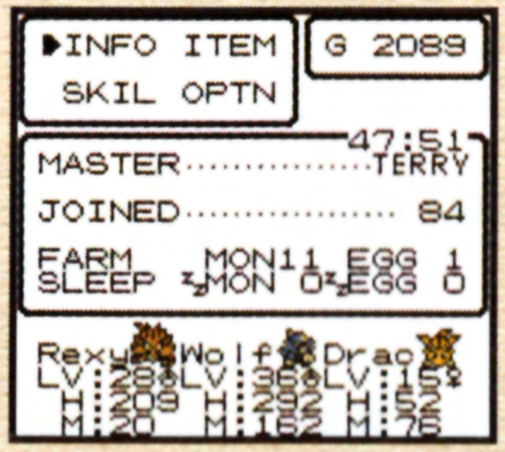
Face the direction of the person you want to talk to or the sign boards, dresser, or spots you want to examine and press the A Button to collect important information. If the message is long, you'll see an arrow pointing down. Press the A Button again to flip through the messages.

"Make sure to check your monsters' status often!"

Game Menu

Press the A Button to display the Game Menu and check the status of your party.

- There are five options you can use to check status. These are explained on pg. 8-11.
- An indicator at the top right displays the amount of Gold you are carrying.



Press START to display a new window in front of your monsters. This window shows the total number of monsters you have owned in the past plus the monsters you currently own.

- Five reports are displayed:

  1. A time indicator on the right displays the total length of time you've been playing.

  2. MASTER is the current player.

  3. JOINED is the number of different monsters you've gotten to join your party. How many can you find and breed?

  4. FARM is the number of monsters and eggs you have at the Monster Farm.

  5. SLEEP is the number of monsters and eggs asleep at the Monster Farm.

- At the bottom of the screen you'll see the monster or monsters that are currently traveling with you and their current status.

EvilSeed clings to its host with its tentacles!

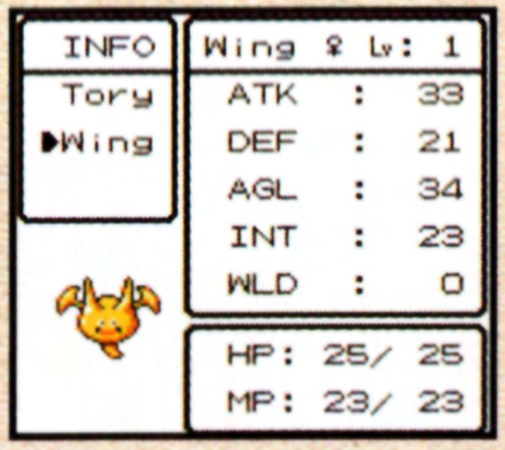
INFO

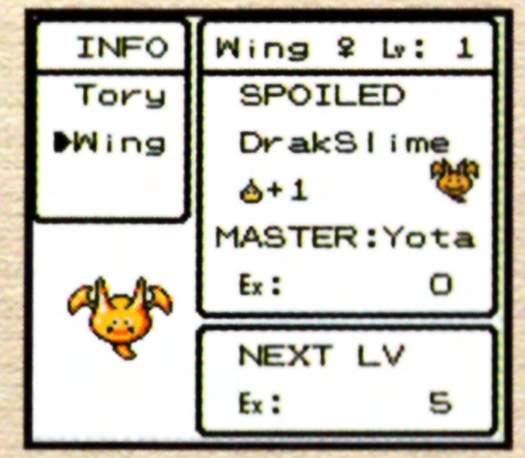
This option displays strength information for the monsters in your current party. Press the A Button to flip to the next Info page.

♂ = This monster is male. ♀ = This monster is female.

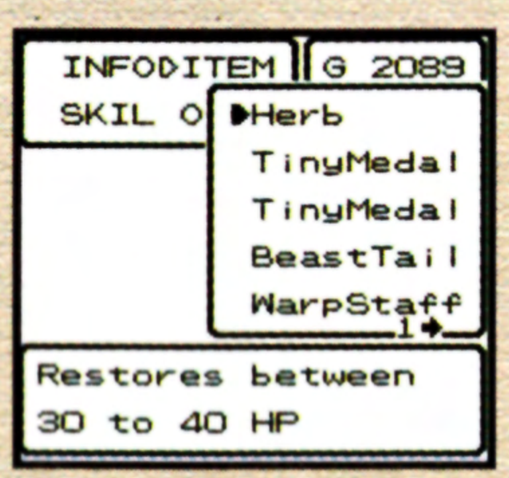
Lv = The overall strength level of the monster.

ATK (Attack)	The higher this number, the more damage you can inflict on enemy monsters.
DEF (Defense)	The higher this number, the less damage you receive.
AGL (Agility)	The higher this number is, the higher the chance that your monsters can attack enemy monsters first, before the enemies attack.
INT (Intelligence)	Monster's intelligence during battles.
WLD (Wildness)	The higher this number is, the higher the chance that your monsters will not obey you.
HP (Hit Point)	Monster's health. When it reaches zero, the monster is knocked out.
MP (Magic Point)	Monster's power to perform magic spells and special skills.





Personality	Monster's personality.
Species	Monster's species name.
Family	Monster's family. When the monsters are bred, there will be a "+ number" such as "+2" or "+5." The higher this number is, the stronger the new monster will be.
Master	Monster's master.
Ex	Monster's earned Experience points.
Next LV	Number of Experience points a monster needs to advance to the next level.



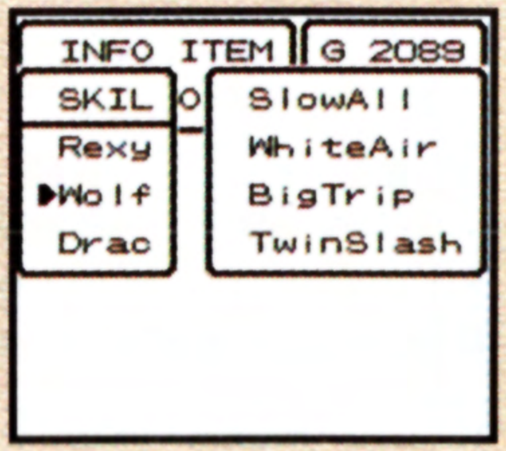
ITEM

This option displays a list of items you currently carry.

Select an item and press the A Button to display USE and DEL options. If you want to use an item, select USE. To throw away an item, select DEL. A description of each item appears at the bottom of the screen. Press SELECT to organize the items.

SKIL

This option displays a list of magic spells and special skills that the monsters in your current party have learned. When you select a monster that has learned magic spells or special skills, a list of all the magic spells and special skills appears. All of the learned abilities will be displayed in the list, but most of the abilities can only be used during battles. A description of each skill appears at the bottom of the screen.



OPTN

This option displays a list of game options you can set.

- TEXT SPD changes the speed of text displayed during battles.
- CH ORDER changes the order of monsters in your current party.
- CH PLAN changes the battle plans of each monster.
- JOURNAL records (saves) the adventure in your Journal.

"Make sure to check the descriptions of each item, magic spell and special skill."

Battle Commands

"Here are the details on the Battle Menu!"

Displays the names of monsters in your current party and their amount of HP and MP. Keep your eyes on your monsters' HP and MP! If you don't, it's going to cost you!

These are the options you can select during battles. When you choose FIGHT, the monster fights automatically according to the instructions set in CH PLAN in OPTN from the Game Menu.

FIGHT

This option is for fighting enemies. Battle begins when you select FIGHT. To change how your monsters fight, change their battle plans by choosing PLAN in the Battle Menu.

PLAN

You can give out basic plans or specific instructions to fight in battles to your monsters. Change your plans or instructions according to the situation you are in.

- CHARGE – Your monsters attack aggressively at all times.
- MIXED – Your monsters use magic spells and special skills to help or support themselves in battles.

- CAUTIOUS – Your monsters use magic spells or special skills to protect or heal themselves.
- COMMAND – You can instruct each individual monster to do what you want. Train your monsters well! If you don't, they will not listen to your commands!
- NO SP SK – When you're fighting in the Arena, COMMAND is replaced by NO SP SK. Your monster will not use any magic spells or special skills when this command is selected. You will not be able to instruct each monster to do what you want during the battles in the Arena.

ITEM

When it's your turn to attack, you can also use items that you carry into battles (see pg. 29). For example, use herbs to heal monsters or feed meat treats to enemy monsters to try to make them your allies. If you have more than five items in the item list, use the Control Pad to flip to the next page.

RUN

This option is used to run away from enemy monsters during battles. However, enemy monsters will not let you escape every time!

- When all of your monsters are knocked out, you automatically warp back to the King's Chamber. When this happens, up to half of your Gold and items are lost!

Preparing for the Quest

Speak to the King

In order to find Milayou, Terry has to collect and train monsters to enter and win at the Starry Night Tournament. To begin his quest, Terry is sent up to the Monster Farm to get his first monster.

"Hey! It's time to set out on your quest!"

DRAKSLIME uses its small wings and tail to jump and move about.

Visit Pulio's Monster Farm

First, Slib joins your party at the Monster Farm. Then, go see the King a second time and you'll be sent out on a quest to find Hale ...

Find useful items in the treasure chest

There are two treasure chests in the room to the left of the King's Chamber. You may open them once the King says it is okay for you to do so. Inside each chest is an herb. Take these items with you and prepare for your quest.

Talk to people

Not so fast! Before going on the road to start your quest, talk to the people in the Kingdom of GreatTree. You might just be able to gather very important information.

Go to the Chamber of Travelers' Gates

Within the castle walls, there are Travelers' Gates that lead you to the Mystic World where all the monsters live. Go through the gates and you'll be warped into the Mystic World. At last, your quest begins!

The Mystic World

To the Mystic World from the Travelers' Gates

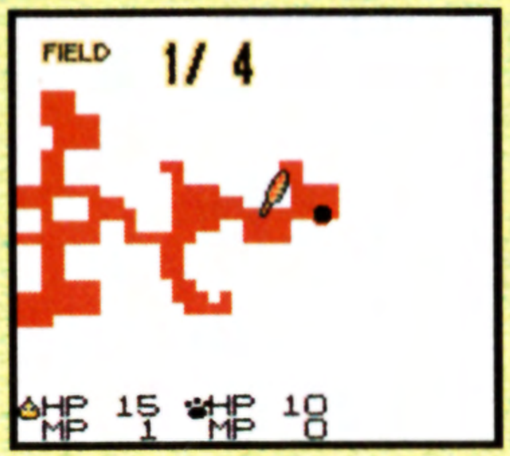
Through the Travelers' Gates you will enter the Mystic World where the monsters live. Within the castle, there are certain tiles where the floor spins in a spiral. These are the gateways to the Mystic World.

The Map changes every time you enter

Upon entering the Mystic World, you will weave through a puzzling world encountering many monsters and finding various items useful for the journey. The Map of the Mystic World is different every time you go in. The location of items changes too. Also, the location of holes through which you travel deeper into the Mystic World changes every time!

At first, not all rooms are open

What? There are rooms that you can't enter? If you are faced with this situation, try fighting at the Arena. If you win a class in the Arena, the King will tell you about a new gate that will be opened for you.



Try pressing SELECT

To see the Map of the Mystic World, press SELECT. This shows the places you've visited up 'til now. If you have a Beast Tail (see pg. 29), an arrow will mark the direction of the Mystic Hole.

Down the Mystic Hole, deeper into the Mystic World

The boss monster behind each Travelers' Gate lives in the deepest level of the Mystic World. If you defeat the boss monster, you will be warped back to the Kingdom of GreatTree. Don't forget to check your equipment and status of HP/MP before going where the boss lives.

Getting Monsters

"Win battles to get as many monsters as possible. The more monsters you have, the better!"

ZapBird attacks with lightning by using the thunderclouds covering its body.

Find tons of monsters

Find as many monsters as possible. When you win battles, sometimes the enemy monsters become your allies. If you feed meat treats to monsters during battles, you have a better chance of turning enemies into allies after the battle. Don't toss out just one piece of meat – give the monsters more to tame them and increase the chance of making them your allies.

Make an ally of the last defeated monster in battle

In battle, when you encounter an enemy monster you want to include in your party, make sure that monster is defeated last. The last monster you defeat is the only monster that has the chance of becoming your ally.

Take along your favorite monsters

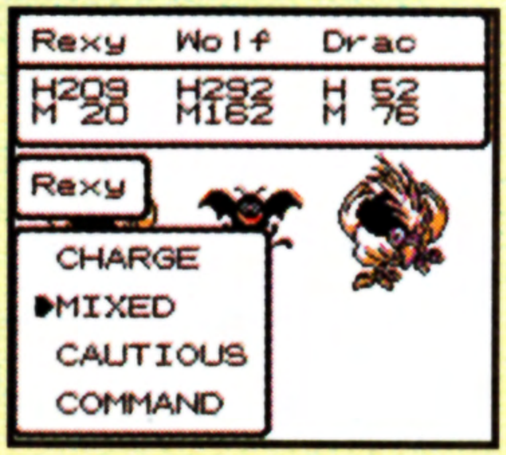
The basic rule to raising and training monsters is to make them fight enemy monsters as often as possible. So, take your favorite monsters along on your journey.

Make monsters stronger through breeding

By breeding, monsters can acquire various new abilities and become stronger. By aggressive breeding, you can create the ultimate monster.

Monsters have personalities too

Monsters have various personalities and battle plans that they are best at. When you select a PLAN for a monster during battle, make sure you match it to the monster's personality.



Monster Species

Various species of monsters inhabit the Mystic World. Monsters can be classified into nine different families, each with its own characteristics. Try to understand a family's characteristics before taking one of its monsters on your journey.

SLIME FAMILY

Fast in speed and good with magic spells and special skills used to help out ally monsters in battles. Slime, Healer and SlimeNite are of this family.

DRAGON FAMILY

High in all parameters but slow-growing. They are strong against fire and blizzard attacks. Some Dragons are DragonKid and Pteranod.

BIRD FAMILY

Fast in speed and fast-growing, they are strong against thunder magic spells and special skills. Dracky, Wyvern and Blizzardy belong to this family.

BEAST FAMILY

Beasts tend to have high HPs and attack strength. Also, they are strong against magic spells and special skills that lower the monsters' parameters. Anteater, PillowRat and GulpBeast are of this family.

PLANT FAMILY

High in MP and intelligence, Plants can grow up to high levels. HerbMan and CactiBall are members of this family.

BUG FAMILY

Their attack and defense strengths can become very high. They are strong against poison attacks. Some Bugs are GiantSlug, Catapila, and StagBug.

DEMON FAMILY

High in HP, attack strength and defense strength, they are strong against attack magic and special skills. Pixy, Gremlin, and ArcDemon are Demons.

ZOMBIE FAMILY

Their HP is fairly high but other parameters are average. Zombies are weak against such things as paralysis. Hork, Spooky, and Mummy are Zombies.

MATERIAL FAMILY

High in defense strength and strong against fire and blizzard attacks. Goopi, JewelBag, and RogueNite belong to this family.

??? FAMILY

These appear to be monsters that don't belong to any known families, and their personalities are unknown.

Exploring the Town

"Don't forget to stock up on equipment when you're in town!"

FIREWEED Its flame breath is its deadly weapon.

ARENA

You can register for different battle classes or ranks at the Arena. When you win three battles in a row in each class, the King will open up new gates in the Chamber of Travelers' Gates. Raise your monsters to fight and win through these classes.

Also, when you are at a loss in your quest, speak to the veterans at the Arena. You might get some useful information from them.

ITEM SHOPS

Monster taming isn't easy, so you'll need lots of items to help you on your journey. Go to the Item Shop and talk to the shopkeeper. He will ask you: "BUY, SELL, or EXIT?"

If you want to buy something, select BUY. Prices for all items are on the right and the amount of Gold you have is on the top right of the screen. Move the cursor to the item you want, make sure

RAINHAWK has four strong legs and powerful wings.

you have enough Gold, and then press the A Button to buy it. You can buy more than one of the same item by moving the cursor up or down when the shopkeeper asks: "How many?"

If you want to sell something, select SELL. The shopkeeper will give you a price on all the items you're currently carrying. Move the cursor to the item you want to sell and press the A Button to sell it. If you have more than one of a particular item, you can sell as many as you have by moving the cursor up or down on the numbers to select the amount.

When you're finished shopping, select EXIT to leave.

THE VAULT

The Vault is where you can store your Gold and valuable items. It is a very important place to visit. If all your monsters get knocked out in battle, you will lose half your Gold and most of your items. But if you store Gold or items in the Vault, you will not lose them when your monsters are knocked out. The Vault is helpful for storing extra items you don't want to carry. Remember to plan what to carry before leaving the Vault. When you can't carry any more items, it's probably a good time to visit the Vault or sell the items at the Item Shop.

When you speak to the Vault keeper, he will give you three choices: PUT, TAKE, or EXIT. Select PUT to deposit Gold or items into the Vault. If you have lots of Gold or many items, move the cursor up/down on the numbers to select the amount to deposit.

Select PUT to deposit Gold or an item. You can deposit the desired amount by moving the pointer up/down on the numbers to the amount you want.

Select TAKE to withdraw Gold or an item. You can withdraw some or all of the Gold you deposited or as many items as you can carry. To take more than one item or more than 100 Gold, move the pointer up/down on the numbers to the amount you want.

Note: You can only Put or Take Gold in amounts of 100 (such as 100, 200, 300, etc.).

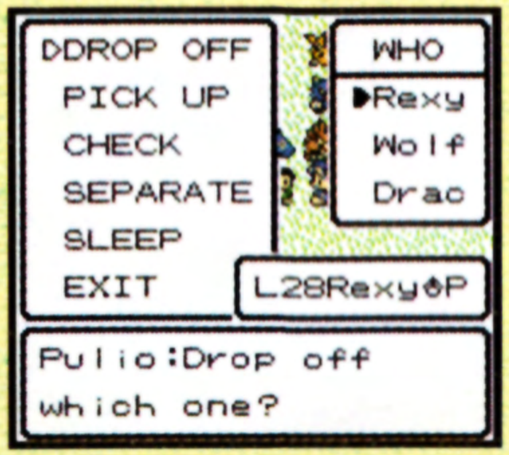
LIBRARY

Here you can find out more about the monsters you've collected.

SHRINE OF STARRY NIGHT

After you've reached a certain point in your quest and collected enough monsters, you can marry your monsters at the Shrine of Starry Night to breed more monsters.

Monster Farm



The Monster Farm is where you keep monsters that join your party during your quest. You can keep your eggs here too before they are hatched. Pulio runs the Monster Farm. Talk to Pulio whenever you want to change the members of your party, or just check on how your monsters are doing.

When you speak to Pulio you'll get these options:

- DROP OFF: Drop off a monster in your party to the farm. Pulio will take care of it while you're away.
- PICK UP: Pick up a monster to join your party. Remember, you can only have three monsters in a party.
- CHECK: Check the status of your monsters and eggs. When you select this you will see four symbols: a bat, an egg, a Zz bat, and a Zz egg. The bats represent farm monsters awake/asleep(Zz). The eggs represents farm eggs awake/asleep(Zz). As you journey along, your monsters will gain experience in the farm but at a much slower rate than if they were adventuring with you. They also do not learn any new special skills at the farm.

- SEPARATE : Separate a monster from the farm. If the farm gets too crowded, you can't drop off any more monsters there. Sometimes you have to send the monsters back to the wild, so use this option to release them from the farm. Act wisely – once you separate a monster from the farm, it's gone forever.
- SLEEP: Make all the monsters in the farm either sleep or wake up. If your farm is full, send the monsters to sleep. If some monsters are already sleeping, you will wake them up when you send the non-sleeping monster to sleep. Monsters that are sent to sleep do not get any experience. (The game will automatically record your journey in the Journal when you use the SLEEP command.)
- EXIT: Continue your adventure.

Breeding

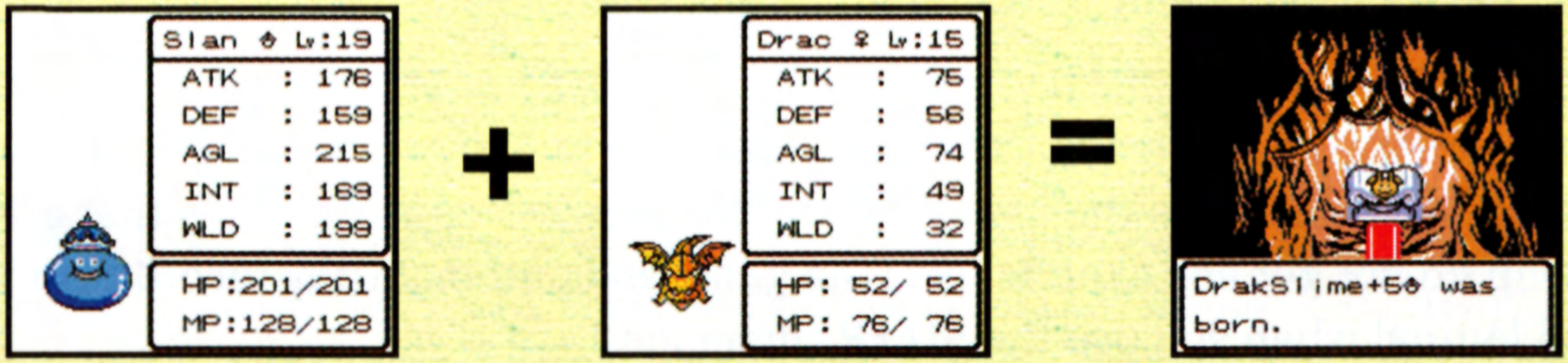
At the Shrine of Starry Night, you can breed the monsters you have. Breed your monsters again and again to create the ultimate monster.

About breeding

You can arrange marriages between your male and female monsters, and each couple will lay an egg. The Master Monster Tamer at the Shrine will tell you the species of monster that will hatch before the marriage of monsters takes place. Experiment to find the right breeding combination to create the most powerful monsters.

Set your sights on the ultimate monster

When you breed monsters, the newborn inherits its parents' magic spells, special skills and parameters.

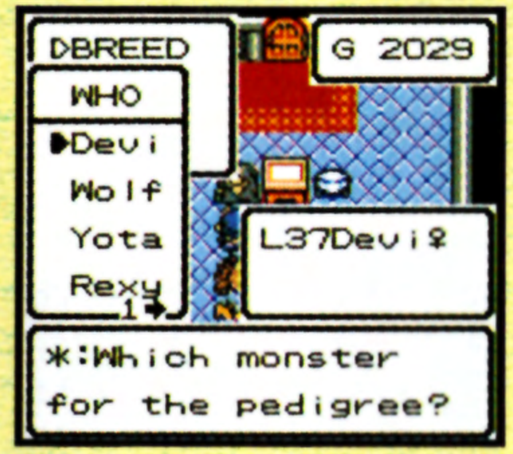


"You can make your very own monsters. Breed repeatedly to create the most powerful monster in the world."

FUNKYBIRD likes to dance and sing.

How to breed

Breeding requires that you have more than two monsters in your collection. Both the male and female monsters need to be at level 10 or higher. You can't breed a male with a male or a female with a female! However, you can breed any monster by all means. To breed more powerful monsters, breed them repeatedly.



How breeding works

First, select the monster with a family lineage or pedigree you would like to keep. Then couple this monster with another monster of your choice. In doing so, you can have eggs that will inherit many elements of the monster's family lineage. For example, if you choose a monster from the Slime family for lineage, an egg will hatch with a monster that will also be in the Slime family.

"It's exciting to watch the monsters become more powerful."

The secret of breeding

If you have favorite monsters or rare monsters that you would like to keep, but would like to make them stronger through breeding, do this: Choose this favorite or rare monster for the lineage or pedigree. Breed this monster with a monster from the same family. In this way, the species of the monster will not change but the resulting monster will be stronger.

FAIRYRAT has ears that act as wings.

WINGSLIME flies about on its wings.

Make sure your monsters learn many skills before you breed them. You will get stronger monsters by doing so.

Hatching and Sleeping

Hatch the eggs

Ask the Master Monster Tamer to hatch your monster eggs. This will cost you some Gold.

Send the eggs to the farm

Eggs will be sent to the farm if you do not hatch them. To hatch eggs, take them to the Master Monster Tamer at the Shrine of Starry Night.

Markings on newly hatched monsters

For newly hatched monsters, a number like "+1" is added to the family name in the INFO Window. The higher this number, the more powerful the monster is. If you breed two wild monsters, the baby will have a "+1." This value will increase as breeding is repeated.

Make your monster sleep

You can make your monsters go to sleep with SLEEP. Monsters who are sleeping can't be taken on a journey, but this will give you more space for other monsters you collect. Since there is a limit to the number of monsters and eggs you can have at the farm, SLEEP can become quite useful.

Quest Items

ANTIDOTE

Cures poison.

SEEDS

Seeds include ATKseed, INTseed, DEFseed and LifeAcorn. When you use one of them, your monsters' corresponding abilities increase a bit.

HERB

Heals wounds and recovers HP. A necessity at the start of your quest.

MEAT TREATS

Toss PorkChop and BeefJerky to enemies during battles to gradually tame them. Then there's a good chance they'll become allies.

BOOKMARK

Use this to record your journey in the Journal, even in the Mystic World.

"You can carry up to 20 items on your journey."

STAFFS

Use these during battles for various effects on enemies. They include MistStaff, BoltStaff, and WindStaff.

BOOKS

Read HorrorBK, ComedyBK and others to your monsters and you may change their personalities!

WARPWING

Use this in the Mystic World to warp back to the Kingdom of GreatTree. A really useful tool!

BEAST TAIL

On the Map, this displays an arrow pointing to the holes leading deeper into the Mystic World. It may have a special effect when used in battles.

Magic Spells and Special Skills

ATTACK SPELLS AND SKILLS

Name	MP Needed	Effect
Blaze	2	Throw a small fireball at one enemy
Firebal	4	Burn all enemies with a fire blaze
Bang	5	Attack all enemies with an explosion
Infernos	2	Attack all enemies with a whirlwind
Icebolt	3	Attack all enemies with a small ice bolt
Bolt	5	Attack all enemies with a thunderbolt
Beat	4	Instantly knock out one enemy
FireSlash	3	Slash one enemy with the power of fire
BoltSlash	3	Slash one enemy with the power of thunderbolt
ZombieCut	3	Inflict great damage on Zombie monsters
DrakSlash	3	Inflict great damage on Dragon monsters
BiAttack	3	Two consecutive attacks against one enemy
WindBeast	3	Attack one enemy with a violent whirlwind
Lightning	3	Attack all enemies with lightning
FireAir	2	Breathe out a small flame to all enemies
IceAir	2	Breathe out a freezing breath to all enemies
PoisonHit	2	Poison one enemy
Paralyze	3	Paralyze one enemy

DEFENDING (SUPPORTING) SPELLS AND SKILLS

When monsters with high speed use support skills, you can fight more effectively.

Name	MP Needed	Effect
Sleep	3	Put one enemy into a deep sleep
StopSpell	3	Confine the magic spells of all enemies
Surround	3	Engulf all enemies in a mist of illusion
PanicAll	5	Confuse all enemies
RobMagic	0	Steal the MP of one enemy
Sap	3	Lower defense strength of one enemy
Upper	2	Raise the defense strength of one ally
TwinHits	6	Raise the attack strength of one ally
SleepAir	3	Put all enemies to sleep
PoisonGas	3	Poison all enemies
PaniDance	4	Confuse all enemies
Curse	3	Cast a curse on all enemies
WarCry	3	Stun all enemies with a very loud yell

MistyWing has a mist-like body that glows in the dark.

TreeSlime has a leaf that absorbs solar energy.

HEALING AND RESTORING SPELLS AND SKILLS

During prolonged battle, rescue wounded comrades with a healing spell. With teamwork, you can confront the most powerful monsters!

Name	MP Needed	Effect
Heal	2	Restore a small amount of HP for one ally
HealUs	18	Restore a large amount of HP for all allies
Antidote	2	Treat one ally for poison
NumbOff	2	Treat all allies for paralysis
CurseOff	2	Treat all allies for curses

OTHER SPELLS AND SKILLS

Name	MP Needed	Effect
Stepguard	2	Prevent damage from poisonous swamps and barriers
MapMagic	2	See all the surrounding area in the Map
Whistle	0	Call forth an enemy by blowing a whistle

Note: When a monster grows up and increases in levels, its skills and/or special skills change into more powerful forms. For example, the magic spells become more powerful as follows: Blaze ⇢ BlazeMore ⇢ BlazeMost.

Monster Tips

Listen well to what people say

You might gather important information!

Record your journey frequently

Frequently recording the journey is a must. (You need the BookMark to record the journey in the Mystic World.)

Sell or store extra items

You can only carry 20 items. Sell items at the shops or store them at the Vault.

Get new magic spells and special skills through matching and breeding

New monsters may acquire new magic spells and special skills that their parents don't have. Keep testing!

Get new abilities through breeding

When an ability you want is not in your monster's nature, it can be inherited from other monsters through breeding. For example, try breeding a monster from the Dragon family (strong against fire attacks), with a monster from the Plant family (strong against ice attacks). Try other creative ideas to breed and raise your own powerful, original monsters.

Wildness increases at Monster Farm

When you leave monsters at the Monster Farm for long periods of time, their Wildness (WLD) value increases and they will start disobeying during battles. The monsters you're interested in raising and making powerful should be taken with you on your journey all the time.

Add Speed to healing/recovery skills

If you have monsters with high healing or recovery skills, be sure to increase their agility with items like AGLseed. This will allow your party to heal or recover first during battles, before enemy monsters renew their attack.

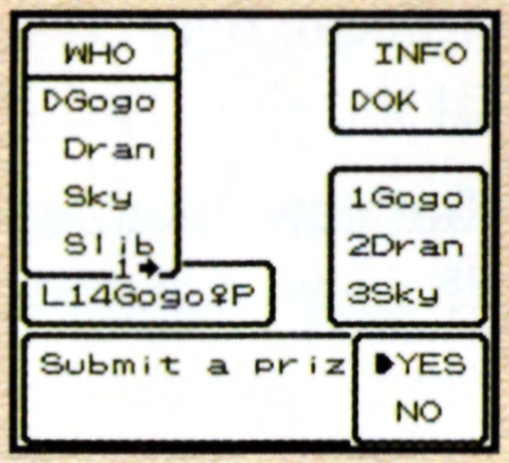
Using the Game Link® Cable

With the Game Link Cable (sold separately), you can battle against your friends' monsters, or breed with their monsters. Connect two Game Boy systems with a Game Link Cable and choose either VS MODE or BREEDING from the Main Menu on both Game Boy systems. Press the A Button on both systems to get started.

Note: Games using the Game Link Cable only work with same language games (i.e., the English version will not work with the German version).

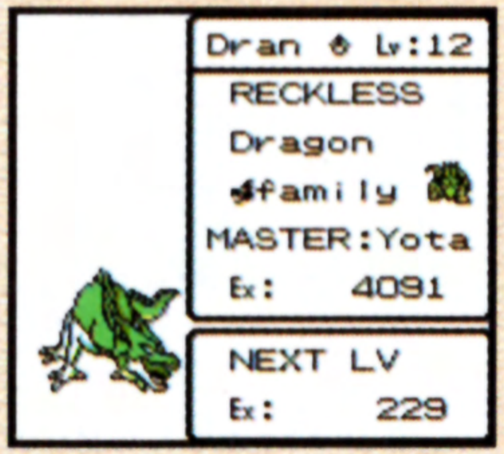
Win your friend's monsters

- To play, select 1 to 3 monsters from your collection.
- If you choose to play for prizes, then you and your friend each choose a monster to give up if you lose the battle. (If you don't want to play for prizes, choose NO.)
- Check out the prize monster your opponent has wagered. (If you want to select a different monster as a prize, or would like to stop the battle, choose QUIT and start again from the beginning.)
- If you win, you get your friend's monster!

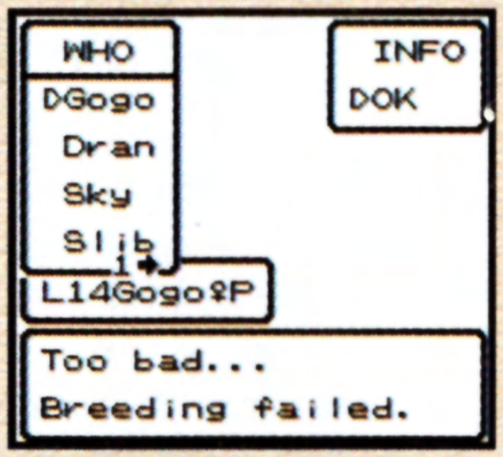


Breed your monsters with your friend's monsters

If your friend's monsters have abilities that you want, you can get them by breeding your monsters with your friend's monsters.



- You and your friend choose the monsters to breed. The first monster chosen is the lineage monster, so a monster in that family will be hatched. In breeding, two eggs are laid, one each for you and your friend. Both eggs are the same, like twins.



- Successful breeding depends on the personalities of both monsters. If the resulting monsters aren't what you want, try again with different monsters. Have fun matching your monsters with your friend's monsters to see what you get!

- In the Arena, other Monster Masters may ask if you'd like to breed with their monsters. Talk to the Monster Masters to check out their monsters before breeding. Try to breed monsters you've never seen before.

HORNBEET charges its prey with its big horn.

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