MONSTER RANCHER

Game Summary

The main aim of the training periods is to improve your monsters' statistics in preparation for the tournaments.   Each statistic has a specific bearing on the monster and the combination of high and low statistics gives your monster personality and defines its various abilities.

Monsters Statistics

Life: In battle, this is your monster's total amount of 'hit points'. Damaging attacks subtract from your monster's life in combat (this is temporary, damage is healed after each battle), and once a monster reaches 0 life, they are KO'ed and lose the battle.

Power: A higher power will cause power-based techniques to deal more damage, and will also slightly reduce damage done by enemy power techniques. Power is also used on expeditions to break through certain barriers.

Intelligence: A higher stat increases the effectiveness of intelligence-based techniques in battle. During expeditions, higher monster intelligence makes them more likely to be successful when searching for items.

Skill: Skill is the accuracy stat of a monster. The higher a monster's skill is, the more likely it is to score hits in battle. Skill is therefore obviously an important ability in battle.

Speed: This is the ability to dodge attacks with a high speed lowering the opponent's hit percentage in battle, thereby allowing the monster to avoid attacks.

Defence: Defence decreases the amount of damage done with each hit. A monster with a high defence will take only negligible damage from even the most powerful techniques. As with speed, defence has an indirect effect on life span.

Loyalty: A monster's loyalty is the measure of it's devotion to you. Loyalty has several effects. In battle, a low loyalty will cause your monster to fool around, unable to attack and giving the enemy a bonus to hit. During training, a high loyalty slightly improves the chance that the monster will be successful. Also, a monster with low loyalty may become belligerent and rebellious, running away from the ranch or even destroying it's pen.

Fame: A monster's fame fluctuates as it performs in battle. A high fame has two effects: it increases the selling price of your monster at the market, and increases the chances of the monster scoring a critical hit in battle. In addition, once your monster is famous enough, it may be invited to go on expeditions. There are also side effects to fame.

Types of Training

You can train your monsters in 2 different ways - Drills and Errantries.

Drills take a week and are designed to improve one or a couple of particular statistics of your monster but may also have a negative effect on other stats such as a reduction in life or loyalty. The Errantries are basically a training camp for monsters. They last for 4 weeks and are good for learning new moves and you can even even fight a monster for prize money! Unfortunately the Errantries cost money but you can sometimes get them at half price so it is worth picking and choosing when you are going to send your monster to Errantry.

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Developer: Tecmo   **Genre**: Virtual Pet/Combat   **No. of Players:** 2
Peripherals: DUALSHOCK Analog Controller, Memory Card