

Battle Special – General Information

Battle specials are unique abilities that are activated during battles by attacking or defending monsters. Each battle special has a unique set of triggering criteria, like hits in a row; and each battle special also has unique effects upon activation, like modification of life damage received.

Some battles specials will also last for a random amount of time when activated; most of those ranging from 6 to 12 seconds. In addition, half of the battle specials can be activated more than once during a battle. Battle specials also have different priorities that make sure that each battle special cannot be activated over a currently active higher priority battle special (lower priority number).

The battle specials, their number designation, and their priority are listed below. As can be noticed, number designation 11 and priority 6 are not in the table. It seems that these were taken out of the game before production release.

Battle Special	Number Designation	Priority Number
Anger	1	4
Ease	7	10
Fight	4	8
Fury	5	2
Grit	2	0
Guard	6	11
Hurry	8	9
Power	0	3
Real	10	1
Unity	12	5
Vigor	9	7
Will	3	12

A monster's specific battle specials can be obtained through the monsters default starting battle specials, using a combining item during monster combining, or through inheritance from the parents during monster combining. This specific information including inheritance percentages is located in the last two pages of this document.

Battle Special – Term Definitions

Trigger Monster: This is the monster that will activate the battle special.

Trigger Check Requirements: Actions that have to occur before the requirements are checked for activation.

Trigger Check Count: Number of times the trigger check requirements can be met during a battle.

Trigger Requirements: Requirements that must be true before chance for activation is evaluated. All battle specials have the additional requirement that their priority number is lower than the currently activated battle special priority. If no battle special is active, then the active priority is 13. If the only requirement is priority, then Default will be written.

Trigger Percent Chance: Once requirements are met, this is the percent chance that the battle special will activate. For each battle special that allows more than one activation during a battle, this value is halved for each additional activation. Example 1: If one prior activation has already occurred, then $\frac{1}{2} \times \text{Trigger Percent Chance}$. Example 2: If two prior activations have already occurred, then $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4} \times \text{Trigger Percent Chance}$.

Greatest Trigger Percent: Highest possible calculated percent that could occur.

Trigger Count: This is the amount of times that the battle special can be activated during a battle. If the listing contains more than one number, it will list the feasible amount which is the most possible, the actual amount which is the in game calibration, and the realistic amount which is likely to occur during battle.

Effect Duration: This is the amount of time the battle special is in effect. All battle specials can be shortened by the activation of a higher priority battle special (a battle special with a lower priority number).

Effect Start: This is what happens when the battle special is activated.

Effect End: This is what happens when the battle special expires.

Battle Special: Anger

Trigger Monster	Defending Monster
Trigger Check Requirements	Defending Monster received hit
Trigger Check Count	Once each landed attack
Trigger Requirements	Nature $\leq$ -20 and Guts Damage > 0
Trigger Percent Chance	$(\text{Guts Damage} / 4) - (\text{Nature} / 3)$
Greatest Trigger Percent	57%
Trigger Count	6 is feasible, 8 is calibration, 1-2 is realistic in a 60 second battle
Effect Duration	6-12 seconds
Effect Start	+100% Guts Damage Delivered, +52.4% Guts Regeneration Rate (Note 5), Opponent Hit Percent is increased (Note 1)
Effect End	All start effects return to normal

Battle Special: Ease

Trigger Monster	Either Monster
Trigger Check Requirements	Land an attack or Evade an attack
Trigger Check Count	Once each attack attempt
Trigger Requirements	(Attacks landed + Attacks evaded) in a row ≥ 5 and Grit doesn't activate for the Defender during this attack
Trigger Percent Chance	$((100 - \text{Guts})/3)$; Guts are before any Guts reductions.
Greatest Trigger Percent	33%
Trigger Count	3 is feasible, 8 is calibration, 1 is realistic in a 60 second battle
Effect Duration	6-12 seconds or Hit by opponent
Effect Start	-34.375% Guts Cost, +100% Damage Received (Note 6), Opponent Hit Percent is decreased (Note 2)(Note3). In a row counter is reset to 0.
Effect End	All start effects return to normal

Battle Special: Fight

Trigger Monster	Either Monster
Trigger Check Requirements	Opponent's Guts equals 99
Trigger Check Count	Once each time Opponent's Guts equals 99
Trigger Requirements	Default
Trigger Percent Chance	$(\text{Guts}/10) + (\text{Battle Time Left}/2)$
Greatest Trigger Percent	34% in a 60 second battle and 94% in a 180 second battle
Trigger Count	5 is feasible, 8 is calibration, 1-2 is realistic in a 60 second battle
Effect Duration	6-12 seconds
Effect Start	$((100 \times \text{Damage Received}) / \text{Starting Life})$ is added to Guts for each received hit
Effect End	All start effects return to normal

Battle Special: Fury

Trigger Monster	Defending Monster
Trigger Check Requirements	Defending Monster received hit
Trigger Check Count	Once each landed attack
Trigger Requirements	Attacking Monster has an active Battle Special
Trigger Percent Chance	$(Nature / 5) + (((100 \times \text{Damage Received}) / \text{Starting Life}) + \text{Guts Damage Received}) / 4$
Greatest Trigger Percent	69%
Trigger Count	1
Effect Duration	6-12 seconds
Effect Start	+100% Damage Delivered, +100% Guts Damage Delivered
Effect End	All start effects return to normal

Battle Special: Grit

Trigger Monster	Defending Monster
Trigger Check Requirements	Damage Received > Life Remaining
Trigger Check Count	Once each landed attack
Trigger Requirements	Default
Trigger Percent Chance	$(\text{Guts} / 10) + (\text{Loyalty} / 5) + (\text{Defense} / 100)$
Greatest Trigger Percent	38%
Trigger Count	1
Effect Duration	Immediately Inactive
Effect Start	Battle Life Left = 1
Effect End	N/A

Battle Special: Guard

Trigger Monster	Defending Monster
Trigger Check Requirements	Defending Monster received hit
Trigger Check Count	Once each landed attack
Trigger Requirements	Attacks hit by in a row ≥ 3
Trigger Percent Chance	$((100 - \text{Guts})/3)$; Guts are before any Guts reductions.
Greatest Trigger Percent	33%
Trigger Count	4 is feasible, 8 is calibration, 1-2 is realistic in a 60 second battle
Effect Duration	6-12 seconds
Effect Start	-50% Damage Delivered, -34.375% Damage Received, +52.4% Guts Regeneration Rate (Note 5), In a row counter is reset to 0.
Effect End	All start effects return to normal

Battle Special: Hurry

Trigger Monster	Either Monster
Trigger Check Requirements	10 seconds remaining in battle
Trigger Check Count	1
Trigger Requirements	Default
Trigger Percent Chance	$((100 \times \text{Opponent Life Left} / \text{Opponent Starting Life}) - (100 \times \text{Life Left} / \text{Starting Life})) / 2$
Greatest Trigger Percent	50%
Trigger Count	1
Effect Duration	End of battle
Effect Start	+100% Critical Hit Percent (Note 4)
Effect End	All start effects return to normal

Battle Special: Power

Trigger Monster	Defending Monster
Trigger Check Requirements	Defending Monster received hit
Trigger Check Count	Once each landed attack
Trigger Requirements	Nature ≥ 20 and Percent of Life Left $\leq (28.65\% \times \text{Loyalty})$
Trigger Percent Chance	Nature / 2
Greatest Trigger Percent	50%
Trigger Count	1
Effect Duration	6-17 seconds
Effect Start	+100% Damage Delivered
Effect End	All start effects return to normal

Battle Special: Real

Trigger Monster	Attacking Monster
Trigger Check Requirements	Land an Attack
Trigger Check Count	Once each landed attack
Trigger Requirements	$(100 \times \text{Defender Life Left} / \text{Defender Starting Life}) \leq 25\%$ and Grit doesn't activate for the defender during this attack
Trigger Percent Chance	$((\text{Attacker Life Left before attack} / \text{Attacker Starting Life}) - (\text{Defender Life Left} / \text{Defender Starting Life})) / 2$
Greatest Trigger Percent	50%
Trigger Count	1
Effect Duration	6-12 seconds
Effect Start	+50% Damage Delivered, +50% Guts Damage Delivered, -34.375% Damage Received, -34.375% Guts Damage Received, +52.4% Guts Regeneration Rate (Note 5), +50% Critical Hit Percent (Note 4), Monster Arena Movement Speed set to Fastest (A). From now on, even after being deactivated, all other battle specials, except Grit, cannot be activated.
Effect End	-50% Damage Delivered, -50% Guts Damage Delivered, +100% Damage Received, +100% Guts Damage Received, -50% Guts Regeneration Rate (Note 5), -50% Critical Hit Percent (Note 4), Monster Arena Movement Speed set to Slowest (E).

Battle Special: Unity

Trigger Monster	Either Monster
Trigger Check Requirements	Miss an Attack or Receive an Attack (hit)
Trigger Check Count	Once each attack attempt
Trigger Requirements	(Attacks missed + Attacks received) in a row ≥ 5 and Grit doesn't activate for the defender during this attack
Trigger Percent Chance	$((100 - \text{Guts})/2)$; Guts are before any Guts reductions.
Greatest Trigger Percent	50%
Trigger Count	3 is feasible, 8 is calibration, 1 is realistic in a 60 second battle
Effect Duration	6-12 seconds
Effect Start	-50% Guts Regeneration Rate (Note 5) (Note 7), Monster Arena Movement Speed set to Fastest (A), In a row counter is reset to 0.
Effect End	All start effects return to normal

Battle Special: Vigor

Trigger Monster	Attacking Monster
Trigger Check Requirements	No attack attempts by either monster. Attempt an attack.
Trigger Check Count	Unlimited
Trigger Requirements	1 st Attack Attempt is a hit and Grit doesn't activate
Trigger Percent Chance	Technique Guts Cost
Greatest Trigger Percent	60%
Trigger Count	1
Effect Duration	15-30 seconds
Effect Start	Monster Arena Movement Speed set to Fastest (A)
Effect End	All start effects return to normal

Battle Special: Will

Trigger Monster	Attacking Monster
Trigger Check Requirements	Attempt an Attack
Trigger Check Count	Once each attack attempt
Trigger Requirements	Technique Hit Percent is Negative
Trigger Percent Chance	$((\text{Time at 99 Guts}) \times (0 - \text{Technique Hit Percent})) / 5$ [limited to 99%]
Greatest Trigger Percent	99%
Trigger Count	7 is feasible, 8 is calibration, 1-3 is realistic in a 60 second battle
Effect Duration	1 second
Effect Start	Immediately enable on trigger, which leads to immediate effects for current attack attempt. +100% Guts Cost, not limited. So, attacks that initially cost 50 or more Guts will now not be able to be executed. Hit Percent is increased on current attack (Note 1) (Note 3)
Effect End	All start effects return to normal

Battle Special – Notes Section

Note 1: Base hit percentage can be increased by monster “Will” activations, opponent monster’s foolery, or opponent monster “Anger” activations. The hit percentage is increased by itself in the following fashion if only one (foolery, will or anger) is active: $(100 - (((100 - \text{base hit percentage})^2)/100))$. If two are active, then $(100 - (((100 - \text{base hit percentage})^3)/10000))$. If three are active, then $(100 - (((100 - \text{base hit percentage})^4)/1000000))$. Example for base hit percentage being 70 and one active. 100 minus 70 is 30. 30 squared is 900. 900 divided by 100 is 9. 100 minus 9 is 91. So, the base hit percentage was increased from 70% to 91%. Example for base hit percentage being 70 with two active. 100 minus 70 is 30. 30 cubed is 27000. 27000 divided by 10000 is 2. 100 minus 2 is 98. So, the base hit percentage was increased from 70% to 98%. See slightly expanded table below.

Note 2: Base hit percentage can be decreased by monster “Ease” activations. The base hit percentage is decreased by itself in the following fashion: $((\text{base hit percentage})^2/100)$. Example for base hit percentage being 70. 70 times 70 is 4900. 4900 divided by 100 is 49. So, the base hit percentage was decreased from 70% to 49%. See slightly expanded table below.

Base Hit Percent	Increase 1 Factor	Increase 2 Factors	Increase 3 Factors	Decrease 1 Factor
1%	2%	3%	4%	1%
5%	10%	15%	20%	1%
10%	19%	28%	36%	1%
15%	28%	39%	49%	2%
20%	36%	49%	60%	4%
25%	44%	58%	69%	6%
30%	51%	66%	77%	9%
35%	58%	73%	83%	12%
40%	64%	79%	88%	16%
45%	70%	84%	92%	20%
50%	75%	88%	94%	25%
55%	80%	91%	96%	30%
60%	84%	94%	98%	36%
65%	88%	96%	99%	42%
70%	91%	98%	99%	49%
75%	94%	99%	99%	56%
80%	97%	99%	99%	64%
85%	98%	99%	99%	72%
90%	99%	99%	99%	81%
95%	99%	99%	99%	90%
99%	99%	99%	99%	98%

Note 3: Increases and decreases in base hit percentage can be counter balanced by the opposite special effect being active: Ease and Foolery, or Ease and Will. When this exists, no base hit percentage modification occurs. If Ease and Foolery and Will are all active though, then base hit percentage would be increased such that only one of Foolery or Will was active.

Note 4: + and - % on Critical Hit Percent is the multiplication effect of the current critical hit percent. It is not added directly to. Example, increase +50% for current critical hit percent of 20%. 50% of 20% is 10%. 20% plus 10% is 30%. The new critical hit percent is now 30%.

Note 5: % change to Guts Regeneration Rate is to the converted guts/time value.

Note 6: Because Ease is deactivated by a hit by an opponent before the damage calculation by that hit is completed, the +100% damage received never comes into effect.

Note 7: It is a common belief that this was implemented incorrectly and should have been +100% Guts Regeneration Rate. The internal value was doubled (-50%) instead of halved (+100%).

Battle Special – Monster Creation

Upon monster creation, battle specials are populated based on the following default values.

Battle Special – Default for Main Breed

Main	Anger	Ease	Fight	Fury	Grit	Guard	Hurry	Power	Real	Unity	Vigor	Will
Ape	X							X				
Arrow Head	X					X		X				
Bajarl	X							X			X	
Baku	X							X				
Beaclon	X					X		X			X	
Centaur	X				X			X				X
Color Pandora	X							X		X		
Dragon	X			X				X				
Ducken	X						X	X				
Durahan	X							X				X
Gaboo	X		X					X				
Gali	X			X				X				
Ghost	X							X				
Golem	X					X		X				
Hare	X				X			X				
Henger	X							X				
Hopper	X							X				X
Jell	X							X				
Jill	X							X			X	
Joker	X							X	X			
Kato	X							X				
Metalner	X						X	X				
Mew	X						X	X				
Mocchi	X				X			X				
Mock	X							X				
Monol	X					X		X				
Naga	X							X				
Niton	X					X		X				
Phoenix	X			X				X				
Pixie	X	X						X				
Plant	X							X				
Suezo	X	X						X				
Tiger	X						X	X				X
Undine	X							X				
Worm	X							X				
Wracky	X						X	X				
Zilla	X				X			X				
Zuum	X							X				

Battle Special – Default for Sub Breed

Real – Joker

Battle Special – Default for Specific Breed

Ease – Monol/Suezo, Plant/Suezo

Battle Special – Combining Item

When combining monsters, a monster item, called Disc Chips, can be added to get a specific battle special. The following table lists the Disc Chips required in order to obtain the specific battle special.

Battle Special	Disc Chips
Anger	None
Ease	Suezo
Fight	Gaboo
Fury	Dragon
Grit	Hare
Guard	Arrow Head
Hurry	Mew
Power	None
Real	None
Unity	None
Vigor	Bajarl
Will	Tiger

Battle Special – Inheritance

When two monsters are combined in order to create a new one, the battle specials from both monster parents can be inherited. The chance for inheritance is based on whether both parents have it, the primary parent has it, or the secondary parent has it. The following table lists the percentage chance of inheritance for each battle special.

Battle Special	Both Parents	Primary Parent	Secondary Parent
Anger	Can't be inherited	Can't be inherited	Can't be inherited
Ease	80%	40%	20%
Fight	80%	40%	20%
Fury	50%	25%	10%
Grit	80%	40%	20%
Guard	100%	50%	30%
Hurry	100%	50%	30%
Power	Can't be inherited	Can't be inherited	Can't be inherited
Real	Can't be inherited	Can't be inherited	Can't be inherited
Unity	Can't be inherited	Can't be inherited	Can't be inherited
Vigor	100%	50%	30%
Will	100%	50%	30%

Battle Special – Guts Regeneration Bonus

During attacks, the attacker's guts regeneration is stopped while the defender's guts regeneration continues. An activated battle special whether it is by the defender or by the attacker will extend this period of guts regeneration for the defender during the battle special activation animation.