

Fountain Blast	10	Attack all foes with water
Frozen Breath	5	Attack one foe with ice
Pull Punches	1	Attack gently
Soothe	5	Restore HP
Water Cannon	5	Attack one foe with water
Slash	12	Attack all enemies
Anesthetic	3	Paralyzes one foe

[illegible]

Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Puddler #9	Location(s)	Description	Defeat message	Critical hit				
	Quiet Waterfall							
Deserted Quarter	Just a bunch of water, really.	evaporated						
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Dropplet #10	Location(s)	Description	Defeat message	Critical hit				
	Quiet Waterfall							
Damp Cave (Dawn)	Has a soft, gel-like body.	went down the drain	landed a soft, supple kick					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Metabok #11	Location(s)	Description	Defeat message	Critical hit				
	Damp Cave							
Hot Spring Hills								
Deep Cave	Also appears in Kairobotica.	bolted off	threw a supersized punch.					
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Donaught #12	Location(s)	Description	Defeat message	Critical hit				
	Tingling cave	Tempts with sweet words.	crumbled away	threw a sugary punch				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Pyon #13	Location(s)	Description	Defeat message	Critical hit				
	Deserted Quarter (Dawn)	His family likes him, anyway.	dissipated in the breeze	dealt a staggering blow				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Broccolin #14	Location(s)	Description	Defeat message	Critical hit				
	Damp Cave (Dusk)							
Sea Cave (Dusk)	Just wants kids to love him.	turned into vegetable juice	threw a bushy green punch					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Granitron #15	Location(s)	Description	Defeat message	Critical hit				
	Blistering Hills	Dreams of being a statue someday.	is now graveltron	used Stonewall				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Stumper #16	Location(s)	Description	Defeat message	Critical hit				
	Hot Spring Hills							
Deep Cave	Ancestors lived in a forest.	withered away	used Seedling Smack					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Tortugan #17	Location(s)	Description	Defeat message	Critical hit				
	Deserted Quarter	Vacations at the seashore	withdrew into its shell	threw a really slow punch!				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Crocogator #18	Location(s)	Description	Defeat message	Critical hit				
	Sea Cave	Trains by biting its own tail.	developed a toothache	used Croco Chomp				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Cheep #19	Location(s)	Description	Defeat message	Critical hit				
	Deep Cave							
Hot Spring Hills	Is one year from retirement.	shattered	gave a creepy stare.					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Stinger #20	Location(s)	Description	Defeat message	Critical hit				
	Blistering Hills	From a tribe of desert nomads.	crawled back to its nest	used Crawfish Punch				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Cobran #21	Location(s)	Description	Defeat message	Critical hit				
	Blistering Hills	Has developed cavities.	shriveled up	used whip attack				

(used whiplash)								
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Moeyama #22	Location(s)	Description	Defeat message	Critical hit				
	Deep Cave							
Hot Spring Hills (Night)	Quite fond of marshmallows.	burned out	detonated a massive explosion					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Hawker #23	Location(s)	Description	Defeat message	Critical hit				
	Hot Spring Hills (Dawn)	Has 20/20 vision.	vanished into the sky	pecked savagely.				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Slithor #24	Location(s)	Description	Defeat message	Critical hit				
	Deserted Quarter	Lives in an expensive pot.	slithered back home	used Haiku Kick				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Aquila #25	Location(s)	Description	Defeat message	Critical hit				
	Hot-Air Balloon	Fears he may be balding.	fell, wings and heart broken	exhaled breath like a storm				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Metabolin #26	Location(s)	Description	Defeat message	Critical hit				
		Well-versed in diets.	was absorbed into the earth	used Healthy Kick				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Marbleking #27	Location(s)	Description	Defeat message	Critical hit				
	Moist Marsh	Won a national team competition.	shattered and scattered	attacked with all his might				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Chubking #28	Location(s)	Description	Defeat message	Critical hit				
		A glob of surplus nutrients.	was digested					
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Hottle #29	Location(s)	Description	Defeat message	Critical hit				
?	Cool Cave	Wants to make it in the big city.						
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Puddleking #30	Location(s)	Description	Defeat message	Critical hit				
	Quiet Waterfall							
Deserted Quarter	Filled with minerals.	was lost, like tears in the rain	used Bed-Wetter					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Bearly #31	Location(s)	Description	Defeat message	Critical hit				
?	Deserted Quarter (Dusk)	Wants to eat alaskan salmon.	bounced away	swiped with steely claws				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Ickle #32	Location(s)	Description	Defeat message	Critical hit				
	Frozen Mountains	Lives only for one winter.	melted					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Snowmon #33	Location(s)	Description	Defeat message	Critical hit				
	Frozen Mountains	Can't get the hand of skiing.	melted instantly	used snowblower.				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Yuman #34	Location(s)	Description	Defeat message	Critical hit				
	Frozen Mountains	Recently found by scientists.	lost its coating	raised a cute wacry.				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Tingler #35	Location(s)	Description	Defeat message	Critical hit			10	Anesthetic
	Tingling Cave	Likes to hide in sweaters.	discharged	used static discharge				

Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Electrahop (Sparkler) #36	Location(s)	Description	Defeat message	Critical hit				
	Tingling Cave							
Wide Plateau (Dusk)	Energy conservation advocate.	was defeated	used doorknob punch					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Shockler #37	Location(s)	Description	Defeat message	Critical hit				
	Tingling Cave							
Wide Plateau (Dawn)	Has a high-pitched laugh.	dissipated	used Static Shock					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Chobot #38	Location(s)	Description	Defeat message	Critical hit				
	Tingling Cave							
Deserted Quarter	A wind-up super alloy machine.	needs some parts repaced	used Gear Change					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Tarobot #39	Location(s)	Description	Defeat message	Critical hit				
	Tingling Cave	Wants a microchip upgrade.	broke down	fired laser beams				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Sporkler #40	Location(s)	Description	Defeat message	Critical hit				
	Moist Marsh	Runs on two AAAs.	was burnt to a crisp	used Thunder Crusher!				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Mecha Chimp #41	Location(s)	Description	Defeat message	Critical hit				
		Developed to taste-test bananas.	ran out of juice	used Fruit Punch				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Zaus #42	Location(s)	Description	Defeat message	Critical hit				
	Moist Marsh	Has a pocket calculator.	was dismantled	used Battery Leak kick.				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Caveshroom #43	Location(s)	Description	Defeat message	Critical hit				
		A mutant shiitake.						
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Shroomer #44	Location(s)	Description	Defeat message	Critical hit				
		Lives on a colossal fallen tree.	boiled up deliciously	attacked with laughing gas				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Shroomking #45	Location(s)	Description	Defeat message	Critical hit				
	Wild Jungle							
Blistering Hills (Dawn)	Lives on a red pine.	was shipped to a supermarket	scattered spores					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Cubix (Hornable) #46	Location(s)	Description	Defeat message	Critical hit				
	Active Volcano (Dusk)	Worries its face is too big.	mellowed out					
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Dark Sparkler #47	Location(s)	Description	Defeat message	Critical hit				
	Deserted Quarter (Night)							
Hot-Air Balloon	Debating getting contacts.	wand snapped	cast a black magic spell					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Prickler #48	Location(s)	Description	Defeat message	Critical hit				
	Blistering Hills							
Hot-air Balloon Ride	Her family runs a nail salon.	rolled off into the sunset	used Quill Assault					

Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Fleanix #49	Location(s)	Description	Defeat message	Critical hit				
	Active Volcano							
Steamy Plains	A fiery bird said to be immortal.	was consumed by fire	exhaled a scorching breath					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Falcone #50	Location(s)	Description	Defeat message	Critical hit				
	Coliseum isle	Living large on a lucky streak.						
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Machbat #51	Location(s)	Description	Defeat message	Critical hit				
	Blistering Hills (Dusk)							
Hot-Air Balloon	Faster than the eye can see.	disappeared						
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Pastypuff #52	Location(s)	Description	Defeat message	Critical hit				
	Moist Marsh							
Hot-Air Balloon	Born from pure cane sugar.	evaporated like mist	got too close for comfort					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Gyozan #53	Location(s)	Description	Defeat message	Critical hit				
	Moist Marsh							
Mystery Ship (night)	Similar composition to dumplings.	shrank away into nothing	bounced energetically					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Tutanhop #54	Location(s)	Description	Defeat message	Critical hit				
	Coliseum Isle	Was told to stop giving blood.						
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Uzura #55	Location(s)	Description	Defeat message	Critical hit				
	Steamy Plains (Nocturnal)	Loves playing croquet.	collapsed on the spot					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Hyoros #56	Location(s)	Description	Defeat message	Critical hit				
	Frozen Mountains	Its favorite barber closed.	went away	used Footwork Drill.				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
Alpaca Rider #57	Location(s)	Description	Defeat message	Critical hit				
	Frozen Mountains	A superstar jockey.	ran out of funding	used Alpaca Punch!				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Hifuteki #58	Location(s)	Description	Defeat message	Critical hit				
	Active Volcano							
Steamy Plains	Raises prize-winning bonsai.	kicked the bucket	used Tackle					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Pegapony #59	Location(s)	Description	Defeat message	Critical hit				
	Active Volcano							
Steamy Plains	Can sprint 80 meters.	galloped away	attacked with all its might					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Unigorilla #60	Location(s)	Description	Defeat message	Critical hit				
	Cool Cave							
Sea Cave	A carrot sprouts from its forehead.	collapsed quietly	got really agitated!					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Pyonopo (Pyonpo) #61	Location(s)	Description	Defeat message	Critical hit				
	Cool Cave							

Sea Cave	Skilled at mental arithmetic.	wandered off, dejected	executed a roundhouse kick					
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Tonatona #62	Location(s)	Description	Defeat message	Critical hit				
?	Frozen Mountains (Nocturnal)	Still owns only analog TVs.	went home happily.	lowered its antlers and charged				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Rock Golem #63	Location(s)	Description	Defeat message	Critical hit				
	Blistering Hills	As steadfast as fine limestone.	exploded	sang exquisitely				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Cobrash #64	Location(s)	Description	Defeat message	Critical hit				
?	Sea Cave	Stashes comics in his coils.	was tied in knots	used Coil Squeeze				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Blinko #65	Location(s)	Description	Defeat message	Critical hit				
	Moist Marsh	Awaiting big break in monster films.	is terribly sore	used Bare Steel				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Leo #66	Location(s)	Description	Defeat message	Critical hit				
	Coliseum Isle	Recently went vegan.						
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Moorn #67	Location(s)	Description	Defeat message	Critical hit				
?	Active Volcano							
Steamy Plains	Gives delicious milk.	is exhausted	charged					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Hotalot Devil #68	Location(s)	Description	Defeat message	Critical hit				
	Active Volcano	Toasty as an electric blanket.	flamed out	flashed a burning smile.				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Clammo #69	Location(s)	Description	Defeat message	Critical hit				
	Raft	Has eyes like pearls.	was grilled fragrantly	used cheek pinch				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Sharky #70	Location(s)	Description	Defeat message	Critical hit				
	Raft							
Elegant Lake	Packed with DHA.	sank into the depths	bit with razor-sharp teeth					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Eelgor #71	Location(s)	Description	Defeat message	Critical hit				
?	Raft							
Elegant Lake	Often mistaken for a conger.	ran off crying	used Kabayakick					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Oceana Devil #72	Location(s)	Description	Defeat message	Critical hit				
	Raft							
Elegant Lake	Perfect for summer droughts.	washed away	used Downpour Kick					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Undead Pirate #73	Location(s)	Description	Defeat message	Critical hit				
	Mystery Ship	Dreams of ruling the seven seas.	returned to the sea	used Butter Knife Throw				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Undead Cap'n #74	Location(s)	Description	Defeat message	Critical hit				
	Mystery Ship	Good at finding new planets.	raised the white flag	used spiral illusion				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								

Mimico #75	Location(s)	Description	Defeat message	Critical hit				
	Wild Jungle							
Deep Cave	Good at hide-and-seek.	flew off, house and all	slammed its lid shut					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Wind								
UFO #76	Location(s)	Description	Defeat message	Critical hit				
	Damp Cave (2-Star Rocks)							
Sea Cave (4-Star Rocks)	Famous for being unidentified.	was identified	used Channeling					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Titan Jr. #77	Location(s)	Description	Defeat message	Critical hit				
	Blistering Hills							
Frozen Mountains (in chests)								
Cool Cave (in chests)	Dream job: superalloy robot.	lost its chrome coating	used Soldering Punch					
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Mochiporin #78	Location(s)	Description	Defeat message	Critical hit				
	Healthy Hill	Used to be a party emcee.	was reformed					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Wairbot #79	Location(s)	Description	Defeat message	Critical hit				
	Secret Hill	A mysterious gent in kimono.	was subpoenaed	grinned broadly				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Freezon Devil #80	Location(s)	Description	Defeat message	Critical hit				
	Hidden Cave A							
Frozen Mountains (Dusk)	Makes amazing snowcones.	melted away	exhaled an icy mist.					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Drazilla #81	Location(s)	Description	Defeat message	Critical hit				
?	Moist Marsh							
Hidden Cave B	A daikon sprouts from its forehead.	returned home	used Spin Tail attack!					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Firaj #82	Location(s)	Description	Defeat message	Critical hit				
?	Moist Marsh (Dawn)							
Hidden Cave C	Hoping for big break as a dancer.	flew quietly away	attacked with steely claws					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Tripplo #83	Location(s)	Description	Defeat message	Critical hit				
?	Hidden Cave D							
Active Volcano (Dawn)	Healthy newborn triplets.	returned to their egg.	used their Triple Fire attack!					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Fire								
Gillan #84	Location(s)	Description	Defeat message	Critical hit				
?	Raft							
Hidden Cave E	A rare fish reported to tabloids.	vanished into the sea	clamped down with robust teeth.					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								
Metablob #85	Location(s)	Description	Defeat message	Critical hit				
	Moist Marsh (Nocturnal)							
Hidden Cave F	Loves juicy stories.	deflated visibly	used Refill Combo					
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Sassa #86	Location(s)	Description	Defeat message	Critical hit				
?	Elegant Lake							
Hot-air Balloon	Draws overhead maps for money.	deflated visibly	attacked with steely talons.					
Trait	EXP	HP	Attack	Defense	Speed	MP		

Wind								
King Wairobot #87	Location(s)	Description	Defeat message	Critical hit				
?	Secret Base							
Coliseum Isle	Made possible through donations.	lost in court	used money clip bash					
slapped with a wad of cash.								
Trait	EXP	HP	Attack	Defense	Speed	MP		
Lightning								
Kairobot #88	Location(s)	Description	Defeat message	Critical hit				
	Hidden Cave A/B/C (5-Star Rocks)	Has a defective 8-bit chip.	went buggy	used monkey kick				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Sally Prin #89	Location(s)	Description	Defeat message	Critical hit				
	Hidden Cave D/E/F (5-Star Rocks)	Princess of the high-tech world.	sulked off	used double slap				
Trait	EXP	HP	Attack	Defense	Speed	MP		
None								
Mochipork #90	Location(s)	Description	Defeat message	Critical hit				
	Coliseum Isle	Thinks he's gained weight.	lost a bit of weight					
Trait	EXP	HP	Attack	Defense	Speed	MP		
Earth								
Kappataro #91	Location(s)	Description	Defeat message	Critical hit				
	Coliseum Isle	Vegetarian kappa prince.	broke an expensive dish	ate a cucumber				
Trait	EXP	HP	Attack	Defense	Speed	MP		
Water								

[illegible]

[illegible]

Name	LV	Resident	Chest	Mini/Boss	Notes		
Home							
1-5,							
Babbling Forest	4	Ella Whit					
Damp Cave	5		Generator	Repeatable		Dropplet(m)	Crabby
Jumbo Mountains	12		Clinic research	"boss": Granitron, Marbleking, Granitron	after 1st Desert Isle	Unigorilla	Molezo (n)
Long Beach	19				after 1st Desert Isle		
Upland Springs	12				after Jumbo Mountains		
Cool Cave	18				after Jumbo Mountains		
Tiny Island							
Quite Waterfall	3						
Deserted Quarter	4	Grizzly Bearington		Repeatable			
Monsters:		Puddleking					
Carre Isle	Unlocks after you clear the first part of Sunny Isle (up to Babbling Forest).						
Cherry Forest	5	Carre Isle Resident					
Lighthouse Shore	5		Solar Panels				
Watermill Peaks	6		Campground				
Hot Springs Hills	6	Carre Isle Resident	Meadows				
Deep Save	9		Thick Book	mini-boss: Metabok, Crocogator , Moeyama			
Monsters:							
100% explore:		Water Tome					
Metro Isle	Unlocks after you clear Tiny Isle.						
Fisher's Wharf	8		Metro Isle Rep, Potent Book?	boss: Donaught x3			
Beach Hill	9						
Train Bridge	9			mini-boss: Caveshroom, Shroomer (Bedtime Story)			
Wide Plateau	10	Pumpkin's bag		mini-boss: Donaught, Tarobot, Chobot			
Captial River	11		Clinic chip	boss: Metabolin, Chubking, Metabolin			
Tingling Cave	12			"boss": Tingler, Blinko, Shockler	2 star hole		
Monsters:		Donaught	Metabolin	Caveshroom (n)			
100% explore:		Lightning Tome					
Desert Isle	Unlocks after you clear Metro Isle up to Captial River						
		Desert Isle King	Windmill				
Sirocco Plains	14						
Blistering Hills	15						
Monsters:		Rock Golem	Stinger				

Carre Isle			
Population			
Trade	300	500	800
Assets			
Metro Isle			
Population			
Trade			
Assets			
Transport			

	*Wide Plateau	**trade 1 with Carre Isle	***trade 2 with Carre Isle	(4) trade 3 with Carre Isle	(5) trade 1 Metro Isle
Wooden Claws	Sweet Herb	Woods			
*Steel Claws	**Bitter Herb	Forest			
(5) Iron Claws	Magic Leaf	***Palm Tree			
Wooden Knife	Life Elixir 1				
(?) Steel Knife	Antidote				
(5) Iron Knife	Meager Bait				
Wooden Spear	**Spicy Bait				
(4) Steel Spear	**Cold Bait				
Hard Fangs					
(5) Iron Fangs					
*Hot Fangs					
(5) Flame Fangs					
*Cold Fangs					
****Breeze Fangs					
****Mud Fangs					
****Static Fangs					
Paper Cloak					
Muffler					
(4) Leather Cloak					
(5) Black Cloak					
*Fire Charm A					
(5) Fire Charm B					
*Ice Charm A					
(5) Ice Charm B					
(4) Wind Charm A					
(5) Wind Charm B					
(4) Earth Charm A					
Shock Charm A					
100z Tonic					
(4) 300z Tonic					
(5) 500z Tonic					
Spectacles					
(4) Glasses					
(5) Sunglasses					
*Socks					
(4) Gym Shoes					
(5) Spike Shoes					
Handkerchief					
(5) Rag					
Rescue Manual 1					
(5) Rescue Manual 2					
Revival Tome 1					
(5) Revival Tome 2					

	*Wide Plateau	**trade 1 with Carre Isle	***trade 2 with Carre Isle	(4) trade 3 with Carre Isle	(5) trade 1 Metro Isle
Antidote Tome					
Lucidity Tome					
(5) Lucidity Codex					
(4) Anti-Shock Tome					
*Rousing Tome					
*Poison Tome					
(5) Poison Codex					
*Confusion Tome					
(5) Confusion Codex					
*Paralysis Tome					
(5) Paralysis Codex					
*Sleep Tome					
(5) Sleep Codex					
(4) Muscle Tome					
(4) Defense Tome					
(4) Athletics Tome					
(4) Comic Strip					
(4) Strategy Tome					
(4) Slowdown Tome					
(5) Cheering Tome					

Result	Base	Conditions	Civ	Energy	Nature	Grade	Boost
Ally Agency	Person's Home, Wooden House, House, Mansion	Grizzly Bearington				5	Introduces new allies.
Ally's Hut	Ally's Home				45	2	Living here boosts recovery.
Ally's Palace	Ally's Hut			3	45	4	Living here boosts recovery.
Ally's Palace	Pasture			3	55	4	Living here boosts recovery.
Big Volcano	Earth	Dirt Path, Gravel					
Campground	Tourist Spot		15	1			Get gold when tourists camp.
Circus Tent	Zoo			55	70	5	Living here boosts recovery.
Clinic	Deck Chair	Thermal Generator, Stream OR Generator, Lumber Shed				4	Boosts recovery amount. Civ+++, Nat+, Recovery++++
Clinic	Person's Home, Wooden House, House, Mansion	Doctor					
Gift Shop	Grocery Stand		15	5		3	Earns gold from tourists.
Gravel	Earth	Food Shed, Hotspot					
Grocery Stand	Person's Home	Jacques Blue	17			1	Earns gold from tourists. Price 2, Upkeep 1
Grocery Stand	Tourist Spot		15	1			
Hot Spring	Hole	Hammock, Hotspot				5	Earns gold from tourists. Civ+++, Nat+, Rec++
Hot Spring	Simple Bath	Torch, Thermal Generator				5	Earns gold from tourists. Civ+++, Nature+, Recovery++
Hotel	Campground		20	128		5	Get gold when tourists camp.
Hotel	Inn		25	80		5	Get gold when tourists camp.
House	Wooden House	Any		1		3	Living here boosts harvests
Inn	Campground		20	25		3	Get gold when tourists camp.
Legendary Tree	Woods	Solar Panels, Hotspot				5	Boosts recovery amount. Nat+++, Rec+
Lighthouse	Barbecue	Beach/Sand, Windmill				4	Earns gold from tourists. Civ ++, Nature +
Lighthouse	Tourist Spot	Dirt Path, Thermal Generator				4	Earns gold from tourists.
Mansion	House	Any		45		5	Living here boosts harvests
Mine	Hole	Pumpkin Products, Wairobot Inc.				5	Sometimes yields gold. Civ+, Nat+++, Recovery+
Mountain	Grass	Lumber Shed, Dirt Path				4	Boosts recovery amount. Nat+, Rec+
Mountain Range	Plain	Legendary Tree, Torch				5	Boosts recovery amount. Nat+++, Rec+
Orchard	Field	Forest, Food Shed OR Flower Garden, Mountain				3	Produces lumber and food. Civ+
Orchard	Lumber Mill	Lumber Shed, Generator OR Waterfall				3	Produces lumber and food. Civ+
Palm Tree	Grass	Beach, Hammock				3	Boosts recovery amount. Nat+
Pasture	Ally's Home				30	2	Earns gold from tourists.
Pool	Deck Chair	Thermal Generator, Stream				3	Earns gold from tourists. Civ +, Nature +, Recovery +; Price 8G, Upkeep 3G
Pool	Hole	Windmill, Waterfall				3	Earns gold from tourists. Civ+, Nat+, Rec+
Pool	Simple Bath	Windmill, Orchard				3	Earns gold from tourists. Civ+, Nature+, Recovery+
Pool	Tourist Spot	Palm Tree, Beach				3	Earns gold from tourists. Civ+, Nature+, Recovery+
Pumpkin Products	Person's Home	Pumpkin				5	Buy items.
Pyramid	Earth	Palm Tree, Thermal Generator				1	Boosts recovery amount. Civ++, Nat+++, Rec+
Research Lab	Person's Home, Wooden House, House, Mansion	Young Chimpan				5	Allows for research.
Restaurant	Barbecue	Food Shed, Orchard				3	Earns gold from tourists.
Restaurant	Deck Chair	Torch, Food Shed			30	3	Earns gold from tourists.
Restaurant	House, Wooden House	Chef		1			
Restaurant	Person's Home	Ella Whit		1			
Shop	Gift Shop	Torch, Dirt Path				4	Earns gold from tourists.
Shop	Grocery Stand	Dirt Path, Windmill					
Skyscraper	Gift Shop	Next-Gen Generator, Dirt Path					
Skyscraper	Grocery Stand	Kairo Statue					
Snowfield	Earth	Windmill, Mountain Range			35		
Snowfield	Meadow	Waterfall, Orchard			15		
Snowy Mountain	Grass	Dirt Path, Snowfield			15		
Upland	Meadow	Flower Garden, Hotspot				3	Boosts recovery amount. Nat+, Rec+
Volcano	Earth	Gravel, Mountain Range					
Wairo Inc.	Person's Home, Wooden House, House, Mansion	Wairobot					
Waterfall	Upland	Torch, Mansion				5	Boosts recovery amount. Nat+++, Rec+
Wood Shop	House, Wooden House	Carpenter		1			
Wooden House	Person's Home	Any	17			2	Living here boosts harvests
Woods [Snowy]	Woods	Dirt Path, Snowfield					
Zoo	Pasture		10	2		4	Earns gold from tourists.

Name	Class	Lumber	Effects				Grade	Costs		Description
			Civ	Nat	Eng	Rec		Price	Upkeep	
Tourist Spot	Building		3	3	3	0	105	1 2G	1G	Earns gold from tourists.
Grocery Stand	Building		15	15	3	0	20	1 2G	1G	Earns gold from tourists.
Shop	Building		24 +++	+		0 +++		4 5G	4G	Earns gold from tourists.
Hot Spring	Building		36 +++	+		0 ++		5		Earns gold from tourists. Harvestable. Produces food.
Lighthouse	Building		45 ++	+		0	0	4 8G	3G	Earns gold from tourists.
Pool	Building		30 +	+		0 +		3 4G	2G	Earns gold from tourists.
Restaurant	Building		15	35	3	0	120	3 6G	3G	Earns gold from tourists.
Skyscraper	Building		30 ++++	+		0	0	4 19G	12G	Earns gold from tourists.
Campground	Facility		3	15	4	0	20	1 1G	2G	Get gold when tourists camp.
Inn	Facility		21	20	0	0	110	3 6G	6G	Get gold when tourists camp.
Hotel	Facility		21	30	0	0	120	5 13G	10G	Get gold when tourists camp.
Pyramid		UO	++	+++		0 +		1 14G	7G	Boosts recovery amount. Harvestable. Produces wood.
Pasture	Residence	UO				0		2 7G	--	Earns gold from tourists.
Zoo	Residence	UO				0		4 8G	3G	Earns gold from tourists.
Circus Tent	Residence	UO				0		5 22G	10G	Earns gold from tourists.
Clinic	Building		21 +++	+		0 +++++		4 4G	--	Boosts recovery amount.
Name	Cost ()	Effects				Grade	Produces			
		Civ	Eng	Nat	Rec		Food	Lumber		
Grass	3	0 +			0	0	1 Y	Y		
Meadow	3	0 +			0	0	1 Y	Y		
Flower Garden	3	0 +			0 +		2 Y	N		
Palm Tree	12	0 +			0	0	3 Y	Y		
Woods	6	0 +			0	0	3 Y	Y		
Woods (Snowy)	21	0 ++			0 +		4 N	Y		
Forest	9	0 +			0	0	3 Y	Y		
Cherry Tree	12	0 +			0	0	3 Y	Y		
Cherry Woods	12	0 +			0 +		3 Y	Y		
Desert	12	0 +			0	0	1 N	Y		
Deep Swamp	12	0 +			0	0	3 N	Y		
Gravel	21	0 +			0	0	5 N	Y		
Alpine Plant	21	0 +			0	0	5 N	Y		
Spring	21	0 +			0	0	5 N	Y		
Waterfall	15	0 +++			0 +		5 Y	Y		
Upland	21	0 +			0 +		3 Y	Y		
Mountain	18	0 +			0 +		1 Y	Y		
Mountain Range	24	0 ++			0 +		5 Y	Y		
Snow Mountain	21	0 +++			0 +		4 N	Y		
Hotspot	18	0 +			0	0	1 Y	N		
Grassland		0 +			0	0	1 Y	Y		
Legendary Tree		0 +++			0 +		5 Y	Y		
Volcano		0 +			0	0	5 N	Y		
Big Volcano	0	0 +			0	0	5 N	Y		
Stream	∅	0 +			0	0 ∅	Y	N		
Beach	∅	0 +			0	0 ∅	Y	N		

Research					
-Transport #1	4				
		-Cooking Expertise #2 (Snack Set)	6		
-Watering Can #1	3				
		-Harvest Tools #2 (Fishing Rod)	5	Harvest Tool #3	1?2?3?4? 5?
-Island Amenities #1 (Deck Chair)		-Island Amenities #2 (Barbecue x2, Torch x2, Life Scroll x2)	6		
-Tourism Prep #1	3	Tourist Spot, Dirt Path > Tourism Prep #2	2 ?		
Lighthouse	1 ?				
*Farm Fields (2)	2				
*Forestry (2)	3				
-Meadows (Grass)	4				
*Electric Power (2)	3				
		-Lumber Storage #2 (5)	7	Lumber Storage #3 (10)	11 Lumber Storage #4
					Food Storage #4 1?2?3?4?5? > (up to 6)
				-Food Storage #3 (10)	5
-Retirement Prep	2	Retirement Prep #2			
-Thick Book #1 (Antidote Tome, Lucidity Tome)	2	Thick Book #2 1?2? >	(up to 4)		
			1 ?		
-Potent Book #1 (Poison Tome, Confusion Tome)	2	Potent Book #2			
*Revival Potion (Life Elixir x1)	2	3>4			
*Beast Bait (Meager Bait x2)	1				
-Siesta Set	3				

Trophy	Clear Pts	Reward
3 foes captured!	300	
7 foes captured!	700	
15 foes captured!	1500	
20 foes captured!	2000	30G?
50 foes captured!	5000	
75 foes captured!	7500	
85 foes captured!	8500	
3 residents rescued	300	
6 residents rescued	600	
9 residents rescued	900	
12 residents rescued	1200	
300G acquired!	100	
1,00G acquired!	100	
10,00G acquired!	100	
100,000G acquired!	100	
1,000,000G acquired!	100	
20 medals obtained!	1000	
50 medals obtained!	2500	50G
80 medals obtained!	4000	
100 medals obtained!	5000	
10 tourist attractions constructed!	300	
20 tourist attractions constructed!	300	10G
30 tourist attractions constructed!	300	
40 tourist attractions constructed!	300	
50 tourist attractions constructed!	300	
50 visitors welcomed!	5	
100 visitors welcomed!	10	10G
500 visitors welcomed!	50	
1,000 visitors welcomed!	100	
2,000 visitors welcomed!	200	
5,000 visitors welcomed!	500	
10,000 visitors welcomed!	1000	
20,000 visitors welcomed!	2000	
10 trophies won!	1000	
20 trophies won!	2000	
35 trophies won!	3500	
50 trophies won!	5000	
65 trophies won!	6500	
85 trophies won!	8500	
All areas of your island explored!	10000	
Carre Isle 100% explored	1000	
Metro Isle 100% explored	1000	50G

Tiny Isle 100% explored	1000	
Desert Isle 100% explored	1000	
Chilly Isle 100% explored	1000	
Volcanic Isle 100% explored	1000	
Enigma Isle 100% explored	3000	
Coliseum Isle 100% explored	10000	
Pirate ship 100% explored	10000	
Your island completed!	5000	
Carre isle completed!	5000	
Metro isle completed!	5000	
Tiny isle completed!	5000	
Desert isle completed!	5000	
Chilly isle completed!	5000	
Volcanic isle completed!	5000	
Enigma isle completed!	5000	
Coliseum isle completed!	5000	
Pirate ship completed!	5000	
15 pieces of gear found	750	
30 pieces of gear found	1500	
50 pieces of gear found	2500	
80 pieces of gear found	4000	
100 pieces of gear found	5000	
10 supplies found	1000	
15 supplies found	1500	
20 supplies found	2000	
25 supplies found	2500	
35 supplies found	3500	
Civ level 60 building!	600	
Civ level 100 building!	1000	
Civ level 150 building!	1500	
Nature level 60 building!	600	
Nature level 100 building!	1000	
Nature level 150 building!	1500	
10 areas conquered!	1000	10G
15 areas conquered!	3375	50G
25 areas conquered!	15625	
35 areas conquered!	42875	
46 areas conquered!	97336	
Lv. 5 beast defeated!	500	
Lv. 10 beast defeated!	1000	
Lv. 15 beast defeated!	1500	
Lv. 20 beast defeated!	2000	
Lv. 30 beast defeated!	3000	

Lv. 40 beast defeated!	4000	
Lv. 50 beast defeated!	5000	
Lv. 60 beast defeated!	6000	
Lv. 70 beast defeated!	7000	
Lv. 80 beast defeated!	8000	
Lv. 90 beast defeated!	9000	
Lv. 99 beast defeated!	9900	
Coliseum champion!	10000	
Hard Mode champion!	500000	