

化石超進化  
**SPECTROBES**  
BEYOND THE PORTALS



**4**  
EXCLUSIVE  
SPECTROBES  
CARDS  
INSIDE!

COVERS NINTENDO DS™

BASED ON A GAME  
RATED BY THE  
**ESRB** **E** EVERYONE



Written by Tim Bogenn



# GAME BASICS

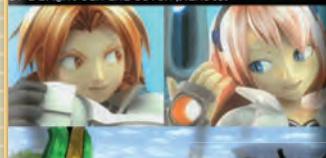
**R**allen and his partner Jeena are determined members of the Nanairo Planetary Patrol (NPP). Their lives changed forever when they met Aldous, a traveler from a distant galaxy who foretold the coming invasion of the Krawl. Aldous discovered Rallen's extraordinary ability to control Spectrobes and gave him a device known as a Prizmod to aid in defense against the monstrous Krawl.

**I**ncredibly, Rallen was successful in summoning an Ultimate Form Spectrobe to destroy the approaching Krawl. But now, along with the appearance of mysterious portals, the Krawl have returned and seem stronger than ever. A huge Krawl horde led by an unknown force has

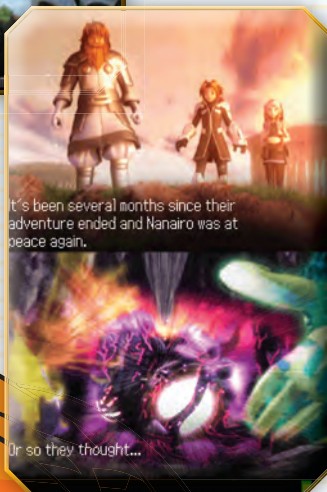
**been destroying planets across the universe, and Nanairo is next! Rallen and Jeena and their friends at the NPP are the only ones able to save Nanairo from ultimate destruction!**



Deep in the universe is the Nanairo System, a solar system consisting of a bright sun and seven planets.



One day it was attacked by the Krawl - creatures capable of wiping out an entire star system.



It's been several months since their adventure ended and Nanairo was at peace again.

Or so they thought...

## CONTROLS

### Field Controls

| BUTTON                  | ACTION                             |
|-------------------------|------------------------------------|
| L                       | Reset Camera                       |
| +Control Pad            | Move (press twice to dash)         |
| A                       | Talk / Interact                    |
| X                       | Open Prizmod                       |
| Y                       | Search area around Child Form      |
| Touch Prizmod Icon      | Open Prizmod Menu (top-right icon) |
| Touch Child Form        | Search for items to Excavate       |
| Touch Excavation Symbol | Excavate                           |

### Menu Screens

|                |                                    |
|----------------|------------------------------------|
| L              | Switch Screen Functionality        |
| R              | Switch Screen Functionality        |
| B              | Cancel / Return to previous screen |
| Stylus (touch) | Confirm Menu Items                 |

### Field Battle Controls

|                             |  |
|-----------------------------|--|
| L                           | Cancel Lock-On / Reset Camera  |
| +Control Pad                | Move Rallen (tap twice to dash)                                      |
| A                           | Attack with Sword (up to 3 consecutive attacks, depending on weapon) |
| X                           | Open Prizmod Menu  |
| Y                           | Attack with Blaster  |
| R                           | Lock-On to Target  |
| B                           | Use Glove (stun attack)  |
| Stylus (Touch Prizmod Icon) | Activate Prizmod (top-right icon)                                    |

### Encounter Battle Controls

|              |  |
|--------------|--|
| L            | Cancel Lock-On / Reset Camera                                      |
| +Control Pad | Move (press twice to dash)   |
| A            | Normal Attack  |
| X            | Switch Spectrobes  |
| Y            | Combination Attack with full CH Gauge / Revive Defeated Spectrobes |
| R            | Lock-On to Target / Switch Targets                                 |
| B            | Charge Attack (a.k.a. CH Attack)                                   |
| Select       | Escape Battle (hold)   |

### Excavation Controls

|   |                         |
|---|-------------------------|
| L | Open / Close Toolbox    |
| R | Switch Scanner On / Off |
| B | Exit                    |

### Incubator Controls

|   |                      |
|---|----------------------|
| L | Switch Rooms (left)  |
| R | Switch Rooms (right) |
| B | Exit                 |



# MAIN CHARACTERS



## RALLEN

Rallen is a Nanairo Planet Patrol (NPP) officer. He heartily pursues justice to all ends and loves the rush of a good adventure, especially while piloting his patrol cruiser. Rallen is gifted with the extraordinary ability to command Spectrobes using the Prizmod communication device. Using this power, he was able to prevent the first Krawl invasion of Nanairo. As a Spectrobe Master, he can even control Evolved and Ultimate Form Spectrobes. Rallen's thrill-seeking ways can get him into trouble now and again, but his integrity and special skills make him an undeniable asset to the NPP.



## JEENA

Jeena is Rallen's extremely intelligent and resourceful NPP partner. She is an expert at researching and analyzing data and provides critical informational support for Rallen. Her greatest skill is her keen ability to solve puzzles. She's always watching over her partner to make sure he doesn't ever find himself in too deep during their adventures.



## COMMANDER GRANT

Commander Grant is the head of the NPP and serves as the commander of the resistance operation against the invading Krawl. He is a peacekeeper within the Nanairo System and is deeply trusted by his subordinates, including Rallen and Jeena. He can be very stern, but also displays a caring nature and level-headedness that earns him a great deal of respect.



## ALDOUS

Aldous played a huge role in the previous defense against the invading Krawl. He has the ability to control some Spectrobes, but is unable to manage the force of Evolved and Ultimate Form Spectrobes. Originally from a distant star system called Giorna, Aldous is now helping the research scientists of the Nanairo System in their Spectrobe research.

# PROPERTIES

Spectrobes and your enemy, the Krawl, both belong to one of three properties: Corona, Aurora, or Flash. Each property has strengths and weaknesses. The properties of Spectrobes and the Krawl affect how strong their attacks and defenses are against each other.



You'll notice that each property is represented by a symbol: Corona is **Fire**, Aurora is a **Leaf**, and Flash is **Water**. To get the property strengths and weaknesses imbedded in your memory, think of them this way: Fire burns Leaves, Leaves cover Water, and Water quells Fire. If that still doesn't sink in quickly enough, we've included a quick reference Properties Chart in the top-right corner of each page spread in the **Walkthrough** section of this guide.







## SPECTROBES

Long thought to be extinct, Spectrobes are the only *natural* enemy of the Krawl. They are found buried beneath the ground in Fossil form and must be unearthed using excavation tools, then awakened and evolved through a process of Mineral feedings and battle experience.



### FOSSIL

Spectrobes begin their evolutionary process starting inside a Fossil. Only a Child Form Spectrobe has the ability to scan the ground to find Fossils and Minerals. You must excavate the fossilized Spectrobe and awaken it into Child Form. Check out the **Excavation Maps** chapter of this guide for a detailed account of which Spectrobe is awakened from each Fossil. We also identify exactly where they can be found and your chances of finding them at each location.



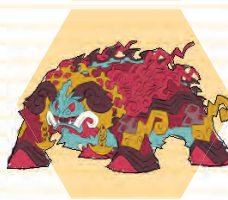
### CHILD

Child Form Spectrobes are too young to fight in battle, but they can help you find buried Fossils and Minerals. A Child Form Spectrobe can be fed Minerals to evolve it to an Adult Spectrobe. Different Child Form Spectrobes have different scan radiuses. And sometimes you may need a particular property Child Spectrobe with you to access secret areas or those blocked by particular property barriers.



### ADULT

Evolved from a Child Spectrobe, Adult Spectrobes can no longer find Fossils or Minerals, but they gain the ability to fight in battles, earning them more experience to ultimately become an Evolved Spectrobe. Check out the *Spectrobe-Dex* chapter of this guide for details on each Spectrobe.



### EVOLVED

Once Adult Spectrobes change into their final form, the Evolved Spectrobe, they become masters of battle. Evolved Spectrobes cannot search for Fossils or Minerals. They have fantastic CH Attacks, but not all of their stats increase when they evolve. Check our *Spectrobe-Dex* chapter to see how some trade off defense points for attack points or vice versa.



## VORTEXES

Enemy Krawl travel in vortexes. Usually the color of the vortex reveals the property of the Krawl inside, but this is not always the case. Besides red, green, and blue (Corona, Aurora, and Flash) vortexes, there are also dark (purple) vortexes, and the contents of these is meant to be a shocker. Vortexes come in two sizes: Large and Small.



### LARGE VORTEX

Large Vortexes remain in one place, while any small ones present will move around the larger ones. You will battle two or more waves of Krawl attacks once you enter a vortex. Until you defeat a Large Vortex, it will continually produce Krawl Dust.

## RALLEN FIELD BATTLES

Krawl Dust are comprised of small, hovering enemies that Rallen can defeat using Glove, Sword, or Blaster attacks. Defeating Krawl Dust may leave recovery orbs behind. The green orbs replenish Rallen's HP and the blue orbs replenish Spectrobes HP. Raising Rallen's experience allows him to equip more advanced gear. This is the only way Rallen fights... on the field. He does not go into vortexes and battle with the Spectrobes as he did in the previous *Spectrobes* game.

Defeating the Large Vortex also annihilates the Krawl Dust and the Small Vortexes around it. Defeating all Large Vortexes in an area clears the area of all Krawl Dust and Small Vortexes. Your Child Form Spectrobe then appears and you are allowed to excavate. Leaving a location and returning to a previously cleared area will usually cause the area to become infested with Krawl again.





## SMALL VORTEX

The Small Vortexes move around the field and actively seek you out when you approach. You battle a single wave of Krawl inside. Defeating this wave destroys the Small Vortex.

### VORTEX PROPERTY GIVEAWAY

You can change your Spectrobe battle lineup while in the field. When you spot and recognize the property of the vortex, check your lineup to make sure you have the stronger opposing property Spectrobes in the Battle slots before beginning the fight.

## RALLEN'S GEAR



Rallen's items are purchased from Dave at the Weapons Center HQ 1F (the first door to the right when you enter the Lobby from the spaceport). This is also how you access the Training Room (where the game begins).



Rallen's gear unlocks and becomes available for purchase as you raise Rallen's level. You raise his level by defeating Krawl Dust. If an item in the following lists is not available through the Cyrus Express Machine, or through Dave (Kollin weapons shop) then you need to raise your level more or you may need a certain Spectrobe Card, or the rare gear is accessible via wi-fi downloads.



Rallen can equip Swords, Gloves, Blasters, and Suits. With the Sword, he can perform slash attacks. With the Glove, he can pound the ground and produce a shockwave attack. This stuns enemies around you so you can use the Sword in a combo attack. The Blaster uses multi-shot or exploding ammo. Some Blasters home in on the enemy, while others do not. You can use the lock-on feature to target the enemy or try to use Free-aim mode.

## GLOVES

| NAME          | REQ LVL | PRICE | ATK | ATK AREA | ATK TIME | DESCRIPTION  |
|---------------|---------|-------|-----|----------|----------|--|
| Basic Glove   | 1       | 300   | 20  | 3        | 30       | Standard glove for NPP officers. Capable of stunning enemies.  |
| Grasp Glove   | 3       | 1500  | 65  | 4        | 60       | Slightly more powerful than the Basic Glove. Capable of stunning enemies further away.                       |
| Grip Glove    | 4       | 2800  | 75  | 5        | 75       | A basic but powerful glove capable of stunning enemies far away for a long period of time.                   |
| Power Glove   | 5       | 4800  | 105 | 6        | 90       | The strongest basic glove out there. Capable of stunning enemies far away for a long period of time.         |
| Hyper Glove   | 2       | 700   | 30  | 3        | 45       | A well-balanced glove that is capable of stunning enemies far away for a fairly long period of time.         |
| Intense Glove | 3       | 1500  | 60  | 4        | 60       | Slightly more powerful than the Hyper Glove. Capable of stunning enemies far away for a long period of time. |
| Voltage Glove | 5       | 4900  | 100 | 5        | 90       | A well-balanced glove that is capable of stunning enemies far away for a very long period of time.           |
| Delta Glove   | 2       | 800   | 40  | 2        | 90       | A specially designed glove capable of stunning enemies for a very long period of time.                       |
| Sigma Glove   | 3       | 1700  | 60  | 3        | 120      | A rare and powerful glove capable of stunning enemies for an extremely long period of time.                  |
| Omega Glove   | 5       | 5000  | 95  | 4        | 150      | The most powerful glove in Nanairo. Capable of stunning enemies for longer than you probably need.           |

## SWORDS

| NAME          | REQ LVL | PRICE | ATK | COMBO COUNT | DESCRIPTION   |
|---------------|---------|-------|-----|-------------|---|
| Basic Sword   | 1       | 300   | 20  | 1           | Standard Sword for NPP officers. Capable of a single attack.  |
| Heat Sword    | 2       | 700   | 35  | 1           | Slightly more powerful than the Basic Sword. Capable of a single attack.                                  |
| Spark Sword   | 3       | 1800  | 50  | 2           | A basic, but powerful sword capable of two consecutive attacks.   |
| Speed Sword   | 4       | 3500  | 75  | 2           | A basic, but swift sword capable of two consecutive attacks.  |
| Sabre Sword   | 5       | 6200  | 90  | 2           | The strongest basic sword around, capable of two consecutive attacks.                                     |
| Plasma Sword  | 2       | 900   | 20  | 2           | A light, double-edge sword capable of two consecutive attacks.  |
| Hyper Sword   | 3       | 2000  | 35  | 3           | A powerful, super-light sword capable of three consecutive attacks.                                       |
| Delta Sword   | 5       | 6800  | 55  | 3           | The strongest light-weight sword, capable of three consecutive attacks.                                   |
| Sigma Sword   | 3       | 6500  | 40  | 2           | A prototype sword with the unique ability to raise the chances of recovery orbs appearing.                |
| Omega Sword   | 2       | 2500  | 25  | 1           | A prototype sword with the unique ability to raise the amount of EXP you gain when defeating Krawl Dust.  |
| Barrier Sword | 5       | 20000 | 60  | 3           | A rare and unique sword that not only raises your ATK, but your DEF as well.                              |
| Power Sword   | 5       | 20000 | 60  | 3           | A rare and unique sword that not only raises your ATK, but also your HP.                                  |
| Nanairo Sword | 5       | 20000 | 60  | 3           | The ultimate sword in all of Nanairo. Its power is unrivaled and is capable of three consecutive attacks. |



# EXCAVATION MAPS

Use the charts and maps in this chapter to find a particular item you are searching for. Once you've located the item you want in the left column of a list, follow that item's row to the right to see the probability percentage that it will show up while excavating in the colored area specified both in text at the top of the chart, as well as in the color of that particular column. It'll be either a red, blue, yellow, green, or purple spot. These colors match up with the dig spots on the map found beside that chart. Some items may appear before or after a major event. For example, in Kollin, many items don't appear until after you meet Cyrus and are blocked by the Corona Vortex. These events, if any apply, are listed above the color row at the top of the list. In the following charts, the "could be empty" row illustrates the possibility that when excavating a spot, it may not contain anything.

## USING OUR MAPS & CHARTS

Here's a quick visual reference to using the graphics in this chapter.

### WHERE TO DIG

Each dot identifies a location where you can excavate.

This indicates the number of yellow dots on our map. Adding all of the numbers in this white row indicates that this area has a total of 64 excavation sites.

### WHAT YOU'LL FIND

These are the only items that can possibly be excavated in this area.



| ITEM           | RED    | PURPLE | YELLOW | GREEN | BLUE  |
|----------------|--------|--------|--------|-------|-------|
| # OF DIG SPOTS | 23     | 28     | 11     | 1     | 1     |
| COULD BE EMPTY | 31.34% | 31.34% | 0.00%  | 0.00% | 0.00% |
| CORONIUM C     | 15.67% | 15.67% | 0.00%  | 0.00% | 0.00% |
| CORONIUM B     | 3.13%  | 3.13%  | 0.00%  | 0.00% | 0.00% |
| CORONIUM A     | 0.31%  | 0.31%  | 0.00%  | 0.00% | 0.00% |
| CORONIUM A+    | 0.16%  | 0.16%  | 0.00%  | 0.00% | 0.00% |
| AURORIUM C     | 15.67% | 15.67% | 0.00%  | 0.00% | 0.00% |
| AURORIUM B     | 3.13%  | 3.13%  | 0.00%  | 0.00% | 0.00% |
| AURORIUM A     | 0.31%  | 0.31%  | 0.00%  | 0.00% | 0.00% |
| AURORIUM A+    | 0.16%  | 0.16%  | 0.00%  | 0.00% | 0.00% |
| FLASHIUM C     | 15.67% | 15.67% | 0.00%  | 0.00% | 0.00% |
| FLASHIUM B     | 3.13%  | 3.13%  | 0.00%  | 0.00% | 0.00% |
| FLASHIUM A     | 0.31%  | 0.31%  | 0.00%  | 0.00% | 0.00% |
| FLASHIUM A+    | 0.16%  | 0.16%  | 0.00%  | 0.00% | 0.00% |

### PLAY THE PERCENTAGES

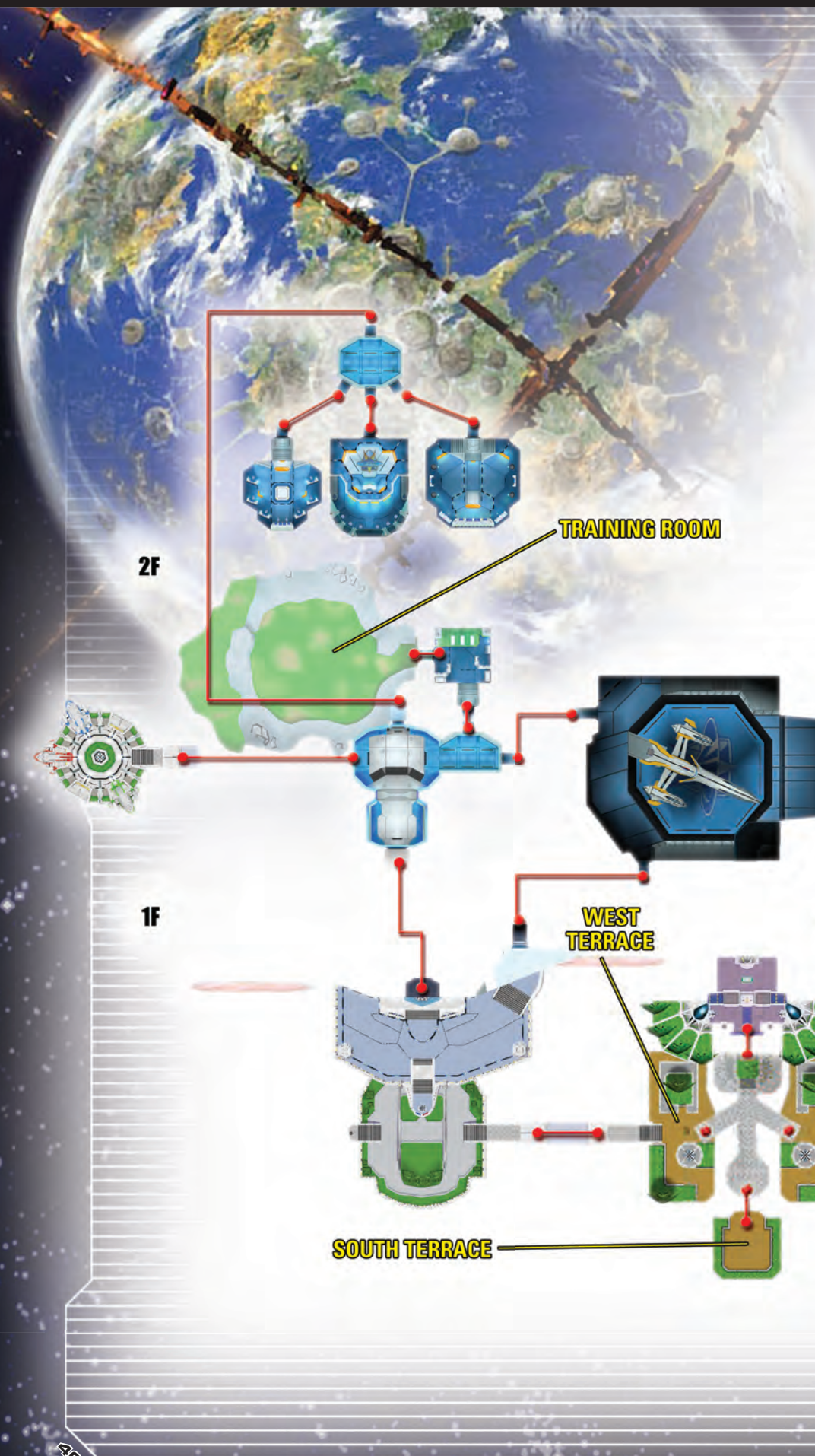
This row indicates that you have a 15.67% chance of discovering Coronium C at a red or purple spot on our map, but no chance of finding this Mineral at a yellow, green, or blue spot. So, if you're looking for Coronium C in this area, excavate only at a red or purple spot and don't waste time digging elsewhere.

# FROM FOSSIL TO CHILD FORM

Before you head out on the Fossil hunt, it's good to know what type of Spectrobe you can expect when you dig up a Fossil. Use this following chart to figure out what you're digging up, then use the Excavation Charts in this chapter and Maps to find what you're looking for.

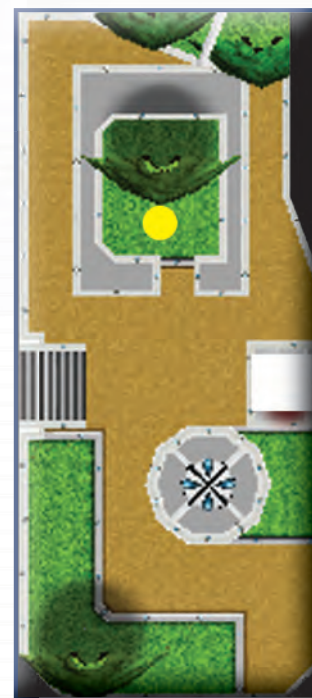
| FOSSIL    | CHILD FORM | HARDNESS | TRAINING | GENSHI | NESSA | HYOGA | KOLLIN | DAICHI | FONS | DARKMOS | ZIBA | ZIBA MOONS | NOX | NOX CITY | MALIK | MALIK COMPLETE |
|-----------|------------|----------|----------|--------|-------|-------|--------|--------|------|---------|------|------------|-----|----------|-------|----------------|
| VILIPOD   | VILAR      | 0        |          |        |       |       |        | •      |      |         |      |            |     |          |       |                |
| SEGUPOD   | SEGU       | 1        |          |        |       |       |        |        |      |         | •    |            |     |          |       |                |
| HARUPOD   | HARUMI     | 0        |          |        |       |       | •      |        |      |         |      |            |     |          |       |                |
| SPIPOD    | SPIKO      | 0        |          | •      |       |       |        |        |      |         |      |            |     |          |       |                |
| NAGUPOD   | NAGU       | 0        |          |        |       |       |        |        |      |         |      |            | •   |          |       |                |
| INKAPOD   | INKANA     | 0        |          | •      |       |       |        |        |      |         |      |            |     |          |       |                |
| DONGOPOD  | DONGOR     | 0        |          | •      |       |       |        |        |      |         |      |            |     |          |       |                |
| BARTOPOD  | BARTOR     | 0        |          | •      |       |       |        |        |      |         |      |            |     |          |       |                |
| APOPOD    | AOI        | 1        |          |        |       |       |        |        |      |         | •    |            |     |          |       |                |
| KOMAPOD   | KOMAINU    | 0        | •        |        |       |       |        |        |      |         |      |            |     |          |       |                |
| SHAPOD    | SHAKIN     | 1        |          |        |       |       |        |        | •    |         |      |            |     |          |       |                |
| ZOZAPOD   | ZOZA       | 1        |          |        |       |       |        | •      |      |         |      |            |     |          |       |                |
| GRILPOD   | GRILDA     | 0        |          |        |       | •     |        |        |      |         |      |            |     |          |       |                |
| GEJIPOD   | GEJIO      | 1        |          |        |       |       |        |        |      |         |      |            | •   |          |       |                |
| KASUPOD   | KASUMI     | 1        |          |        |       |       |        |        |      |         | •    |            |     |          |       |                |
| SAMUPOD   | SAMUKABU   | 0        |          |        | •     |       |        |        |      |         |      |            |     |          |       |                |
| KUBAPOD   | KUBAKU     | 2        |          |        |       |       |        |        |      |         |      |            |     | •        |       |                |
| MASEPOD   | MASETTO    | 0        |          |        | •     |       |        |        |      |         |      |            |     |          |       |                |
| DANAPOD   | DANAWA     | 1        |          |        |       |       |        |        |      |         |      |            | •   |          |       |                |
| TENKROPOD | TENKRO     | 1        |          |        |       |       |        | •      |      |         |      |            |     |          |       |                |
| MOSSAPOD  | MOSSARI    | 3        |          |        | •     | •     | •      | •      | •    | •       | •    | •          | •   | •        | •     |                |
| MESAPOD   | MESA       | 1        |          |        |       |       |        |        | •    |         |      |            |     |          |       |                |
| WINAPOD   | WINBA      | 1        |          |        |       |       |        |        |      |         |      | •          |     |          |       |                |
| THUNAPOD  | THUNBA     | 1        |          |        |       |       |        |        |      |         |      | •          |     |          |       |                |
| GAGOPOD   | GAGONG     | 1        |          |        |       |       |        | •      |      |         |      |            |     |          |       |                |
| KOROPOD   | KOROKO     | 2        |          |        |       |       |        |        |      |         |      |            |     | •        |       |                |
| OJIPOD    | OJIMARU    | 1        |          |        |       |       |        |        |      |         |      |            | •   |          |       |                |
| TAMAPOD   | TAMAZOA    | 0        |          |        |       | •     |        |        |      |         |      |            |     |          |       |                |
| MUGOPOD   | MUGON      | 0        |          |        |       | •     |        |        |      |         |      |            |     |          |       |                |
| SHIMAPOD  | SHIMAINU   | 0        | •        |        |       |       |        |        |      |         |      |            |     |          |       |                |
| DARUPOD   | DARUCHO    | 0        |          |        | •     |       |        |        |      |         |      |            |     |          |       |                |
| BOMAPOD   | BOMA       | 0        |          |        |       |       | •      |        |      |         |      |            |     |          |       |                |
| AZAPOD    | AZAPI      | 1        |          |        |       |       |        |        | •    |         |      |            |     |          |       |                |
| SENPPOD   | SENPUI     | 1        |          |        |       |       |        |        |      |         |      | •          |     |          |       |                |
| AZEPOD    | AZEKO      | 1        |          |        |       |       |        | •      |      |         |      |            |     |          |       |                |
| MANTRAPOD | MANTRADOR  | 1        |          |        |       |       |        |        | •    |         |      |            |     |          |       |                |
| PAGOPOD   | PAGO       | 0        |          |        |       | •     |        |        |      |         |      |            |     |          |       |                |
| LEOPOD    | LEO        | 0        |          |        |       |       |        | •      |      |         |      |            |     |          |       |                |
| TOBAPOD   | TOBASU     | 0        |          |        |       |       | •      |        |      |         |      |            |     |          |       |                |
| DENPOD    | DENDEN     | 0        |          |        |       |       | •      |        |      |         |      |            |     |          |       |                |
| KARAPOD   | KARAKURI   | 1        |          |        |       |       |        |        |      |         | •    |            |     |          |       |                |
| HAPAPOD   | HAPACHA    | 0        |          |        |       | •     |        |        |      |         |      |            |     |          |       |                |
| ANUPOD    | ANUBI      | 0        |          |        | •     |       |        |        |      |         |      |            |     |          |       |                |
| RYZAPOD   | RYZA       | 0        |          |        | •     |       |        |        |      |         |      |            |     |          |       |                |
| TORGAPOD  | TORGA      | 2        |          |        |       |       |        |        |      |         |      |            |     | •        |       |                |
| NOKOPOD   | NOKOKO     | 1        |          |        |       |       |        |        |      |         |      | •          |     |          |       |                |
| SHOPOD    | SHOGYO     | 1        |          |        |       |       |        |        | •    |         |      |            |     |          |       |                |
| HANEPOD   | HANEOTO    | 2        |          |        |       |       |        |        |      |         |      |            |     | •        |       |                |
| PIKPOD    | PIKOS      | 2        |          |        |       |       |        |        |      |         |      |            |     |          |       | •              |
| MAKAPPOD  | MAKANUI    | 2        |          |        |       |       |        |        |      |         |      |            |     |          |       | •              |
| MUSAPOD   | MUSAKABU   | 1        |          |        |       |       |        |        |      | •       |      |            |     |          |       |                |
| SAMEPOD   | SAMETTO    | 0        |          |        |       |       |        |        | •    |         |      |            |     |          |       |                |
| RUDAPOD   | RUDACHO    | 1        |          |        |       |       |        |        |      | •       |      |            |     |          |       |                |
| ZAAPPOD   | ZAAPI      | 2        |          |        |       |       |        |        |      |         |      |            |     |          | •     |                |
| ELOPOD    | ELO        | 2        |          |        |       |       |        |        |      |         |      |            |     |          | •     |                |
| PAHAPPOD  | PAHACHA    | 1        |          |        |       |       |        |        |      | •       |      |            |     |          |       |                |
| ZYRAPPOD  | ZYRA       | 0        |          |        |       |       |        |        | •    |         |      |            |     |          |       |                |
| TROPOD    | TROGA      | 2        |          |        |       |       |        |        |      |         |      |            |     |          | •     |                |





## WEST TERRACE

| ITEM           | YELLOW  |
|----------------|---------|
| # OF DIG SPOTS | 1       |
| KOMAPOD LV. 4  | 100.00% |



## EAST TERRACE

| ITEM           | YELLOW  |
|----------------|---------|
| # OF DIG SPOTS | 1       |
| SHIMAPOD LV. 4 | 100.00% |

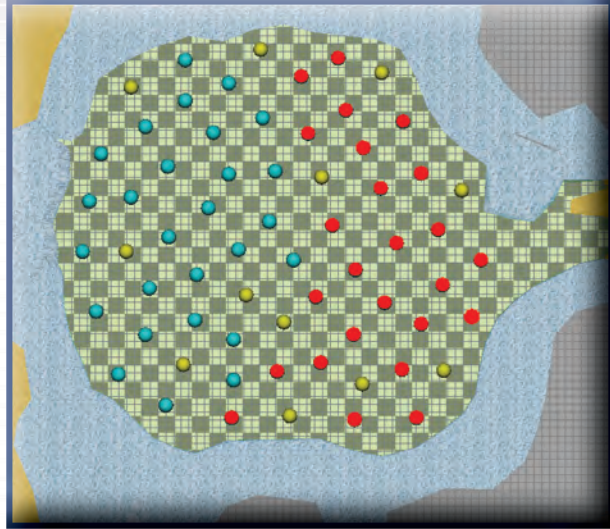




# SOUTH TERRACE



# TRAINING ROOM



| ITEM           | BEFORE YOU MEET CYRUS |        | AFTER YOU MEET CYRUS |        |
|----------------|-----------------------|--------|----------------------|--------|
|                | BLUE                  | YELLOW | BLUE                 | YELLOW |
| # OF DIGS      | 5                     | 8      | 21                   | 24     |
| CORONIUM C     | 28.57%                | —      | 26.00%               | —      |
| CORONIUM B     | —                     | —      | 3.90%                | —      |
| CORONIUM A     | —                     | —      | 1.30%                | —      |
| CORONIUM A+    | —                     | —      | 0.65%                | —      |
| AURORIUM C     | 28.57%                | —      | 26.00%               | —      |
| AURORIUM B     | —                     | —      | 3.90%                | —      |
| AURORIUM A     | —                     | —      | 1.30%                | —      |
| AURORIUM A+    | —                     | —      | 0.65%                | —      |
| FLASHIUM C     | 28.57%                | —      | 26.00%               | —      |
| FLASHIUM B     | —                     | —      | 3.90%                | —      |
| FLASHIUM A     | —                     | —      | 1.30%                | —      |
| FLASHIUM A+    | —                     | —      | 0.65%                | —      |
| EVOLVE B       | —                     | —      | 0.01%                | —      |
| ATK SEED       | —                     | —      | —                    | 0.01%  |
| DEF SEED       | —                     | —      | —                    | 0.01%  |
| HP SEED        | —                     | —      | —                    | 0.01%  |
| MYSTERY STONE  | —                     | —      | —                    | —      |
| MYSTERY STONE  | —                     | —      | —                    | 4.44%  |
| HARUPOD LV.1   | —                     | —      | 0.07%                | 1.48%  |
| HARUPOD LV.18  | —                     | —      | —                    | 2.22%  |
| HARUPOD LV.19  | —                     | —      | —                    | 2.22%  |
| HARUPOD LV.17  | —                     | —      | 1.04%                | 17.75% |
| KOMAPOD LV.1   | —                     | 1.61%  | —                    | —      |
| KOMAPOD LV.3   | —                     | 4.84%  | —                    | —      |
| KOMAPOD LV.4   | —                     | 4.84%  | —                    | —      |
| KOMAPOD LV.2   | 7.14%                 | 38.71% | —                    | —      |
| MOSSAPOD LV.1  | —                     | —      | —                    | 0.04%  |
| MOSSAPOD LV.10 | —                     | —      | —                    | 0.07%  |
| MOSSAPOD LV.11 | —                     | —      | —                    | 0.01%  |
| MOSSAPOD LV.9  | —                     | —      | —                    | 0.74%  |
| SHIMAPOD LV.1  | —                     | 1.61%  | —                    | —      |
| SHIMAPOD LV.3  | —                     | 4.84%  | —                    | —      |
| SHIMAPOD LV.4  | —                     | 4.84%  | —                    | —      |
| SHIMAPOD LV.2  | 7.14%                 | 38.71% | —                    | —      |
| BOMAPOD LV.1   | —                     | —      | 0.07%                | 1.48%  |
| BOMAPOD LV.18  | —                     | —      | —                    | 2.22%  |
| BOMAPOD LV.19  | —                     | —      | —                    | 2.22%  |
| BOMAPOD LV.17  | —                     | —      | 1.04%                | 17.75% |
| TOBAPOD LV.1   | —                     | —      | 0.07%                | 1.48%  |
| TOBAPOD LV.18  | —                     | —      | —                    | 2.22%  |
| TOBAPOD LV.19  | —                     | —      | —                    | 2.22%  |
| TOBAPOD LV.17  | —                     | —      | 1.04%                | 17.75% |
| DENPOD LV.1    | —                     | —      | 0.07%                | 1.48%  |
| DENPOD LV.18   | —                     | —      | —                    | 2.22%  |
| DENPOD LV.19   | —                     | —      | —                    | 2.22%  |
| DENPOD LV.17   | —                     | —      | 1.04%                | 17.75% |

| ITEM          | BEFORE DARK SHADOW |        |        | AFTER DARK SHADOW |        |        |
|---------------|--------------------|--------|--------|-------------------|--------|--------|
|               | RED                | BLUE   | YELLOW | RED               | BLUE   | YELLOW |
| # OF DIGS     | 14                 | 12     | 6      | 14                | 12     | 6      |
| CORONIUM C    | 33.33%             | 33.33% | 33.33% | 33.33%            | 33.33% | —      |
| AURORIUM C    | 33.33%             | 33.33% | 33.33% | 33.33%            | 33.33% | —      |
| FLASHIUM C    | 33.33%             | 33.33% | 33.33% | 33.33%            | 33.33% | —      |
| MYSTERY STONE | —                  | —      | —      | —                 | —      | 5.20%  |
| KOMAPOD LV.1  | —                  | —      | —      | —                 | —      | 1.53%  |
| KOMAPOD LV.3  | —                  | —      | —      | —                 | —      | 4.59%  |
| KOMAPOD LV.4  | —                  | —      | —      | —                 | —      | 4.59%  |
| KOMAPOD LV.2  | —                  | —      | —      | —                 | —      | 36.70% |
| SHIMAPOD LV.1 | —                  | —      | —      | —                 | —      | 1.53%  |
| SHIMAPOD LV.3 | —                  | —      | —      | —                 | —      | 4.59%  |
| SHIMAPOD LV.4 | —                  | —      | —      | —                 | —      | 4.59%  |
| SHIMAPOD LV.2 | —                  | —      | —      | —                 | —      | 36.70% |

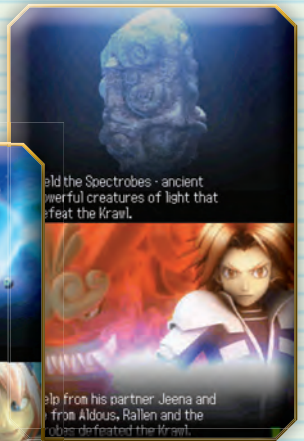


# CHAPTER 1

Deep in the universe is the Nanairo System, a celestial cluster consisting of a bright sun and seven planets. One day it was attacked by the Krawl—creatures capable of devouring an entire star system. Nanairo Planetary Patrol officers, Rallen and Jeena, were on an investigation when they found Aldous, a man from a distant planet.

Rallen discovered that he is a Spectrobe Master, someone who can wield the Spectrobes—powerful ancient creatures of light that can defeat the Krawl. With help from his partner, Jeena, and advice from Aldous, Rallen and the Spectrobes defeated the Krawl.

It's been several months since their adventure ended and Nanairo was enjoying peace again—or so they thought. Meanwhile, the Krawl begin to stir again...

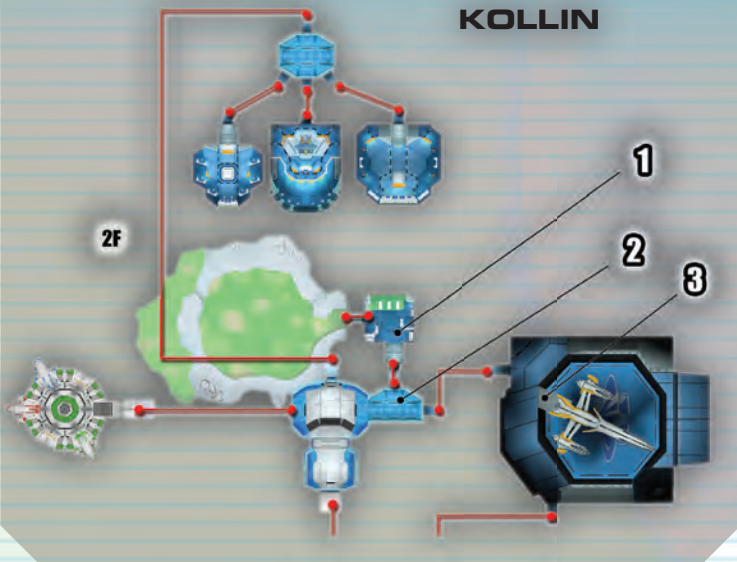


## KOLLIN





## KOLLIN



## GO TO YOUR PATROL CRUISER AT THE SPACEPORT

## ALDOUS

You have a conversation with Aldous in the next room (2). If this is your first time playing a Spectrobes game, then what he says will be very informative. On the other hand, if you're a Spectrobes veteran, you'll find his conversation quite unrevealing. What you can take from it is the identification of the Child Form Spectrobe equipped by your side: Komainu. Aldous leaves to see Professor Kate in the ancient ship (which you discovered in the last game) orbiting Kollin.



## WEAPONS CENTER: BASIC TRAINING



You begin this adventure on Kollin—the planet in the Nanairo system where the Planetary Patrol is located. Rallen (a member of the Planetary Patrol) is immediately thrown into training. Here (1) you learn basic movement and camera adjustment from Dave, your trainer and weapons technician. Refer to the **Game Basics** chapter of this guide if you need any help with controls. After training, Jeena (your Planetary Patrol partner), calls and asks you to meet her at the Spaceport.

## SPACEPORT

From the hallway where you spoke with Aldous, head through the easternmost doorway to access the Spaceport (3) and speak with Jeena. She proudly shows off the new Patrol Cruiser model. While you admire the ship, Krawl invade the Spectrobes Research Center and steal all the Spectrobes you worked so hard to evolve during your last adventure. At the same time, a Krawl leader kidnaps Aldous and hijacks the ancient ship. Commander Grant directs you to go to the Service Bay, defeat the Krawl there, and see if Aldous is safe.



To interact with characters in the game, walk up to them and press the A Button. If you like, you could train with Dave again, but no new exercises are available until you progress further into the game. Exit the Weapons Center through the south doorway (your position is illustrated live on the top screen map).





## DEFEAT THE KRAWL AT THE SERVICE BAY

### GO TO THE WEAPON CENTER ON THE FIRST FLOOR

Before you exit the ship, use the Save Pod (the elevator-looking device on the left side of the ship near the exit). Save your game progress every time you re-enter the ship. Using the Save Pod also completely restores your HP. Before you think about battling Krawl again, you must head for the Weapons Center—the room you just left **[1]**.



### WEAPONS CENTER: WEAPONS TRAINING

You are automatically sent to the Training Room after arriving at the Weapons Center and talking to Dave. Here you learn the basics of Sword attacks, Free Mode attack, Lock-on Mode, as well as Glove and Blaster attacks. If you need further details on these subjects, see the **Game Basics** chapter of this guide. You can remain in the Training Room as long as you like. When you're ready to leave, walk to the exit on the east side of the room. The enemy orbs in the Training Room often leave behind HP power-ups after you defeat them. The only way the enemy orbs can hurt you is through contact damage.



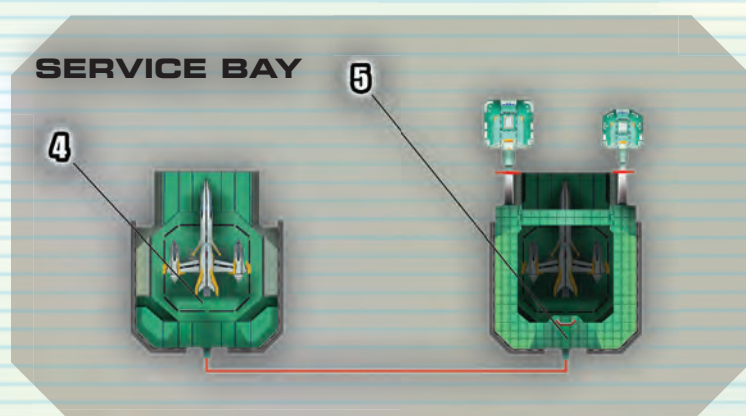
### RETURN TO THE CRUISER

Dave hands over the Prizmod once you complete your training—check out our **Game Basics** chapter for more information on this. You can also talk to the female intelligence officer near your cruiser for additional Prizmod info. Jeena calls next. She wants you to return to the cruiser **[3]**.



### SPACE TRAVEL: SERVICE BAY

When you return to the ship, Jeena explains space travel. Just touch the planet you want to visit, then slide the planet left and right arrows to find an area to land (areas will unlock as you progress through the story). After that, just touch the Area icon. Currently, Area 2 (the Service Bay) is the only one selectable on Kollin.







## OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn

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