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Spectrobes beyond the portals evolution guide

< Spectrobes: Beyond the Portals Edit This is a location guide for excavations in list format. As a rule of thumb, custom parts for each Spectrobe can be found where their fossils can be, as well. Fossil Only[] Kollin: Harupod, Mossapod, Bomapod, Tobapod, Denpod Kollin Training Room: Komapod, Shimapod Genshi: Spipod, Inkapod, Dongopod, Bartopod Nessa: Samupod, Masepod, Mossapod, Darupod, Anupod, Ryzapod Hyoga: Grilpod, Mossapod, Tamapod, Mugopod, Pagopod, Hapapod Daichi: Vilipod, Zozapod, Tenkropod, Mossapod, Gagopod, Azeopod, Leopod Fons: Shapod, Mossapod, Mesapod, Azapod, Mantrapod, Shopod, Samepod, Zyrapod Darkmos: Mossapod, Musapod, Rudapod, Pahapod Ziba: Segupod, Aopod, Mossapod, Karapod Ziba moons: Mossapod, Winbapod, Thunbapod, Senpod, Nokopod Nox: Nagupod, Gejipod, Danapod, Mossapod, Ojipod Nox City: Kubapod, Mossapod, Koropod, Torgapod, Hanepod Malik: Mossapod, Zaapod, Elopod, Trogapod After completing the main game, Malik additionally spawns Pkopods and Makapods. 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Pressing the "X" button at any point on the overworld accesses the Prizmod menu, in which the player can see their current objective, swap equipment, check on and use items, and switch the currently active Spectrobes with ones in the backup slots. After all the Krawl Vortexes have been cleared in an area Rallen's Child Spectrobe emerges, allowing the player to search for and excavate buried objects. By pressing Y or by tapping the Spectrobe on the touch screen, the Child will scan for objects buried underground a circular area around itself. There are four types of objects to excavate: Minerals, Fossils, Cubes, and the newly added Mystery Stones, all of which are denoted on the overworld by their own unique colored Excavation Site (blue, yellow, rainbow, and pink, respectively). The variety in Minerals has also changed, no longer being focused on Minergy provisions rather on Property. 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Attacking fills up the CH Gauge, which when filled allows the player to press one of the buttons to perform two different types of attacks: pressing "B" causes a Spectrobes to perform its CH Attack, a more powerful attack, while pressing "Y" preforms a Combination Attack, which involves both Spectrobes combining their powers to perform an even more powerful attack. Pressing "Y" while the CH Gauge is full next to a defeated Spectrobes revives it, while performing a Combination Attack with a Geo equipped will instantly end the battle. Spectrobes Raising[] While Spectrobes properties are no different, the method of Evolving Spectrobes has been changed. In the original game, evolving a Spectrobes requires a certain amount of time to be spent in the Incubator, and occasionally a certain stat to be up to a certain threshold. In Beyond the Portals, evolving a Child Spectrobes to its Adult form requires feeding it a certain number of Minerals, and evolving it to its Evolved form also requires not only that, but also winning a certain number of battles as well as reaching a certain level. Jeena[] Occasionally, Jeena will be required to access certain areas. She doesn't battle or search like Rallen; instead, she can access specific totems that lock certain areas off for Rallen. The minigame to break the lock is a simple puzzle game that involves tapping the Property emblems on the touch screen to match them all to the one given. Multiplayer Gameplay[] Nintendo Wi-Fi Connection[] Spectrobes: Beyond the Portals has online features accessible through the Nintendo Wi-Fi Connection service. Not only are players able to access the Upload and Download features from the previous title but also Wi-Fi Battle and Wi-Fi Market features. With Wi-Fi Battle, the player has the option to battle strangers or friends worldwide; in the case of the latter, the player must have their friend code registered to their game. The Wi-Fi Market allows players to buy Spectrobes, Custom Parts, Items, and Equipment from other players as well as sell them on the marketplace for fixed prices. As Nintendo have discontinued the Nintendo Wi-Fi Connection service as of May 20, 2014, these features are no longer accessible. The game also has DS Download Play features; up to four players with a copy of Beyond the Portals can battle each other in local 1-on-1, Team Battle, or Battle Royale matches. Players may also trade Spectrobes across two copies of Beyond the Portals, or connect with a copy of the original Spectrobes to transfer their Spectrobes from the previous game to this one. DGamer[] See also: DGamer The game also features connectivity to DGamer, a social network platform by Disney, and is one of the first titles compatible with the DGamer service. Spectrobes: Beyond the Portals features a number of achievements that carry over to the player's DGamer account, which unlock clothing items that can be equipped to their avatar. Reception[] Compared to Spectrobes, Beyond the Portals critically received mostly mixed to positive reception. The game currently holds a 79 metascore on Metacritic[1], and 72.48% on GameRankings[2]. Jack Derives of IGN gave the game an 8 out of 10, stating that, "It takes everything that was good about Spectrobes (and everything was not that good) and makes it better, creating an impressive, though still not ultimate, monster battler." Development[] Spectrobes: Beyond the Portals was initially revealed to the public at E3 2007, under the working title Spectrobes II[3], which also slated the game for a 2008 release. Closer to release, the game's official subtitle was revealed, as well as several more details about the game, including Wi-Fi capabilities, new Spectrobes, and new battle features.[4] In developing Beyond the Portals, producer Kentaro Hisai noted that development was much smoother than the previous game, as more people were able to work on the game and the Japanese and American teams were able to work better together.[5] To collect data for improvement, the team began by analyzing the original game themselves and figuring out what could be improved, then by collecting player feedback by testing the new game, both with players of the original game and new players.[5] As the first game did not sell as well as expected in Japan, the team conducted much research before release to improve communicating the concept of the game: according to Tim FitzRandolph, Disney's plan was to "relaunch" the franchise in Japan.[5] Trivia[] Spectrobes: Beyond the Portals was briefly featured in the Stitch! anime series, also produced by Disney. In the scene showing the game, the character playing is shown battling and defeating Jado with a Rygazelle and a Spikan, controlling Rygazelle. Additionally, none of the sound effects used for the game in the show are actually used in the game itself, and the game is shown being played on a handheld greater resembling a Game Boy Advance rather than a Nintendo DS, the system on which the game was actually released.[6] Gallery[] European English box art.Promotional artwork featuring Komanoto battling Makanoto. Full Australian display copy cover References[] Gameplay in Beyond the Portals functions similarly to that of its predecessor: Players predominantly control Rallen in the field, although from time to time, they will be able to control Jeena to solve puzzles. Five of the original planets from the Nanairo system are available for exploration (excluding Himuro and Meido) and at certain points in the game, portals will open that will allow the player to play a mini-game in order to travel to different star systems. There are a total of ten planets and three portals spread out over four star systems. Portal game[edit] During gameplay, you will be able to play a mini-game, where you fly a spaceship and dodge asteroids, in order to travel through a portal that links to another star system. However, you can hit the warp button to end it immediately Ship Parts[edit] At the Service Bay orbiting Kollin, the player may speak to an Engineer on board to either make or attach Ship Parts. These ship parts are made up of 3 Rare Minerals, Titanium, which takes on the appearance of a Stack of Metal Sheets, Metalium, which takes on the appearance of a Meteorite with Energy Lines strung across it, And Marble, which takes on the form of a Blue-ish Elliptical shape. Apart from Aesthetic Changes, these parts also Modify Ship Stats in the Portal Game. The starting ship is automatically Equipped with Jet parts in all 3 areas. Field Battles[edit] Rallen fights Field Battles with Krawl Dust outside of Krawl vortexes. Rallen can use the sword and blaster to attack Krawl Dust and the glove to stun them. Each successful kill gives Rallen some experience points, and after a certain amount of experience, his rank will increase, allowing him access to more powerful equipment. Krawl Dust is spawned from Large Vortexes. Encounter Battles may be initiated by walking into a vortex. Inside the vortex, the player controls one of two offensive Spectrobes. The other is controlled by the computer, but control can be alternated at any time by pressing the X button. In order to win the battles, all of the opposing Krawl must be destroyed. Spectrobes can use a variety of attacks to fight, the most basic of which is a standard attack. The CH Gauge also makes a return from the original Spectrobes. With each successful hit, the CH Gauge fills, and when it fills to a certain point, special, more powerful attacks may be executed. Like the Spectrobes, all Krawl have an attribute of Corona, Flash, or Aurora, and their type will determine their strengths and their weaknesses. Once the battle is done, remaining Spectrobes receive a certain amount of Minergy, and the player receives some Gura (the currency of the game) and on occasion, an item. Excavation[edit] Excavation also makes a return from the original title. Players may use a variety of tools to retrieve either a fossil, a mineral, a cube, or a mystery stone from the ground. Sometimes, players may find a door (hexagon shape) that allows them to go through a secret map with the correct Child Spectrobes type (Corona, Aurora, or Flash). In certain areas, special tools may have to be used to get past the terrain; for example, a fire drill for ice, a water drill for lava, etc. Each of these drills must be used meticulously and with precision to master excavation Spectrobes[edit] In addition to the 73 original Spectrobes from the previous title, Beyond the Portals boasts 112 new Spectrobes. It also introduces a new variety of Spectrobes: Dark Spectrobes. These Spectrobes resemble existing Spectrobes, but are much more powerful than their normal counterparts. Additionally, the seven original Ultimate Form Spectrobes are available to use at the end of the game, by retrieving the geo's. Wi-Fi connectivity[edit] In addition the original Upload/Download features from the original Spectrobes, Beyond the Portals introduces the Wi-Fi Battle and Wi-Fi Market features. As the original title was criticized for its lack of substantial Wi-Fi multiplayer features, Beyond the Portals features the ability to battle Spectrobes over Wi-Fi. There are options to battle with either strangers or friends. In the latter case, one needs to register the friend code of another in their roster, like in other Nintendo Wi-Fi games. Beyond the Portals also features a Wi-Fi Market, which allows players to buy and sell their Spectrobes with set prices.