

Medabots AX Parts Guide

by CloudStrife768

Updated to v0.12 on Jul 12, 2002

This walkthrough was originally written for Medabots AX: Rokusho Version on the GBA, but the walkthrough is still applicable to the GBA version of the game.

MEDABOTS AX Part Guide Ver. 0.12

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I.Backround, FAQ Overview and Opening Thoughts

Welcome! This is my first FAQ ever written, and how nice it be written for this wonderous game. The game is, of course, Medabots AX, a game which puts you in the shoes of the shows epic hero, Ikki, who controls a Medabot. Depending on which version you bought, Ikki would control Medabee in the red, and Rokusho in blue. Alongside them in battle would be a computer controlled Medabot that you can basically create yourself using Medaparts you win from battles. This FAQ will focus on the parts you win from trainers, the stats, THE parts make which Medabot when properly placed together. This game really is a good one. For those ofyou who like Medabots and have a Game BoyAdvance, go out and get it. If you don't like Medabots but have a GBA, give it a try. I mean, who ever thought that capturing monsters in little balls would be a hit ^.^

II.Controls

Since arrows are a little tough to make here, I'll use U for up, D for down, R for right and L for left. Okay, here we go:

-Island Map Controls-

+ Control Pad-Move cursor
A Button-Enter available stage
B Button-Not used
START-Team Formation Menu
SELECT-Save Menu

L/R Buttons-Not Used

-Robattle Controls-

+ Control Pad-Move Medabot
A Button-Jump
B Button-Use Right Arm Part
D+B Button-Use Left Arm Part
U+B Button-Use Head Part
R,R-Dash
START-Pause
SELECT-Use Medaforce
L Button-Block
R Button-Switch Ally Panels.

-Character Setup Controls-

+ Control Pad-Move Cursor
A Button-Make Selection/Display Details
B Button-Cancel Selection
START-Select Panels
SELECT-Switch Leader and Partner Assignments
L Button-Move Panel Selection Up in Panel Selection
R Button-Move Panel Selection Down in Panel Selection

III.Version History

7/12/01-Continued to fill in the Info part for Medaparts and Stats, and started the Full Female Medabot Part Listing.Also completed the controls section. Ver. 0.14

7/11/02-Began filling in empty Info spaces for Medaparts and Stats. Ver. 0.10

7/10/02-Finished Male Medaparts and States section. Also gave out credit to some people. Ver. 0.08

7/9/02-Finsihed Medals sections, and started Male Medabot Parts and Stats except for Info. Also started Full Male Medabot Part Listing. Ver. 0.05

7/8/02-Started the FAQ. Put up basic sections like FAQ Overview, Copyrights and Credits, and the Female Medapart listing. Also began Section VIII.Medals. Ver. 0.03

IV.Male Medaparts and Stats

This section is different than the female's only in the fact that I will add which version it is in. Just to get this out, I use both my game and the instruction booklet for all the stats. I do this to compare and so I don't make a mistake.All sections from here on will be like this. They will also be in order on how they appear, and I use 1., 2., 3., etc. to make sure you know when a new Medapart is listed.

-Head Parts-

1.Missile
Info-Red;

ARM-45 PWR-40 DEF-03 NUM-03 SPD-C

2.Antenna
Info-Blue; Increase accuracy oh shots to head parts.

ARM-50 PWR-40 DEF-04 NUM-03 SPD-D

3.Hunter
Info-Both; Set traps for shooting parts.

ARM-35 PWR-32 DEF-04 NUM-06 SPD-B

4.Tension Up
Info-Both;

ARM-45 PWR-17 DEF-04 NUM-03 SPD-D

5.Deathbreak
Info-Both;

ARM-65 PWR-24 DEF-07 NUM-03 SPD-D

6.Fracture
Info-Both;

ARM-35 PWR-12 DEF-08 NUM-02 SPD-D

7.Guardian
Info-Both;

ARM-50 PWR-00 DEF-08 NUM-03 SPD-S

8.Hatchin
Info-Red;

ARM-30 PWR-22 DEF-07 NUM-04 SPD-A

9.Tyranoslayer
Info-Both;

ARM-60 PWR-30 DEF-00 NUM-02 SPD-D

10.Spydertrap
Info-Blue;

ARM-30 PWR-30 DEF-07 NUM-07 SPD-B

11.Cover-Up
Info-Both; Set trap for grappling parts.

ARM-35 PWR-32 DEF-04 NUM-06 SPD-B

12.Head Cannon
Info-Both; High speed shooting attack.

ARM-30 PWR-17 DEF-04 NUM-08 SPD-S

13.Missile Base
Info-Blue;

ARM-60 PWR-30 DEF-00 NUM-02 SPD-D

14.Helmet
Info-Both; Revive broken parts.

ARM-25 PWR-00 DEF-04 NUM-03 SPD-C

15.Blastgun
Info-Both; Continued damage with flame attack.

ARM-30 PWR-32 DEF-03 NUM-03 SPD-B

16.New Wave
Info-Blue; Decrease enemy movement speed.

ARM-40 PWR-20 DEF-08 NUM-04 SPD-B

17.Power Driver
Info-Red;

ARM-50 PWR-20 DEF-07 NUM-04 SPD-D

18.Grave Lane
Info-Blue;

ARM-45 PWR-50 DEF-01 NUM-04 SPD-D

19.Dogu
Info-Both;

ARM-80 PWR-00 DEF-07 NUM-00 SPD-N/A

20.Clearshield
Info-Red;

ARM-75 PWR-16 DEF-02 NUM-02 SPD-D

21.Pan
Info-Red;

ARM-45 PWR-12 DEF-02 NUM-04 SPD-C

22.Peck Strike
Info-Both; Cause great damage to defenseless enemy.

ARM-20 PWR-85 DEF-03 NUM-04 SPD-D

23.Prominence
Info-Both; Powerful shooting attack.

ARM-45 PWR-58 DEF-03 NUM-02 SPD-D

-Right Arm Parts-

1.Revolver

Info-Red;

ARM-35 PWR-05 DEF-04 SPD-C

2.Sword

Info-Blue; High speed grappling attack.

ARM-35 PWR-07 DEF-05 SPD-B

3.Flexorsword

Info-Both; High speed grappling attack.

ARM-35 PWR-05 DEF-06 SPD-B

4.Shoot Barrel

Info-Both;

ARM-40 PWR-03 DEF-05 SPD-C

5.Deathmissile

Info-Both;

ARM-65 PWR-24 DEF-06 SPD-D

6.Past Touch

Info-Both;

ARM-25 PWR-03 DEF-07 SPD-D

7.Canceller

Info-Both;

ARM-50 PWR-00 DEF-07 SPD-S

8.Catch

Info-Red;

ARM-30 PWR-09 DEF-06 SPD-A

9.Megalaser

Info-Both;

ARM-60 PWR-12 DEF-00 SPD-D

10.Cheapertrap

Info-Blue;

ARM-30 PWR-12 DEF-06 SPD-B

11.Ninja Dagger

Info-Both; High speed grappling attack.

ARM-30 PWR-07 DEF-03 SPD-A

12.Aim Rifle

Info-Both;

ARM-30 PWR-05 DEF-04 SPD-C

13.Intermissile

Info-Blue; Attack opponent with guided missile.

ARM-60 PWR-12 DEF-00 SPD-D

14.Helmight

Info-Both; Sacrifice parts to cause great damage.

ARM-20 PWR-64 DEF-03 SPD-D

15.Fire Gun

Info-Both; Continued damage with flame attack.

ARM-30 PWR-13 DEF-03 SPD-B

16.Clinch Wave

Info-Blue; Decrease enemy movement speed.

ARM-40 PWR-08 DEF-07 SPD-D

17.Plus Driver

Info-Red;

ARM-50 PWR-08 DEF-06 SPD-D

18.Judge Shield

Info-Blue; Increase defense power of allies.

ARM-70 PWR-06 DEF-02 SPD-D

19.Dohtack

Info-Both;

ARM-80 PWR-00 DEF-06 SPD-N/A

20.Knightshield

Info-Red;

ARM-75 PWR-06 DEF-02 SPD-D

21.Pun

Info-Red;

ARM-45 PWR-05 DEF-02 SPD-C

22.Dondon Punch

Info-Both;

ARM-20 PWR-34 DEF-03 SPD-D

23.Ignition

Info-Both; High speed shooting attack.

ARM-30 PWR-07 DEF-03 SPD-C

-Left Arm Parts

1.Submachinegun

Info-Red;

ARM-35 PWR-12 DEF-06 SPD-D

2.Pipo Hammer

Info-Blue; High speed grappling attack.

ARM-35 PWR-19 DEF-07 SPD-C

3.Straw Hammer

Info-Both;

ARM-35 PWR-17 DEF-08 SPD-C

4.Range Shooter

Info-Both; High speed shooting attack.

ARM-40 PWR-10 DEF-07 SPD-D

5.Deathlaser

Info-Both;

ARM-65 PWR-35 DEF-08 SPD-E

6.Past Feel

Info-Both; Increase speed of movement.

ARM-60 PWR-08 DEF-09 SPD-E

7.Recovery

Info-Both;

ARM-50 PWR-00 DEF-10 SPD-B

8.Twist

Info-Red;

ARM-30 PWR-13 DEF-09 SPD-C

9.Gigalaser

Info-Both; Powerful shooting attack.

ARM-60 PWR-18 DEF-00 SPD-E

10.Cheaptrap

Info-Blue;

ARM-30 PWR-18 DEF-09 SPD-D

11.Ninja Blade

Info-Both; High speed grappling attack.

ARM-30 PWR-15 DEF-05 SPD-A

12.Battle Rifle

Info-Both; High speed shooting attack.

ARM-30 PWR-10 DEF-06 SPD-C

13.Guided Missile

Info-Blue;

ARM-60 PWR-18 DEF-00 SPD-E

14.Helming

Info-Both; Sacrifice parts to cause great damage.

ARM-20 PWR-96 DEF-04 SPD-E

15.Flame Gun

Info-Both; Continued damage with flame attack.

ARM-30 PWR-19 DEF-04 SPD-D

16.Nibble Wave

Info-Blue; Decrease enemy movement speed.

ARM-40 PWR-12 DEF-10 SPD-D

17.Minus Driver

Info-Red;

ARM-50 PWR-12 DEF-09 SPD-E

18.Crime Stick

Info-Blue; Makes parts unusable for length of time.

ARM-35 PWR-03 DEF-03 SPD-E

19.Dohtatack

Info-Both; Void damage of breaking

ARM-80 PWR-00 DEF-09 SPD-N/A

20.Greatshield

Info-Red;

ARM-75 PWR-09 DEF-03 SPD-E

21.Keen

Info-Red;

ARM-45 PWR-07 DEF-03 SPD-D

22.Dopa Punch

Info-Both;

ARM-20 PWR-51 DEF-04 SPD-E

23.Explode

Info-Both;High speed shotting attack.

ARM-30 PWR-14 DEF-05 SPD-D

-Legs Parts-

1.Ochitsuka

Info-Red;

ARM-50 DEF-03 SPD-C

2.Tatacker

Info-Blue; Common leg type. Good at grapple.

ARM-50 DEF-04 SPD-B

3.Sharpedge
Info-Both;

ARM-45 DEF-04 SPD-B

4.Abductor
Info-Both;

ARM-50 DEF-04 SPD-C

5.Deathcrawler
Info-Both; Not influenced by slope.

ARM-55 DEF-06 SPD-E

6.Umbilical
Info-Both;

ARM-80 DEF-07 SPD-E

7.Ace Hooves
Info-Both; Not influenced by a slope.

ARM-40 DEF-07 SPD-D

8.Swick
Info-Red;

ARM-30 DEF-06 SPD-C

9.Rollertank
Info-Both;

ARM-105 DEF-02 SPD-E

10.Multi-leg
Info-Blue;

ARM-30 DEF-06 SPD-C

11.Tiptoe
Info-Both; Common leg type. Good at grapple.

ARM-45 DEF-04 SPD-A

12.Howzer
Info-Both;

ARM-45 DEF-04 SPD-B

13.Limptank
Info-Blue; Heavily armored but slow.

ARM-115 DEF-00 SPD-E

14.Helchaos
Info-Both; Common leg type. Good at shooting.

ARM-45 DEF-04 SPD-C

15.Red Tail
Info-Both; Good at flying but fragile.

ARM-25 DEF-03 SPD-B

16.Fishtail
Info-Blue; Good at underwater battles.

ARM-55 DEF-07 SPD-D

17.Smacker
Info-Red;

ARM-60 DEF-06 SPD-E

18.Protauto
Info-Blue; Move quickly but fragile.

ARM-45 DEF-01 SPD-S

19.Dokan
Info-Both;

ARM-80 DEF-06 SPD-E

20.Trojan Horse
Info-Red;

ARM-55 DEF-02 SPD-A

21.Squashbasher
Info-Red;

ARM-45 DEF-02 SPD-S

22.Wanafly
Info-Both; Good at flying but fragile.

ARM-20 DEF-03 SPD-B

23.Fireworks
Info-Both; Common leg type. Good at shooting.

ARM-55 DEF-03 SPD-B

V. Full Male Medabot Part Listing

This may sound a little strange, but what it means is the list of what parts it takes to make an official Medabot. Here is an example:

<Rokusho>

Head-Antenna
Right Arm-Sword
Left Arm-Pipo Hammer

Leg-Tatacker

Alright, I don't have very many of these just yet, but with all of your support, I can get this section up pretty quick.

1. Metabee

Head-Missile
Right Arm-Revolver
Left Arm-Submachinegun
Legs-Ochitsuka

2. Rokusho

Head-Antenna
Right Arm-Sword
Left Arm-Pipo Hammer
Legs-Tatacker

3. Sumilidon

Head-Hunter
Right Arm-Flexorsword
Left Arm-Straw Hammer
Legs-Sharpedge

5. Mega Emperor

Head-Deathbreak
Right Arm-Death Missile
Left Arm-Deathlaser
Legs-Deathcrawler

23. Arcbeetle

Head-Prominence
Right Arm-Ignition
Left Arm-Explode
Legs-Fireworks

VI. Female Medaparts and Stats

This is it. The first near complete section. All the parts and stats are down, and the only missing part is the info, which will soon be added. I've decided that it's best to get this underway, so people can start to make decisions about what to do with all the Medaparts they've won.

-Head Parts-

1. Variable Hair

Info-Increase accuracy of shots to head parts.
ARM-40 PWR-41 DEF-05 NUM-04 SPD-D

2. Holy Helm

Info-Void damages for given length of time.
ARM-20 PWR-06 DEF-04 NUM-02 SPD-D

3.Pretty Face

Info-Randomly change to other parts.

ARM-50 PWR-00 DEF-07 NUM-05 SPD-D

4.All Repair

Info-Recover the armor of parts.

ARM-30 PWR-17 DEF-09 NUM-06 SPD-E

5.Flip

Info-

ARM-30 PWR-16 DEF-02 NUM-06 SPD-C

6.Sala-Head

Info-

ARM-30 PWR-00 DEF-02 NUM-05 SPD-C

7.Light Circuit

Info

ARM-25 PWR-18 DEF-05 NUM-05 SPD-B

-Right ARM PARTS-

1.Pateri Vulcan

Info-

ARM-25 PWR-09 DEF-05 SPD-B

2.Donor

Info-Continual recovery of parts.

ARM-25 PWR-05 DEF-05 SPD-D

3.Pride Viper

Info-Randomly change to other parts.

ARM-50 PWR-00 DEF-06 SPD-D

4.Cure Hand

Info-

ARM-30 PWR-07 DEF-08 SPD-E

5.Flapp

Info-

ARM-30 PWR-07 DEF-02 SPD-C

6.Sala-Hand

Info-Randomly change to other attack parts.

ARM-30 PWR-00 DEF-06 SPD-C

7.Light Jab

Info-

ARM-25 PWR-08 DEF-05 SPD-B

-Left Arm Parts-

1.Short Shot

Info-High speed shooting attack.

ARM-25 PWR-11 DEF-07 SPD-B

2.Translate

Info-

ARM-25 PWR-07 DEF-07 SPD-D

3.Desire Bison

Info-Randomly change to other part.

ARM-50 PWR-00 DEF-08 SPD-D

4.Repair Arm

Info-

ARM-30 PWR-10 DEF-11 SPD-E

5.Flop

Info-Stop enemy movement with winter freeze.

ARM-30 PWR-10 DEF-02 SPD-D

6.Sala-Arm

Info-Randomly change to other attack parts.

ARM-30 PWR-00 DEF-08 SPD-D

7.Light Blow

Info-Stop enemy movement with electric shock.

ARM-25 PWR-11 DEF-07 SPD-C

-Leg Parts-

1.Flaregather

Info-Common leg type. Good at shooting.

ARM-40 DEF-05 SPD-B

2.Petticoat

Info-

ARM-35 DEF-04 SPD-A

3.Queendresser

Info-Not influenced by any land form.

ARM-60 DEF-06 SPD-C

4.Purple Fin

Info-

ARM-45 DEF-08 SPD-C

5.Flavor

Info-Heavily armored but slow.

ARM-100 DEF-02 SPD-D

6.Sala-Tail

Info-Not influenced by any landform.

ARM-55 DEF-06 SPD-C

7.Quick Alert

Info-

ARM-40 DEF-05 SPD-S

VII.Full Female Medabot Part Listing

Coming Soon! Please don't hit me! [covers his head] Give me a break here, (not literally) it's all so big and new to me! I promise it will come soon.

VIII.Medals

This section describes the twelve different medals that can be won, which version they reside in, and short description of what they exactly do. Sometime in the near future, if the need arises, I will put up the panels that coincide with each medal when it is perfected.

Medal	Version	Description
1.Kabuto	Red	Attack with Guided Missiles
2.Kuwagata	Blue	Cause great damage with Shockwave
3.Mermaid	Both	Recover all parts of self and ally
4.Mystery	Red	Scatter Bombs in a range
5.Spider	Blue	Set traps against attacks
6.Bear	Blue	Temporary increase of parts power
7.Monkey	Both	Recover head repetitions
8.Devil	Both	Damage to defenseless enemy
9.Unicorn	Red	Recover damage from enemy
10.Phoenix	Blue	Causes continual damage
11.Ghost	Red	Confuse your opponent
12.Alien	Both	Randomly activate Medaforce

IX.Copyrights and Credits

This FAQ is copyrighted by me, CloudStrife768, and cannot be used under penalty of law! Actually, you can use it, but only with my consent. Few people know how difficult it is to get something like this going, so please, just ask and you will get. Also, as of now, only these sites are supposed to have this FAQ:

www.angelfire.com/mb2/medabotsaxfaq
www.gamefaqs.com
faqs.ign.com

If any of you notice my hard work is on a site without my consent (not shown above), please contact me ASAP so I can correct this and give proper credit to whomever noticed this, and all the people who put effort into making this FAQ great.

Credit with help for this FAQ is given to the following:

Gamefaqs.com for posting this FAQ
Natsume for making a great game
Burner_88@hotmail.com for inspiring me and allowing me to use a similar layout as his

X. Closing thoughts

In this section, I would like to give personal thanks to Natsume for the game, FOX for the show, and all of you for reading this FAQ. It is of course no where near perfect, but with the help of all of you I want to make it perfect. If anyone notices a mistake in spelling or grammar, or would like to contribute to this FAQ, please e-mail me your work so I can put it up and give credit to who ever sent it in. Also, e-mail all questions, and if enough of a frequency is shown I may put up a Frequently Asked Question section. And of course all comments and complaints are welcome to make this FAQ great. Again, my e-mail is megatrigger44@hotmail.com or cloudstrife768@aol.com(use whichever wets your whistle). Thank You.

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