

Robopon 2: Cross Version Cross Version FAQ/Walkthrough

by Abysmal Flames

Updated to v0.42 on Jun 26, 2002

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CROSS VERSION: Build 'Em, Collect 'Em, Trash 'Em!

FAQ/Walkthrough by Abysmal Flames
Version 0.42
06.25.2002

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NOTE: If you email me a question, your question will automatically be added to the Frequently Asked Questions of this FAQ.

Updates

06.25.2002 Version 0.42

Not much added to the actual walkthrough. I updated all the items found in stores in every city possible except Hindo, which I'm never going to do. Though it might be the same as Bronco and Delica. There is a small Robopon List that is very incomplete. I will add more Robopon to the list too. I won't have time to work on the walkthrough until Saturday so don't bug me about it.

06.24.2002 Version 0.4

I have finished the third and fourth part of the quest. I didn't add descriptions to items yet, but I will the next update because I will space out my time before I update again. There also might be a Robopon list in the future. Updates will be slower because I will be busy studying. Enjoy my two updates.

06.23.2002 Version 0.21

I have added the second quest to be a ContendR. I have also been adding shops. I didn't add Hindo because it's not there forever. I will be adding descriptions to the shop items in the next update. The Walkthrough is a little bit more organized so instead of going by what city you are in, its quest.

06.22.2002 Version 0.1

This is my first FAQ ever. I've never played Robopon for GBC, but I'm going to give it a shot anyway. I will reveal no Robopon 2: Ring Version information on this FAQ so that means I don't want emails about the Ring Version. I heard Ring Version was easier and I wanted a little bit more

fighting and action. I just like doing things the hard way like starting with Charmander in Pok^驚on RB and Chikorita in Pok^驚on GSC. Expect small updates because I plan to bring as much information here as I can find in the game from items to enemies, but I'm not going to list every Robopon because I only wanted one version of the game. Enjoy my first FAQ.

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Frequently Asked Questions

This is where all email questions are answered. I hate sending thousands of emails to individual people. If you ever submitted a code for a game, you know what I mean.

Q: When will the guide be completed?

A: Due to the fact that I am currently in summer school, read books for the upcoming school year, have marching band practice, and the plan of writing a walkthrough for another game, there is no planned date to finish this guide.

Wannabe Walkthrough

|||Introduction|||

Dr. Zero is mad that he lost the title of Legend1 and he threatens to blow everyone up so that the title shall remain in his name and there would be no record of defeating him. Bisco comes in to rescue you and you use the emergency exit.

Prince Tail congratulates you and he tells you there is a new tournament for Legend1s on Majiko. Winning that tournament gets you a whole new rank. At the boat, Prince Tail gives a small speech and everyone else says how you have matured and stuff. Lisa gives you a Menuscrin and Bisco gives you his last words of revenge. How thoughtful. You leave on your fishy boat.

You are sailing at sea and you realize that you forgot ALL of your Robopon. Just then, a storm hits and you are carried away.

Back at Zero Castle, Zero's brother comes to save him claiming to help him run the Zero Empire. No one dies. Oh poo.

|||Baba Village|||

I suggest you do these things in the order I tell you to. Talk to the people for all I care, but I'm going to be straightforward.

A dog comes to rescue you and he brings back a strange man who doesn't reveal his name. He questions you and realizes you have AMNESIA!!! You enter your name and your B-Day. Then he remembers you won the Legend1 title from Zero. You're famous now!!! He then assumes you came to compete in Majiko.

Leave the building and go straight west to the Academy. Go across the hall in the drawer for AtkMem. Go right to get the IonPunch from the treasure chest. Then go in the room with the closed door and talk to that guy with read hair because he triggers the next event. He tells you about the cave and now you have to talk to Nick D, the guy in a blue suit. Ask about the secret cave and he will give you the key. Leave the academy and head to the door behind it.

Head all the way north in the cave and to your right should be a secret passageway. You get a Sun Battery. Now you can go and get the other two chests: A Moon Battery and a Can-ball. Leave the cave and head down the steps.

If you have heard the gossip in town, a dog has a battery. Why do you need 3 batteries? I'll explain later. Head down the steps into the cave to your left. Take the right path to get Kerosene. Now head into the house that is NOT directly below you. In there is the dog with the Ion Battery. You are very close to getting your first Roboapon so leave that building.

Head east to the building with the guy with a purple suit and some Roboapon in the back room. He will give you the Folder to now spark batteries. I'd leave the building and save the game before you Spark.

The Sun and the Moon will give you a Move Type Scooter. His stats are low, but they do get by the game. A Sun and Ion Battery will give you the Boot Type Hexbot. Remember that he is a Boot and can't acquire parts or software. The best bet I'd say is the Moon and Ion Battery creating Arm Type SunZero. He is well balanced and he will be the best fighter on your team for along time. Be sure to equip the appropriate part and save if you want to.

Fight the Guard on the right because he is supposedly the weakest even though I can't tell. Besides, you can't do anything to the East side of the village for a while. He has two Silkies at level 1. Go to the west guard and defeat his Kinchop Level 2. Now you can leave through the west. I bet you're already a pro at this game.

|||Hindo Town|||

There is nothing worth buy in this village yet because you can always buy it later. Head to the tent northeast of town and talk to the fortuneteller. She tells you to come back later. I have no idea if there is an event that triggers when you should go back because I've battled and talked to everyone possible and I still had to wait.

Head behind the merry-go-round to find an Icel. You might have to fumble around back there to find it. You can talk to your rival Bisco and let him make fun of you for leaving your Roboapon back on Porombo. Go west and up the steps into the building. You can fight the only girl in the Pub. She has

two Skeetoos at level 1. Leave and go west to the next building. You can fight the boy's mother who has a Viper2 at level 2. Go to the Southeast house and talk to the man and girl.

Go back to the fortuneteller. She will give you a special Robopon based on your B-Day. That's what I conclude though since she is talking about the stars. Mine was a Crysty because I was born on 1/27.

When you go outside, MaskMan will come and pull a terrorist attack on Hindo. He wants to rub in how good of a Robopon Legend he is and alerts everyone about the tournament. If you go to the southwest of town, you can find a Stungun and Hyper Battery.

|||Downtown Delica|||

Make your way to the south part of town. Get a ShldMem from the Northeast house. Head into the home west of the Software Shop. You get to fight a boy with a Mouster Level 1, and two Timzup Level 3. You may leave now.

|||Pharo Ruins|||

Enemies: Gear, Chimp, Storm, Tuten.

Head northeast into the door. Just go straight and take the path all the way around. Don't take the door by Bisco yet. Just make it to the bottom and then go back up. There is a man with a Gello, Storm, and Gunball to fight with. After going back to where Bisco is, pick up a Normal Battery from the chest and save. Because you don't have the Xstone7, you have to battle Emelio. He has Storm(2) Level 3 and Minotor Level 1. Once you've won he says you will never beat Maskmain. He is now worthless and leaves for home. Maskman goes in the pyramid, but you don't have the power to go in yet so just leave.

|||Bronco Village|||

That guy is not going to move from the teakettle house so come back later. In front of the Lab is a girl who has Gobby(3) Level 4. Go to the back of the city and go to the deepest tree to the left of the girl. You get a LifeMem. Go to the northeast house and fight Bronco's representative in the tournament. She has a Whirlee(2) Level 3 and Viper2 Level 4. If you don't have a 3rd Robopon yet, I suggest you make the Arm Type Viggys using a Super and Normal Battery. In the Oil shop, talk to the people in the corner. They talk about Xstones from long ago. Make sure you bought a weapon for Viggys if you made him and go to the teakettle building.

Prof Don and Sam have finished their time machine. Guess who is going to test it. YOU!!! After pulling on the rope, they force you into the machine. You then hear that the machine might have technical difficulties once you take off, but Don reassures Sam. You have now traveled through time.

|||Bronco Village PAST|||

You can't go back in time through the time machine so you are stuck. When you leave, Lisa contacts you via Menuscrin and she has a hard time believing that you are 20 years in the past. You leave.

A girl with pink hair can fight. She has a Gello(2) Level 5, and a Timzup Level 5. Go in the house where you fought the representative, but there will be a guy and he has a Robby Level 4 and A Gigapon(2) Level 5. If you want a Ta-Daa, spark Mild and Hyper Batteries. You can leave Bronco Village.

|||Pharo Ruins PAST|||

Enemies: Gear, Ta-Daa, Tutank, Mummy, Chimp, Wind-up, Tuten

Since these are very short mazes and it's virtually impossible to get lost, I won't walk you through the dungeon, but I will tell you the order of which dungeon you need to go to. I won't tell you the battles either because they are fairly easy because you might want to train a little. You sometimes actually run into random people too. Now on with the walkthrough.

Each dungeon has 3 buttons in it. You need to press the button that corresponds with its location. So you need to go the South Sphinx first. When you reach the bottom, you need to use the bottom button. Same for the Northeast and Northwest Sphinxes. The bottoms of those dungeons are good for training too. My Viggie is ready to be enhanced at level 15. The Xstone7 is in the Northwest Sphinx. You need a secret passageway all the way at the end. There is another secret passage leading to the bottom when you first enter the Northwest Sphinx and make a right. If you did a counterclockwise rotation of the pyramids with their corresponding buttons, then you have stopped the Tornados. Leave the Ruins back to Bronco.

|||Bronco Village PAST 2|||

Take a couple of steps into town and Dr. Disco comes in his time machine. He tells you that Lisa had talked to you and he heard from her. Now you have to get on. Goodbye to the past for now.

|||Delica Castle|||

Uh oh!!! The Ceremony has started. You were supposed to be there. Bad boy. Maskman is now a Wannabe. The Majiko Tournament ended already. You can still challenge people for their titles, but you must possess their corresponding XStone. You leave the cage. Maskman is kinda sorry he couldn't battle you, but then he is surprised to find HIS XStone! You can't fight him now, but you can fight him at his "Home Turf". Disco goes back to Porombo. Just leave Delica.

Save your game and get your Robopon Repaired if you need to.

|||Pharo Ruins 2|||

Make your way back to the pyramid. Now you have to fight Charlie who has a Scorpin(2) Level 6, and a Centaur Level 5. Once you win, you are now inside his "home". But WAIT!!! Nick D comes to take the XStone7!!! I'm so scared because he only has 4 Gears at level 7. How intimidating! In the left room is a Mild Battery. Go up the stairway. Get a Wind1 from the chest before you fight. Maskman claims that he only hid the stone to keep his rank and support the family. He has two Unders, a Taker, and Tutank (thanks Johnny Strange for filling in that blank) all at level 5. Congrats!!! You are a Wannabe!!! He thinks his wife and kid will support him, but he walks out. LOL! Leave his "home".

You see a guy pulling on a rope and he needs your help. The whole place is destroyed and you can no longer go back inside the Ruins. As soon as you leave guess who stops by. It's your masked friend from the beginning of the game. He brings back someone you remember. ZERO!!! Zero reveals his friend, Dr. Zeke. Dr. Zeke is in charge of rankings and made Zero Legend0. Zeke is also his brother. Now he thinks he can rule the world. After Zero enters the ship, Zeke calls upon Blaze, Xardon, and Tempest. Those guys will be out to hunt you.

If there are any blanks in my FAQ, please email me and tell me the name. I was doing the FAQ and game at the same time and I forgot to get some details. Bad! Abysmal Flames.

|||Tunnel 1|||

Just go through the tunnel where the guards let you. You're done.

ContendR Walkthrough

|||Circus|||

Go to the back and up the stairs to watch the show. Brutal introduces himself as Ringmaster and resident ContendR. He tells you that Russell is so strong that he can generate electricity to make a Mount Pirania erupt. Sounds very dangerous. The show is obviously free since his rank went up. Uh oh!!! The volcano IS erupting!!! Brutal's line is kinda funny once the volcano erupts. Leave. *OTHER NON IMPORTANT STUFF IN BETWEEN* The XStone was hidden in Mount Pirania and no one can get it now to challenge Brutal.

|||Murota|||

Wow! Another Teakettle house. What! The time machine isn't finished. Turns out you need some sap from the Cobra Tree DEEP in Nenji Valley. This opens up Nenji Valley on the map, but I think you want to upgrade your equipment and software and find out who are the hot Robopon battlers of town right?

Near the hot springs is a guy who will fight, but never move out of the way for anyone else. Why bother telling you what he has when his monsters aren't even as challenging as Maskman's. In the lab there is a girl who will challenge you too. If you are done here, you can leave.

|||Nenji Valley|||

Enemies: Wobble, RevD-Up, Granit, Dot

You won't believe how many times you are going to have to make trips up this place in the past and the present. It is SOOOOO annoying especially with the constant battles.

Here's the trick. Everytime you see a staircase, then you are going the right way. If you don't, it will take you to a snowy valley (clear valley if you made it all the way to the end). Actually, in the entrance, if you go right and then up through the staircase it takes you to a NiCD battery. I think that is the only exception. This maze is easy like the Pharo Ruins so

I'm not going to walk you through it. Meet you at the top.

|||Kappa Village|||

Where are the people? They are flowers. Walk to a flower and talk away. They even use RoboPon! Want a battle. Go to the mini lab and repair and then try far west of the Cobra Tree with sap. The Tree with sap has the most black spots on it (supposedly bugs) but you can't get the sap until you battle both Kappas. There is also a shop far west of the tree too. The Blue Kappa north of the tree has RoboPon too so battle it. Now you can get the tree sap from the tree. Be sure to get the Blue Mushroom up north. See you back at the Teakettle.

|||Murota 2|||

You are forced into the time machine again as soon as you give him the sap. When you arrive in the past, you are booted out of this man's house.

|||Murota PAST|||

Fighters: There is a clown behind a tree who stole vegetables.

|||Nenji Valley PAST|||

Enemies: KingPon

Via Menuscrin: Zero contacts you and says he has a special present being delivered. I wonder what that could be. It's Blaze!!! Let's see how elite he is. A Crysty Level 8, Kingpon Level 11, PrtoPon Level 10, and Shelby Level 8. Zero contacts you again. He tells you that there are more gifts to come if you're still alive, which is very likely.

|||Kappa Village PAST|||

Brutal and his currently weakling sidekick Russell is kidnapping a Kappa. Doesn't he know you're supposed to plant trees and flowers, not cut them down? He thinks he'll "rake" in money when he gets back. Looks like the good guy will have to do something nice about it. Russell now tries to take you out. He has a Timzup Level 8, Rocker Level 12, and El Seed Level 9. Brutal complements you hoping you will join his circus. You may say no now, but you have no choice later. All of the Kappas think you are evil and bad now. Looks like the prejudice has to be fixed.

|||Circus PAST|||

Well now's the time you have to join the circus. You see Brutal teaching the Kappa tricks and Russell in training as a kid too. Talk to the guy in pink afterwards so he can unlock the door. He introduces you to Brutal and Brutal remembers you when he kidnapped the Kappa.

When you get to your room, check your drawer fro AtkMem and the next room to your right for a Mangan Battery. Talk to the prisoners to find out where a key is so go to Brutal's room. Check his drawer for EPMem and then check the bookcase that leads to a secret passageway.

Enemies: Hipon, Octopon

Get the items out of the chest. You keep hearing noises the closer you get to the end of the tunnel. You see the lion tamer whipping Brutal for a raise. He soon comes to fight you. He has a Cambot Level 8, Sumito level 12, Wind-up level 12, and a Da-Kid Level 13. Beware of Cambot because he has System Crash. When you win, search the lion tamer for the key and free the prisoners. Russell comes back and says that he won't get dinner if he doesn't get Kappa back. He thinks he can win this time and you fight. He has El Seed(2) Level 12, O-Count Level 12, and a Rocker Level 12. Once he begins to cry like a baby, you try to leave, but now Brutal is coming for you complaining about how bad little kids are. He has an SSTBot Level 15, Filimen Level 15, Deemo Level 15, and Zap Level 15. When you leave for good, Kappa takes his anger out on the rock blocking Mount Pirania. Make your way back to Kappa Village.

|||Kappa Village PAST 2|||

The Kappa's have now changed their minds about humans a little once you bring it back north to his girlfriend. They still don't want a lot to do with humans and they begin to bury themselves to bloom. They tell you to come back 20 years from now and I guarantee you will.

|||Mount Pirania PAST|||

Enemies: Viper2, Dot, Racer, Sumito, Robby, Boiler

This is a pretty good place for training before your trip back to the present. Once again, this isn't a very hard thing to go through. At the Summit, you find the XStone6. Now you can head back to the present and you will be closer to facing Brutal one last time and make his feel more worthless.

|||Murota PAST 2|||

When you go to the man that kicked you out of his home, he gets so excited that he keels over. Now you don't have to give him the XStone6. Feel free to hop into your time machine.

|||Murota 3|||

When you get back, the time machine explodes again. The two scientists are on their way to a new Teakettle to make another time machine.

|||Kappa Village|||

Back at the Kappa village you need to find the Kappa you saved. After finding them you get the MagFruit.

|||Murota 4|||

Go back to the Miller's house. He says he never paid attention to his father making fruit, but he's going to try anyway. After fumbling around, he finally makes it! Leave for the circus.

|||Circus 2|||

Just walk up the Lava and press A. As soon as it dries, you can walk up to the tent. But wait, Nick D wants to take it away from you again!!! He has a Hoppon, Racer, Gear, and Octopon all at Level 14. Why does he have a Gear? Once he loses he still talks about trying to save the children no matter what.

When you go into the tent, Brutal is surprised that the eruption cleared. Then he says you can't beat him once he realizes he has the XStone. Russell then steps in to try and weaken you. He has O-Count, Deemo(2), and a Rocker all at Level 14. Brutal once again talks about how he hates kids and steps in. He has a Deemo Level 15, Zap Level 14, SST1337 Level 12, and a Filimen Level 15. Congrats, you are no the ContendR!!! For once, Brutal thinks he is as worthless as a kid.

|||Tunnel 1 2|||

There is a new way to get to the new cities and towns. You can also check the battery machine as you go to Mushroom Field.

Amateur Walkthrough

|||Mushroom Field|||

There is a guy to changes mushrooms into spirits. Everytime you want a Spirit, you have to go back. I first got Carol with the blue mushroom that keeps enemies away for 500 steps.

|||Meet the Aliens|||

There are 8 aliens crash landing on Majiko. Their names are Sharon, Aymi, Lyn, Urara, Mima, Myuung, Utata, and Miho. Looks like the next quest involves saving them to me.

|||Tycho Village|||

Fighters: One by the Spaceship, A dog in the northeast home.

There is a Mangan Battery in the dog's home.

Go to the windmill where the girl is. You find out her name is Rena and she guesses your name correctly too. She knows you are trying to get Amateur status and you have to defeat her, but you are going to have to wait. Uh oh. Dr. Zero again sending a special delivery. Xardon is up to bat and he wants to hit a home run with you. He has a Mouster, Platnum, Fighter, and Wooly all at Level 14. You find out that Xardon has two lives. Rena teleports the Kepler Village and wants to meet you there. When you try to leave town, a guy name Tataki asks if you know who Miho is. Now you can leave.

|||Kepler Village|||

Fighters: Girl in house south of Rocketship, Man by the dam talking about trash.

There is a MindMem in the first house.

Mr. Rocket thinks he has found an alien (Rena). He wants to dissect her and Rena thinks he is a total weirdo. He thinks humans have a right to dissect aliens. Now she wants you to meet her at Galileo Windmill. He even thinks she is an alien because she can teleport. I think this guy is a nutcase.

|||Galileo Windmill|||

Fighters: In the house there is a guard.

You need to get a Gateball for Rena from Windmill 2. If you find it, she will let you challenge her. Well windmill 2 is to you left. When you bring it back, she calls you her hero, but in order to challenge her, you have to have the XStone5 that is in the windmill you are in front of. Myuung is trapped in there. Doesn't that name sound familiar? Now you must meet at Lover's Cliff. She teleports.

|||Lover's Cliff|||

Rena says that a family has raised her as if she was their child. Now she tells you that her real name is not Rena. It is Utada. GASP!!! She tells you that their UFO crashed in Tycho Village. She says you absolutely have to find Myuung because she has the XStone5. She doesn't want to take her rank with her so you need to find the aliens. Now you have the UFO Key. The Gateball is for capturing aliens. If they are in alien form then you can catch them.

|||UFO Alien Hunt|||

Walk to the door of the spaceship in Tycho and you can go inside. You need the IR Scope, which is in the far northwest. All the aliens use Robopon so don't think it's easy catching them. When you come back to the treasure chest that won't open, it will battle you when you use the Scope thinking you are lying. There is a woman in the northwest corner of Tycho too. Remember the girl in windmill 2? She's one. The painting in Kepler is also an alien. There is also one behind the Lab and Oil Shop in Kepler. You have found six aliens by now. Go back to the teakettle in Kepler and this time the door is open. You use the scope and you find Miho. Uh oh, her so-called boyfriend came to save her and he broke the scope. He gets mad at you and when he starts chasing Miho around the lab, they end up in the time machine. Once again the scientist pushes you into the past.

|||UFO Alien Hunt PAST|||

You are in a chicken coup and they run away together. Woman in house by Lover's Cliff.

Fighters: The first guy you see when you leave. Guy in a house that hates school.

Enemies: Kogal, Theif, Elepon, Leaky, Sumo, RboPron, Pengski, Skeeto, Vic, Meddy

When you arrive a Lover's Cliff, Miho tries to explain to the boy she is an

alien, but he won't believe her. They run back Kepler and you see them in front of a house talking. He says that he still loves her whether she is an alien or not and then he goes back to his joke. Men never listen to women these days. They run off again!!! This time they are at the windmills. If you talk to the guy he says they are in windmill 1. Once again he is trying to convince her that he loves her. They both jump from the windmill. Now they are in windmill 2!!! I bet this is really annoying to you. When you get to the top, they leave again. Once again, when you make it to the top, the ignorant guy that I was to curse at runs away again. Why did Hudson even put this in the game!!! They finally rest in front of the main lighthouse and Miho says she doesn't feel for him. Finally Miho tells him what a real relationship is like. Too bad she's an alien. LOL!!! How mean!!! He shoves her in the lighthouse. I have to agree 200% with Miho. That guy is mean and you definitely have to step in. When you finally make it to the top, there is a two-faced door. It is the designer of the Windmill. You have to answer his riddle or else he will haunt you. The two people who passed didn't get haunted because he was lazy. LOL!!! O crap, I forgot how many windmills are in Tycho because that's the riddle. I'm going to guess 2. I got it right! I was kinda scared for a moment seriously. Great, there is another door. What do the flowers look like? I'm gonna guess again. If you lose you have to fight in which I did lose. Well I had to fight him again because the answer is not Rockets. It's no clue. Yay, you find them again. She shows him her form and he freaks! Finally. You catch her with the GateBall. Now I wish I had an Escape. Grrrr.

When you get back to the time machine, Tataki tries to remember where he was. Afterwards, jump in the time machine. The first thing you probably will notice are the chickens. Then the time machine blows up.

Enemies: The previous list, Fighter, Crysty

Finally back to the present, you can get the last alien. This time I'm going to buy an escape. Hopefully this will end soon. At least the door is open this time. When you get to the first door, answer "How should I know" and you will get through. At the second door answer "10 fish". Don't you know I'm guessing all of these? Note there is a mini lab. That means there will be some fights soon. Yay! You found Myung. Now you have to battle its Robopon. Watch that Sprouch because it can kill you in 1 hit with Scrap. When you win, you get the XStone5. O great I can't use escape. Uh Oh, after you go down one floor, Xardon comes for his second helping. He has 2 Wooly's, a Fighter, ans the SST I think (email me the real name please cuz I forgot to get it) all Level 20. He's gone now.

Now you have to fight Utada. Utada repays her "parents" and you have to meet hear at the cliff. Expect Nick D. of course. I won't even name his monsters because it's pathetic that he still has a Gear but they are all Level 21. I defeated him without losing a single hit point. She tells you that she likes you and about the legend of the cliff. She has a Sherry Level 18, Robby Level 21, Fagin Level 21, and a Fencer Level 21. Let's make this last forever. Congrats, when you win, you are now Rank 5 Amateur! Each alien is teleported one by one onto the ship. Tataki comes back and truly declares his love for Miho. Utada gives her speech about you and leaves.

Well I did two updates in one day. How about that? Enjoy.

Player Walkthrough

|||Macroland|||

Fighters: A girl standing in front of a box light. Girl in northeast house not on a computer.

In Box tower, Mr. Gait rules the computer world. He explains how Macro computers are better than Waffle. He wants to rule the world with computers and practically run a monopoly. He almost sounds like Bill Gates. Turns out he is the Player rank of Robopon and to keep you from challenging him, he uploads the XStone to someone's house.

|||Walda|||

When you arrive in Walda, you try and find the XStone4, but the people keep uploading it to someone's house. So don't try and be a monkey like I was. Go east of the city and just before you enter the house, Tempest shows up with his 3 lives. He has Thief(2) 17 and 20, Sunny Level 20, and Crysty Level 17. When you are done, go up the stairs in the room and you see Prof. Don and Sam. Dr. Disc busts in and he says he wants to give you a personal time machine. There is a catch to this. You have to find a part, the MemChip, which is out of production. Once again you are forced into the time machine. When you arrive in the past, you learn that the MemChip is on Dreamless Island.

|||Waffleland PAST|||

You need to get to Dreamless Island. To do that you need an IP Address. Guess what the address is. Talk to the wall that says WAFFLE. Then type it in the computer. You are transported to someone's house, but that's not it!!! You have to continue fighting people to get to Dreamless Island. First you get GCN as an address. Very clever to use the official Gamecube abbreviation. Next you get Robopon as an address. Next you get Cube or Boy and you want to put in Boy. After you get Cross, Ring or Game and you want to put in Game. You finally get transported to Dreamless Island.

|||Dreamless Island PAST|||

Enemies: Gobby, Cambot, Tomuhok, Mothfly, Gunball, Noah

Too bad I can't walk you through this, but it is easy. You need to go into one of the few accessible buildings. When you get to the portals, just don't go to the same place twice. You know if you are getting closer when Tempest shows up to sacrifice his second life. He seemed no stronger than he was last time and I'm using the exact same Robopon. Once I found the MemChip, Gait comes to take it and sends three X-Dogs at Level 22 to get it. When he loses, he realizes that X-Dog can download the memory telepathically. You go to the computer and you are instantly teleported to Waffle Tower.

|||Save the Waffle Disk|||

Enemies, Mock V, Cellula, Nextrik, el Seed

The two computer geeks argue it out until X-Dog destroys the heart of the computer and the tower burns. Time to save the day again. Go back to the time machine and this time it won't brake. Go back to Box towers and take all of the fire extinguishers. There is 1 on each floor, but two on the 3rd. The other one is in Mr. Gait's back office. Each time you take one though;

you have to pay the price and battle. Just be sure to win. When you have all 4, go back to the time machine and extinguish the fires. When you get to the top of the Waffle Tower back in the past, Grab the Disk and go BACK TO THE FUTURE. Time traveling is just as annoying as following that couple.

|||Crash the Computer|||

Dr. Disc comes back after you do when Don complains. Sam is knocked out and when they leave, Disc tells you that Lisa misses you. Don is a big fat nutcase and Disc thinks he's acting very strangely. I think Don was hired by Zero to rig the time machine so that you never come back, but that's what I think. I wouldn't be surprised if that was true.

Go back to Box Tower and put the Waffle Disk in the computer. Congrats, you made it crash. Now go back to Walda to grab that XStone4 now that it can't be transported. I spent a half hour trying to figure that out. Now when you go back to Box Towers there are enemies.

Enemies: Nextrik, Cellula, PrtoPon, Cellula

When you go up the steps, Tempest returns and he really wants to sacrifice himself. Next when you are almost Nick D comes to take the XStone. Let's just say he still has a Gear. I think he should have used the batteries in the cave for himself. Now I have to repair my RoboPon, how annoying. So I finally make it to the top and fight Gait for the Player Rank. He puzzles himself on how you go the XStone4 and you go into battle. He has an I80(2), Poochy, and X-Dog all at level 25. KILL THE X_DOG!!! He can revive and it gets really annoying when it succeeds and you are praying that it doesn't work. How hard was that? It only took 3 rounds to beat. Congrats, you are now Rank 4. THE PLAYER!!!

Gait realizes that he will start from the bottom again and he realizes what's important in life. Everyone hates him now, but he says he has X-Dog. Looks like it will be Computer War III since both Computer geeks are starting from the bottom again.

Champion Walkthrough

Now you have access to My Tower and Downtown Wonder. First go back to Delica and you get a Time Machine that looks like a bathtub. However, you have to use it on the Air Strip. Darn, I was going to tray and see if I could get into Baba Village in the past. Guess I can't do that now. Now everytime you go to the airstrip, you can travel time. You now have access to every city connected by land or bridge in the past and present. My Tower is a VERY GOOD TRAINING SPOT!!!

Enjoy again on the short update.

Shops

All Parts starts are in the order they are aligned in the game: ATK, DEF, SPD, FOR, WIL

Delica and Bronco
Kerosene 40G Heals 30 HP

Start Up 60G Cures of Suspend
AntiRust 100G Cures of Rust
Escape 60G Escape dungeons
Fire1 180G Acquire Fire Skill
Ice1 420G Acquire Ice Skill
Up1 170G Acquire Up Skill
Down1 160G Acquire Down Skill
Sick1 180G Acquire Abnormal Skill
Cure1 180G Acquire Clear Skill
Kiss1 200G Acquire Heal Skill
MagSword 180G Arm Equipment (Fighter) 13, 11, 7, 3, 5
IonPunch 180G Arm Equipment (Punch) 11, 10, 9, 4, 6
Whip 220G Arm Equipment (Sorcerer) 8, 7, 8, 9, 8
Can-Ball 10G Move Equipment (Land) 10, 8, 12, 3, 7

Murota

Kerosene 40G Heals 30 HP
10Volt 60G Restores 30 EP
Start Up 60G Cures of Suspend
AntiRust 100G Cures of Rust
VirusChk 60G Cures of Virus
AntiFog 120G Clears Fog
Escape 60G Escape dungeons
Wind 1 880G Acquire Wind Skill
Rock1 960G Acquire Earth Skill
Up1 170G Acquire Up Skill
Down1 160G Acquire Down Skill
Sick2 360G Acquire Abnormal Skill
Cure2 380G Acquire Clear Skill
Kiss1 200G Acquire Heal Skill
RazSword 340G Arm Equipment (Fighter) 20, 18, 6, 6, 12
Katana 400G Arm Equipment (Knight) 19, 19, 7, 7 13
MegaGlov 380G Arm Equipment (Punch) 18, 16, 12, 8, 14
ChainWhp 460G Arm Equipment (Sorcerer) 12, 12, 12, 18, 16
S-Nozzle 420G Arm Equipment (Healer) 15, 15, 6, 16, 18
CanBomb3 340G Move Equipment (Land) 17, 15, 18, 8, 12
Torpedo 380G Move Equipment (Sea) 16, 16, 16, 11, 11

Kappa Village

Ice2 840G Acquire Ice Skill
Kiss2 800G Acquire Heal Skill
Lifel 1280G Acquire Revive Skill (MedHP)
Hate1 1560G Acquire :-(Skill
Love1 3200G Acquire :-) Skill

Tycho and Kepler

Kerosene 40G Heals 30 HP
Oil 100G Heals 80 HP
10Volt 60G Restores 20 EP
Start Up 60G Cures of Suspend
AntiRust 100G Cures of Rust
VirusChk 60G Cures of Virus
AntiFog 120G Clears Fog
FireWall 60G Repairs Hack
Repair 1000G Revives (LowHP)
Escape 60G Escape dungeons
Fire2 760G Acquire Fire Skill
Ice2 840G Acquire Ice Skill
Up2 250G Acquire Up Skill
Down2 240G Acquire Down Skill

Sick3 1440G Acquire Abnormal Skill
 Cure3 1520G Acquire Clear Skill
 Kiss2 800G Acquire Heal Skill
 TigerSwd 680G Arm Equipment (Fighter) 24, 22, 11, 12, 18
 FirLance 800G Arm Equipment (Knight) 23, 23, 13, 12, 20
 AutoGlov 760G Arm Equipment (Punch) 22, 20, 20, 13, 19
 IronBall 720G Arm Equipment (Thief) 20, 20, 25, 14, 15
 ThronWhp 920G Arm Equipment (Sorcerer) 16, 17, 18, 23, 22
 LuckyArm 840G Arm Equipment (Healer) 20, 18, 13, 20, 23
 Flag 680G Move Equipment (Land) 20, 20, 25, 15, 14
 FishHook 760G Move Equipment (Sea) 20, 18, 28, 18, 15
 Atomic 880G Move Equipment (Sky) 19, 19, 30, 12, 15

Macroland and Walda

Kerosene 40G Heals 30 HP
 Oil 100G Heals 80 HP
 10Volt 60G Restores 30 EP
 100Volt 140G Restore 80 EP
 HydroSys 600G Receive 100 HP and EP
 Start Up 60G Cures of Suspend
 AntiRust 100G Cures of Rust
 VirusChk 60G Cures of Virus
 AntiFog 120G Clears Fog
 Scandisk 80G Repairs SysCrash
 FireWall 60G Repairs Hack
 Repair 1000G Revives (LowHP)
 Escape 60G Escape dungeons
 Wind2 3520G Acquire Wind skill
 Rock2 3840G Acquire Earth skill
 Up3 340G Acquire Up skill
 Down3 320G Acquire Down skill
 Sick3 1440G Acquire Abnormal skill
 Cure3 1520G Acquire Clear skill
 Kiss2 800G Acquire heal skill
 DragnSwd 1360G Arm Equipment (Fighter) 36, 35, 16, 16, 18
 IceLance 1600G Arm Equipment (Knight) 35, 35, 18, 18, 20
 ZapGlove 1520G Arm Equipment (Punch) 34, 34, 26, 18, 20
 Crossbow 1440G Arm Equipment (Thief) 32, 30, 30, 18, 22
 Pistol 1760G Arm Equipment (Gunner) 36, 26, 26, 23, 23
 LasrBlad 1840G Arm Equipment (Sorcerer) 26, 26, 20, 32, 30
 AngelRng 1680G Arm Equipment (Healer) 28, 30, 16, 28, 30
 DeadClaw 1920G Arm Equipment (Devil) 32, 32, 18, 26, 24
 Tirecut 1360G Move Equipment (Land) 28, 32, 34, 18, 20
 Anchor 1520G Move Equipment (Sea) 24, 32, 30, 22, 24
 Radar 1760G Move Equipment (Sky) 27, 30, 40, 18, 17

Wonder

Kerosene 40G Heals 30 HP
 Oil 100G Heals 80 HP
 Gasoline 400G Heals 180 HP
 10Volt 60G Restores 30 EP
 100Volt 140G Restores 80 EP
 HydroSys 600G Receive 100 HP and EP
 Start Up 60G Cures of Suspend
 AntiRust 100G Cures of Rust
 VirusChk 60G Cures of Virus
 AntiFog 120G Clears Fog
 Scandisk 80G Repairs SysCrash
 FireWall 60G Repairs Hack
 Defrag 500G Cure all ailments

Repair 1000G Revives (LowHP)
OverHaul 2500G Revies (HighHP)
Escape 60G Escape dungeons
Ray2 8320G Acquire Thunder Skill
Kill1 4960G Acquire Death Skill
Up3 340G Acquire Up Skill
Down3 320G Acquire Down Skill
Sick4 2880G Acquire Abnormal Skill
MekSword 2720G Arm Equipment (Fighter) 52, 51, 18, 22, 24
GaiaLnce 3200G Arm Equipment (Knight) 51, 51, 20, 22, 26
I-Knuckl 3040G Arm Equipment (Punch) 50, 50, 37, 21, 25
TriArrow 2880G Arm Equipment (Thief) 46, 45, 48, 18, 26
Bazooka 3520G Arm Equipment (Gunner) 54, 44, 40, 23, 27
E-Yoyo 3680G Arm Equipment (Sorcerer) 34, 36, 22, 47, 49
TV-Remot 3360G Arm Equipment (Healer) 44, 45, 17, 38, 42
CrossArm 3840G Arm Equipment (Devil) 46, 52, 24, 31, 33
Tiredril 2720G Move Equipment (Land) 43, 44, 52, 22, 25
SharkBmb 3040G Move Equipment (Sea) 40, 44, 48, 26, 28
WingFan 3520G Move Equipment (Sky) 44, 42, 54, 20, 26

Roboapon List

Armoredcav4

#003

Sunny

Battery: Moon and Ion

Type: Arm

Class: Punch

Oil: A

Size: Normal

Weight: Normal

Enhance Level: -

A basic model, can be modified into advanced Roboapon.

#008

Boomer

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#015

Viggy

Battery: Super and Normal

Type: Arm

Class: Fight

Oil: A

Size: Small

Weight: Normal

Enhance Level: 14- to #16 Disco Q

Aspires to be a super-hero. Seems that Pigs CAN fly!

#016

Disco Q

Enhances from a Level 14 #15 Viggy

Battery: -
Type: Boot
Class: Anima
Oil: A
Size: Small
Weight: Normal
Enhance Level: -
Guaranteed to know the hottest dance moves! Go DQ!

#019
Sumito
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#025
Ralph
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#034
Gobby
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#040
Chimp
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#046
Crysty
Battery: -
Type: Boot
Class: Mat
Oil: O
Size: Normal
Weight: Light
Enhance Level: -
Hard-body diamond beauty who loves looking sharp.

#049

Granit

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#062

Gello

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#064

Kogal

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#083

Elepon

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#089

Under

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#090

Taker

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#094

Viper2

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#097

Thief

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#100

Tuten

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#101

Mummy

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#102

TuTank

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#103

Storm

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#105
Skeeto
Battery" -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#108
Wobble
Battery: Normal and Hyper
Type: Boot
Class: Mat
Oil: 0
Size: Normal
Weight: Normal
Enhance Level: -
He smiles because nothing can knock him down.

#113
Train
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#124
Scorpin
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#128
RevD-Up
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#130
Kinchop
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#134
Ta-Daa
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#138
Mouster
Battery: Super and Super
Type: Boot
Class: Anima
Oil: B
Size: Tiny
Weight: Very Light
Enhance Level: -
Right-click your enemies into submission!

#140
Silky
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#143
Minotor
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#144
Centaur -
Battery:
Type: -
Class: -
Oil: -
Size: -
Weight: -
Enhance Level: -

#155
Dynamit
Battery: -
Type: -
Class: -
Oil: -
Size: -
Weight: -

Enhance Level: -

#156

D-Might

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

#170

Bulbot

Battery: (There are multiple battery combinations for Bulbot)

Type: Boot

Class: Anima

Oil: ?

Size: Small

Weight: Very Light

Enhance Level: -

#172

Ping

Battery: -

Type: -

Class: -

Oil: -

Size: -

Weight: -

Enhance Level: -

Side Quests

Coming Soon

Secrets

Coming Soon

Further Information

Atlus USA Inc.

www.atlus.com

GameFAQs

www.gamefaqs.com

Credits

Mostly done by Abysmal Flames

-Missing Info-

Daantje2007; Bomberboy; Johnny Strange (Bountry Hunter Blaze)

Johnny Strange (Maskman's Last Robopon: Tutank)

-Robopon List-

ArmoredCav4

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