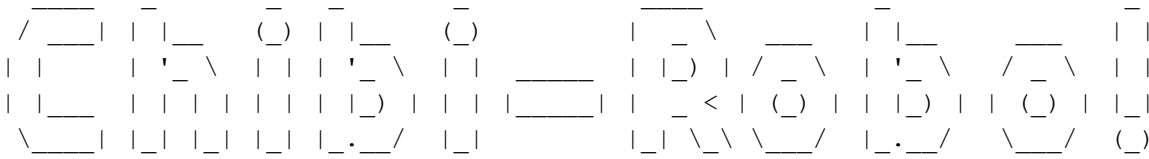


Chibi-Robo FAQ/Walkthrough

by chibi_rob0

Updated to v0.75 on Mar 12, 2006

A walkthrough by chibi_rob0 for



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| ~~ 1. Introduction - intrdctn - ~~ |
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This is... yea the introduction. This is my FIRST Walkthrough, so it is not much, Also I just got the game like... a couple of weeks ago so I have not seen quite everything yet, but I hope to have that finished by next year. I expect version 1.0 (or whatever the next version is) to have a lot of stuff in it. I got some ASCII art from a program called FIGlet (almost 10 years old) which you can find at <http://www.figlet.org>. Later I will have a lot more to this guide and I hoped to have the first full guide on this game, but apparently someone beat me to it. I thought that this game wouldn't get VERY popular (not as popular as Super Mario Sunshine or Super Smash Bros. or Mario Kart: Double Dash) because Nintendo Revolution is on it's way and everyone is saving up. Well now I've figured this game is so popular that Nintendo Power has even devoted a magazine cover to Chibi-Robo and even made a guide to Assisted Living which I have read a time or two.

So to start us off, Chibi-Robo is an action/adventure game, where you play as

this little robot (Chibi means cute. Although I am a guy so I don't really use words like cute so I'll call him a little robot) well this little robot is smaller than a mug yet can climb to the ceiling. He can also stick almost anything in his tiny little head (very unreal) such as a car. I will one day include EVERYTHING about Chibi-Robo.

Now info on my version of the game, I bought the game on Friday, the 10th of February. I had paid for it about the beginning of January, spending my Christmas money. I also bought a few other things that I will not get into as this guide is focused on Chibi-Robo.

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| ~ 2. Main/Manual - mnl - ~ |  
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** 2A. The Little Robot Who Could **

All below is from pages 6 and 7 of the Chibi-Robo manual.

One fine day, a small robot by the name of Chibi-Robo arrives at the Sanderson house. What does the four inch automaton want? To bring happiness to all! With the help of his flying robot manager, Telly Vision, Chibi-Robo works day and night to help the Sanderson family get the most out of life and find happiness.

Aim for the top of the Chibi-Rankings by gathering Happy Points and Moolah! It's rumored that Chibi-Robo will become Super Chibi-Robo if he reaches the top of the rankings, but...

>Head<

Need to store some garbage? Jewelry? How about a pirate ship? Chibi-Robo's chrome dome has an easy-open top for quick access, and it can store almost anything. It also comes equipped with handy signs, ! & (/), with which he conveys his feelings.

>Chibi-Vision<

Using state-of-the-art technology, Chibi-Robo's Chibi-Vision can zoom in on distant objects in the blink of an eye.

>Chibi-Battery<

Chibi-Robo's power source. It loses energy as Chibi-Robo moves about. If it drains completely, Chibi-Robo will be rendered motionless.

>Chibi-Plug<

Running low on energy? Find the nearest outlet and plug in for a quick refueling.

>Meet the Sandersons<

The head of the household, Mr. Sanderson, is currently unemployed. His wife, Mrs. Sanderson, takes care of the housework and family finances and is struggling with the family budget. Their daughter, Jenny, only speaks in the language of frogs. Meanwhile, the family's faithful dog, Tao, wants nothing more than bones.

** 2B. Menu **

Menu information can be found on pages 8 and 9 in the Chibi-Robo manual.

* Main Menu: Use Control Stick or D-pad to Select than press A to confirm.

- New Game: Select New Game to start playing Chibi-Robo from the beginning.

- Load Game: Choose load Game to continue a previously saved game.

- Options: On the Options menu, you can choose to turn the Rumble Feature on or off and set the Sound to Stereo or Mono.

~ About Saving: You can save your game whenever Chibi-Robo recharges his battery. A single save file requires six blocks on your Memory Card. You can save up to three games on a Memory Card, but once you turn the game off, you will lose all of your progress. (so using all three files will take away 18 blocks of save data.)

** 2C. Controls **

The controls below are from pages 10 and 11 in the manual. (I may have change them slightly to make them more understandable)

A-button	Confirm Selections, Investigate, Scroll conversation text,
^ ^	Pick up Chibi-Plug, Talk, Use Chibi-Gear items
B-button	Cancel, put Chibi-Gear away, drop Chibi-Plug,
^ ^	Scroll conversation text
C-stick	Make menu selections, move camera
D-pad	Make menu selections
Control Stick	Make menu selections, move Chibi-Robo
L-button	Center camera behind Chibi-Robo
R-button	Turn map camera on and off
X-button	Open Equipment menu (where you pull out nifty gadgets)
Y-button	Turn Chibi-Vision on and off
Z-button	Pose (really awesome stuff, unlock it later in game)
Start/Pause	Open Pause Menu.

** 2D. Main Screen **

The information in this section is yeah basically pages 12 and 13 of the manual.

This is the screen where the majority of Chibi-Robo's adventure unfolds. One of the most important things to do is keep an eye on the Chibi-Battery and make sure it doesn't run out.

* What's on the Screen? Each day in the game is divided into equal day and night periods, and the family members will be in different places during each period. If Chibi-Robo's battery runs out while he's out and about, Telly will transport him to the Chibi-House where he can safely recharge-but poor Chibi will lose some Moolah in the process.

>Time<

This shows the total time in minutes for each day or night period.

>Day and Night Icons<

The sun icon displays during the day, and the moon icon displays at night.

>Happy Points<

This shows Chibi-Robo's current Happy Point total.

>Moolah<

This shows Chibi-Robo's current Moolah total. Use Moolah to buy items on the Chibi-PC.

>Scrap<

This shows how many pieces of Scrap Chibi-Robo is carrying. Scrap is used to make Utilibots. This number will flash when Chibi-Robo has collected enough Scrap to make a Utilibot.

>Chibi-Battery<

This shows how much energy is in Chibi-Robo's battery. This will decrease as Chibi-Robo moves around.

* How to Operate the Three Cameras

All cameras can be zoomed in or out by moving C-stick up and down.

>Centered Camera<

Move C-stick left and right to rotate the camera. Press L to center the camera behind Chibi-Robo.

>Chibi-Vision<

Press Y to switch the camera into first-robot view. Use control stick to look around. Hard-to-find items are easy to spot with Chibi-Vision, so be sure to make good use of it.

>Map Camera<

Press R to switch to a ceiling camera for a bird's-eye view of the room Chibi-Robo is exploring. The map will display Chibi-Robo's location, as well the locations of items. Use control stick to move the camera's position.

** 2E. Equip Menu **

Equip Menu is page 14 in the Chibi-Robo Manual. Page 15 too!

Press X on the main screen to display the Equip Menu. This is where you go to equip Chibi-Gear and tools, as well as to change suits.

* Viewing the Equip Menu

The top row of the menu shows Chibi-Gear and tools, while the bottom shows Chibi's suits. Use control stick, D-pad, or C-stick to switch between rows. Time stops when the Equip menu is open.

* Selecting Suits

As Chibi-Robo explores the house, he'll get special suits to wear. Use control stick, D-pad, or C-stick to scroll through the suits and press A to put one on or to take it off.

Press Z while wearing a suite to strike a pose. Poses differ depending on the suit being worn.

* Selecting Chibi-Gear and Tools

Chibi-Robo can equip Chibi-Gear he buys online and tools he picks up around the house. Use control stick, D-pad, or C-stick to choose a piece of Chibi-Gear or a

tool for Chibi-Robo to use and press A to confirm.

/Using Chibi-Gear and Tools/

"Press A to use the tool or Chibi-Gear that Chibi-Robo has equipped. To put tools and Chibi-Gear away, press B or return to the Equip menu, select the equipped tool or piece of Chibi-Gear, and press A."

** 2F. Pause Menu **

Pages 16 and 17 of the Chibi-Robo Manual contain this info and more.

Press START/PAUSE on the main screen to display the Pause menu. The Pause menu is where you come to check on Chibi-Robo's status, items, and stickers.

* Viewing the Pause menu

Use control stick or D-pad to choose a menu selection, then press A to confirm. The game clock stops while you are in the pause menu.

* Items

All of the items Chibi-Robo has collected are shown here. Select an item with control stick or D-pad, then press A to see a description of the item. The number displayed next to an item shows how many of that item Chibi-Robo is carrying. Depending on the situation, Chibi-Robo can sometimes use items by pressing A.

* Status

Chibi-Robo's ranking, Happy Points, and Moolah are on display here.

>Chibi-Ranking< Where Chibi-Robo is currently ranked.

>Happy Points, Moolah, Scrap< How much Happy Points, Moolah, and Scrap Chibi-Robo is currently carrying.

>Chibi-Robo Upgrades< This shows the components Chibi-Robo has purchased on the Chibi-PC.

* Controller

Open this menu item to see a layout of the control scheme. Check it out if you forget what a button does.

* Stickers

Chibi-Robo will gain Happy Stickers as he progresses through the game. Come here to check them out.

** 2G. Explore! **

You can find out about exploring on pages 18 and 19 of the Chibi-Robo manual.

One of the most important things for Chibi-Robo to do is explore his surroundings. Who knows what treasures hide behind shelves and on tables? Get out there and check out every nook and cranny!

* Moving Chibi-Robo

Tilt control stick in the direction you want Chibi-Robo to move. Tilt it a little bit to make him walk, or tilt it farther to make him run.

Chibi-Robo can climb up or jump onto some objects. Walk toward the object and press and hold control stick to make a small meter appear. If you keep holding control stick in the desired direction, Chibi-Robo will climb or jump up onto the object when the meter is full.

There are some places where Chibi-Robo can hang from edges. Use control stick or A to climb up and B to let go and drop. (Also use control stick to move from side to side while hanging)

/Charging Up/

"Press A while standing next to the Chibi-Plug to pick it up. Move close to a socket while carrying the Chibi-Plug and press A again to make Chibi-Robo plug himself in and recharge. Once Chibi-Robo is recharged, you can save your game progress. If you want to save, select ! and press A"

* ! Marks the Spot!

The investigation icon, !, will sometimes pop up when Chibi-Robo gets close to certain items or people. When it appears, press A to investigate.

Talk to family members and toys! They've got lots of things to tell you.
Check out hanging cords! They're a great way to reach new heights.
Snoop snoop snoop! Open drawers to see where it gets you. (use as stairs)
Talk to the can! Investigate garbage cans to get rid of trash you are carrying.

/About the Chibi-Robo Chibi-Manual/

"At some point in the game (the second night), the Chibi-Robo Chibi-Manual will appear in the living room. This is the official Chibi-Robo owner's guide. It contains everything you need to know about Chibi-Robo and Chibi-Gear."

** 2H. Chibi-House **

Pages 20 and 21 of the Chibi-Robo manual

This is Chibi-Robo's base of operations. He returns here automatically at the end of each day and night or when his battery runs out.

* Break Time

At the end of each day and night, Chibi-Robo returns to the Chibi-House to recharge, count his Happy Points, and adjust his standings in the Chibi-Rankings. Rumor has it that he'll get new longer-lived batteries as he moves up in the rankings (true). Game progress can also be saved in the Chibi-House.

* Chibi-PC

The Chibi-House is also the place to use the Chibi-PC, where Chibi-Robo can access the Online Shop and Recyclotron. Eventually, Scrap Trade will be an option as well.

- Online Shop: This is the place to buy Chibi-Gear and items with your hard-earned Moolah. Select items with control stick or D-pad and confirm with A. If you purchase Timer 10 or Timer 15, each day and night will be 10 or 15 minutes long.

- Recyclotron: Use Scrap gained from destroying Spydorz to build Utilibots with the Recyclotron. Select which Utilibot to build with control stick or D-pad and press A to confirm.

- Scrap -

Scrap is what the Recyclotron uses for building materials. Chibi-Robo can pick

up Scrap by destroying the mysterious arachnid-shaped robots known as Spydorz with his Chibi-Blaster.

/What are Utilibots?/

"Utilibots are machines that let Chibi-Robo gain access to places he can't reach on his own. Chibi-Robo can activate Utilibots by plugging into them with his Chibi-Plug and sharing his battery power.

** 2I. Talk with Telly **

Page 22 of the instruction manual!

Q: I don't know what to do! What do I do?

A: Well here are a few ideas for you! Try on suits and press Z, talk with people in the house, or shoot Sunshine stickers with the Chibi-Blaster. How's that for starters?

Q: I don't have enough Moolah to buy any chibi-Gear! How do I get some quick Moolah?

A: Have you seen any of those funny doors with blinking eyes? I've named them chibi-Doors, and Chibi-Robo can open them with his Chibi-Plug. I've got a feeling there may be something useful behind them...

Q: There's, like, a really big robot in the basement! What's up with that?

A: Unfortunately, I do not have an answer for you. Ah! That robot's got a socket. I wonder what would happen if Chibi-Robo plugged his Chibi-Plug into it...

|
~~ 3. Talk to Telly (FAQ) - tttfaq - ~~

I got these questions from all over the Chibi-Robo manual. Talk with Telly (page 22) and all the little boxes with Telly giving you a tip. I also made some up (questions that would be asked most likely) and my brothers asked me some.

Q: How do I save?

A: You can save your game whenever Chibi-Robo charges his battery. A single save file requires six blocks on your Memory Card. You can save up to three games on a Memory Card. You can also play Chibi-Robo without a Memory card, but once you turn the game off, you will lose all of your progress.

Q: How do I use Chibi-Gear and Tools?

A: Press A to use the tool or Chibi-Gear that Chibi-Robo has equipped. To put tools and Chibi-Gear away, press B or return to the Equip menu, select the equipped tool or piece of Chibi-Gear, and press A.

Q: My Chibi-Battery is running low, how do I charge it?

A: Press A while standing next to the Chibi-Plug to pick it up. Move close to a socket while carrying the Chibi-Plug and press A again to make Chibi-Robo plug himself in and recharge. Once Chibi-Robo is recharged, you can save your game progress. If you want to save, select ! and press A.

Q: What is the Chibi-Robo Chibi-Manual?

A: At some point in the game (second night to be exact), the Chibi-Robo Chibi-Manual will appear in the living room. This is the official Chibi-Robo owner's guide. It contains everything you need to know about Chibi-Robo and chibi-Gear.

Q: What are Utilibots?

A: Utilibots are machines that let Chibi-Robo gain access to places he can't reach on his own. Chibi-Robo can activate Utilibots by plugging into them with his Chibi-Plug and sharing his battery power.

Q: I don't know what to do! What do I do?

A: Well here are a few ideas for you! Try on suits and press Z, talk with people in the house, or shoot Sunshine stickers with the Chibi-Blaster. How's that for starters?

Q: I don't have enough Moolah to buy any chibi-Gear! How do I get some quick Moolah?

A: Have you seen any of those funny doors with blinking eyes? Telly's named them Chibi-Doors, and Chibi-Robo can open them with his Chibi-Plug. Go on in and grab the Moolah.

Q: There's, like, a really big robot in the basement! What's up with that?

A: That is Giga-Robo, try plugging into his socket...

Q: I had my Gamecube Microphone plugged in and my little brother grabbed hold of it and said a few things through it. Then Chibi-Robo looked at me, then a question mark over his head, then he collapsed. What happened?

A: WOW you just found secret. Well when you speak silently (whisper lightly kind of) through your mic Chibi-Robo will look at you and when you talk normal voice an exclamation point or question mark will appear above his head and he will stare at you for a few seconds. If you yell through the mic you'll scare Chibi-Robo and he'll collapse, but don't worry, he'll come back alive.

Q: I'm hearing a strange noise, when I enter the foyer Telly says it's coming from the far side of the room. What is this noise?

A: Giga-Robo is making the noise I believe. Only problem is getting past the Free Rangers.

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| ~ 4. Characters - chrctrs - ~ |
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Thanks to Nintendo Power's articles on Chibi Robo in March and April 2006 issues for information on Characters. Also I took a peek at CyricZ's guide but it was only Peekoe, the frogs, Bluebird, the Spydorz and the aliens.

** 4A. Playable **

~ Chibi-Robo: The main, only playable character. Chibi means cute and Robo will stand for robot. So Chibi-Robo is a cute robot. Chibi-Robo is an upgrade from Giga-Robo which resembles R.O.B for the NES (Robotic Operating Buddy for the Nintendo Entertainment System).

** 4B. Helping Hands **

~ Telly Vision: Chibi-Robo's manager who speaks for him (other than saying yes ! or no (/)) Telly Vision also sets up the Utilibots for you, lets you in on whatever is recent, ETC. Telly Vision is a good friend to have and it'd be hard for Chibi-Robo if Telly weren't there to help him.

** 4C. The Family **

~ Mr. Sanderson: Jenny's father is obsessed with Drake Redcrest (you get a limited edition Drake Redcrest toothbrush and mug) and robots. Unemployed, he goes spending Moolah (their currency of money, sounds Hawaiian) like crazy on toys and Chibi-Robo. Since no one can understand Jenny he gets away on buying Chibi-Robo.

~ Mrs. Sanderson: While Mr. Sanderson is spending Moolah like crazy, his wife is stressed like crazy. Trying to keep the family together, keeping the bills caught up while Mr. Sanderson has no job, and preparing meals, etc.

~ Jenny: Mr. and Mrs. Sanderson's daughter who thinks she's under a magical spell which causes her to only speak frog language only says ribbit unless you have your frog suit on.

~ Tao: The Sanderson's dog Tao loves bones and has a weird uhh voice. He will only give you happy points for giving him his bone, but later on it is between the Free Rangers and Tao.

** 4D. The Free Rangers **

~ Sarge: Leader of them all

~ Tex and Frisco: Leaders of the two separate groups

~ Houston, Tucson, Vegas, Denver, Nawlins, Jersey, Cincy, Macon, Montana, Fargo, Bama, Fairbanks, Oregon, Maui, Idaho, Memphis, Orlando, and Detroit: Free Rangers.

** 4E. Everyone else **

~ Sophie: Tao's chew toy who has gone completely gaga over Drake Redcrest, wear the Drake Redcrest suit in front of her and she'll completely freak out

~ Drake Redcrest: Mr. Sanderson's favorite toy. Drake patrols the house and fights for justice.

~ The Free Rangers: Hard-Boiled eggs that go crazy over training to fight the "Great Hairy Beast" (Tao) You can find Memphis's tags in Tao's dog house and their photo is on the table.

~ Sunshine: Jenny's teddy bear who can go insane over the want of nectar. Not too much to worry about but I think you can handle it.

~ Giga-Robo: An older version of Chibi-Robo who sits powerless in the basement. One of the main objects in the game is to bring him to life also. He uses about 10,000 kilowatts of energy which is why he sits dormant.

~ Captain Plankbeard: Captain of the Scurvy Splinter wants to be evil and find treasure, but what's this? Sanderson's broke? Leave that Moolah be Plankbeard! The Sanderson's will die if you take it. Okay so Plankbeard isn't QUITE as evil as he dreams to be. Maybe you can find his ship and recruit a crew?

~ The Great Peekoe: It's Moolah time, and happy point time if you'd like. When you first meet Peekoe, you might think he's a cheating monster, but after having your soul "cleansed" you will realize this is just a weird shaped monkey that is completely randomized and I haven't figured out his gender yet.

~ Mort: Mummy who hasn't had new bandages in 1800 years. Rests in peace in his grave under the bed. You will find bandages in the kitchen. Mort has a crush on someone (all the toys do). And that someone is Princess Pitts (kind of reminds me of Princess Peach).

~ Princess Pitts: The dreamy, scared princess who lives high in a castle is missing her red shoe. Your job is to find it, make your way through the castle and give the shoe to Princess Pitts.

~ Dinah: A LEGO made dinosaur who is in love with Funky Phil. Dinah eats frogs so don't trick her wearing the frog costume. You'll knock her teeth out being made of metal and all.

~ Funky Phil: One of those flower things that dance when they hear music. Locked up behind the blinds, Funky Phil is pretty Funky.

~ Frieda: Found dried and shriveled in the backyard, Frieda needs water. Give her some water and find Fred and get wet. Also get some happy points.

~ Fred: On the floor in the bedroom, Fred almost got eaten by a Lego dinosaur. Put Fred in your head and take him to his bed. With Fred and Frieda together, you can get some rain, happy points, and the flowers will grow faster.

~ Spydorz: Your only enemies. They can get pretty nasty but all they need is a shot from your Chibi-Blaster (they might need a power shot, or even three shots) and they are gone.

~ Bluebird: Bluebird at the beginning of the game is a baby bird without a mother, sleeping. In order to access the roof this bird needs to move. Hungry for eggplant the Bluebird won't move yet. (kind of reminds me of my tree and house, climb on the tree to get on the roof)

~ The Aliens: Very quiet little dudes. They get sick and burn up easily on earth, squirt them and they'll thank you. The Aliens also made a device to go back in time. This could be useful.

~ Kid Eggplant: A purple eggplant (I have never seen a real eggplant before, I've only eaten eggplant lasagna which I didn't like) who is obsessed with the popularity of eggplants.

~ Mr. Prongs: Plump blue little guy with prongs on his head. He also wears a pink bikini and I'm not too sure what he's useful for yet. You'll find him in the living room with the Chibi-Radar.

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|  ~~ 5. Guide - guid -  ~~  |  
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** 5A. Party **

First in the living room, at the party, Mrs. Sanderson gives Jenny a hat, Jenny doesn't like it, then the dog, Tao, gives Jenny a bone, Jenny seems to like it, then Mr. Sanderson pulls out something, is it a boom box? until Chibi-Robo comes out of it, it looks like a Barbie dance thing or a really fancy boom box. Well Chibi-Robo comes out with his manager, an extremely really little flying television. His name is Telly-Vision. Telly-Vision explains they've come to a party empty-handed and gives you your first assignment, get the rose to give to Jenny.

Now all you have to do is go to the stack of plates, tilt the control stick toward the stack of plates until Chibi-Robo doesn't move anymore, you'll see a power-meter that will fill up and then Chibi-Robo will hop onto the stack of plates. Now go toward the vase that has the rose in it and do the same thing, the first power meter will show then Chibi-Robo will hang on the edge of the vase, keep holding the control stick toward the vase and the second power meter will appear then Chibi-Robo will climb onto the vase. The Sandersons will be amazed and all, so-so.

While on the vase go up close to the flower and a little bubble with an exclamation point and a Chibi-Robo head on top of it will appear. When this appears it means you are in range to talk, pick up, use the A-button.

The rose will go into Chibi-Robo's head.

HOT

DIGETY

DOG

That's Awesome!

Everyone's all impressed again. Telly-Vision gives you excellent and informs you of your Chibi-Copter. Now press x and select Chibi-Copter from the top row, press A-button to use it. Now you'll get down from the vase without getting hurt. Nice huh? Now you got to go over to Jenny and give her the Rose.

Go to Jenny and press A to talk, then you'll have to select yes and you'll be taken to the items menu where you will select the rose and give it to Jenny. Jenny will be a little excited. Then Jenny will give you 20 happy points and 120 Moolah.

Now Jenny blows out the candles, YAY. Okay, Now it is time for REAL business. Telly-Vision will tell you about Chibi-Rankings which I recommend you pay attention to, then he'll ask you to save which I recommend you SAVE. (Otherwise you got to go through all the talking and get the rose and all again if you forget to save later)

After that pick up trash on the floor of Chibi-House, and head out.

** 5B. Talking Toys **

First, go to the couch near where Mr. Sandersons hand is and you'll find his toothbrush, pick it up, it is useful. Now scrub the nearby stains and find some other stains to clean up, then the T.V. will turn on, go ahead and go to the reflection it makes on the floor and you'll meet Drake Redcrest which he'll give you the Drake Redcrest suit and now you can go into the foyer (by the way, the strange noise is coming from Giga-Robo in the basement) be sure to pick up all the Moolah laying around, you'll need to buy Chibi-Blaster as soon as possible.

Now talk to Drake Redcrest again and he'll show you the pose, when you've mastered it go to Sophie, (she's the chew toy in the kitchen doorway) and show her the pose and it'll scare her away then you can go into the kitchen. You can go into the kitchen and explore, or you can keep following the guide. Go toward the T.V., (oh by the way pick up your Chibi-Plug to walk faster) then walk up to the drawer on the left of the T.V. and press and hold A and pull back on the drawer. Climb on and do the same with the other drawer then you will be on the little cabinet, Go right (toward the T.V.) and pick up that little ring, it is a frog ring. Now go away from the T.V. past the door and onto the other cabinet, use the drawers as stairs again, when you get up, there is a Chibi-Door. It is a door that has eyes so Telly named it a Chibi-Door. Just insert your Chibi-Plug and turn then go on in and get all the Moolah before coming out. I recommend you save the foyer for later as you could die in there if you went in. Also if you go towards the patio door you'll find a trash can, go to it and press A when the investigate symbol is there and you can empty your garbage into the trash can, to get some extra Moolah just before time runs out you'll want to empty your garbage into the garbage can. First go on the cabinet and collect garbage from up there and around the trash can before emptying to save trips to the trash can. Pull out your Chibi-Copter while at the edge of the cabinet (the farthest edge from the garbage can) and hold A to hover across to get in the little wall mount and get that Chibi-Door. Right next to the trash can is also a large china cabinet, you can go behind this, recharge and pick up some Moolah on the way.

On the couch and chair there is a TON of Moolah and trash. You can also get some

valuable trash (not the most valuable trash in the whole house but for starters it is). To get on the couch, go to the stack of books by the chair and use them as stairs and then use the books on the chair as stairs to get on the arm, then get on the wooden part of the arm to get on the coffee table. Also, to get on the couch, hover from the soft part of the arm to the little table between couch and chair, there might be some trash on the little table. Then hover to the couch. The Moolah on the chair isn't valuable enough to go through all the work needed to get it. (It is only 20 Moolah total) When you are on the arm of the couch, don't get off quite yet. You can get 30 Moolah from the top/back of the couch. First go to the back of the arm and climb up the ladder by pressing A. Then get some good Moolah. Pick up the trash on the couch and table and head to the kitchen. When you first enter the kitchen you will see a Chibi-Door, go in get the Moolah, that is about all you can do for now. For the rest of the night knock yourself out in the living room and kitchen with Moolah, trash, and stains, but be sure to stay clear of the foyer unless you just want to get hurt or something.

** 5C. Giga-Robo **

When the half-day starts (it should be daytime now) go to the Chibi-PC inside the Chibi-House, then go to online store and go all the way down and buy Chibi-Blaster if you have enough (enough=1110 Moolah). If you don't have enough, don't buy anything else. Just go out in the family room and Kitchen and collect Moolah till you have 1110 Moolah or more. Now for the main part of this chapter.

Once you have the chibi-Blaster, talk to Mr. Sanderson for a news update on Spydorz (which Mr. Sanderson invented) and your one step closer to finding the Spydorz.

Head to the kitchen, pick up trash and clean stains in your way (and grab Moolah too) Now go to the drawers by where Mrs. Sanderson is standing and climb up (use the handles as stairs and you don't need to pull the drawers out) Get the mug from up there. This is kind of like a bullet proof vest, except it is a mug. It will keep you from getting hurt when someone shoots at you (and you'll see why you need it if you've gone to the foyer already). Now go toward the patio door while still on the counter in the kitchen, and go to the little light house lamp and the cord will drop, now you have easy access to the planter, and the counter. You can go through the top entrance of the dog house to get Memphis tags, even though that's not required I recommend you go ahead and do that.

Then after that, you need to go to the living room, then the foyer. Recharge before entering the foyer if you feel the need to. Once you get in the foyer, INTRUDER! No just joking but you seem to be an intruder of some sort... Anyways go toward where Telly points you to. That'd be the entrance of the basement. Use the R button if you can't seem to get there, when you press R a map will show, which you can get direction from. You'll be heading to where it says basement.

Once you are in the basement, go plug into the big robot (the big robot is Giga-Robo). You'll see some things from his memory system, then the Giga-Battery will appear. Pick the Giga-Battery up to meet Captain Plankbeard. Plankbeard will tell you about Giga-Charger (which I'll tell you how to get in a minute) and some other things. By the way, robots do NOT die! Anyways now your mission is reactivating Giga-Robo. Before you start finding the charger, the basement (before climbing any) needs a bit of tidying up. Go under the stairs, clean the stains and pick up the trash, there are huge stains on the floor everywhere in the basement so clean those up and get on with your mission. First thing you need to do is pull out Chibi-Blaster and take aim with Y, shoot the sunshine sticker. The sunshine sticker is a sticker that has a little teddy bear on it.

Now the shelf will fall and you can climb up on it. Beside the point, if you run out of energy, you will collapse and be back at the Chibi-House with the trauma suit, and then when you leave the Chibi-House (as you cannot pose in the Chibi-House) and press Z and hold it for a long time you will be back at the chibi-House again with the ghost suit. So if you want to, you can just run out of energy right now and go back to get the trauma suit and ghost suit. If you don't do it now, later in the game (I'm still trying to find out as I've only heard this) it'll appear in the Online Shop. It takes away some of your Moolah when you run out of energy though, and you want to save up as much Moolah for when you meet the Great Peekoe, the more Moolah you've already got, the faster you'll get maximum Moolah and 10,000 happy points. Also after that happens the Chibi-Battery will be available at the Online Store, or it will appear at the Online Store later in the game (whenever the trauma suit is available). Well to continue, shoot the sunshine sticker, go up the ramp the shelf that fell formed. Now, you're going to climb up on the box, go all the way to the picture, then take a left a climb up. Now you may think your stuck but you aren't. You can go all the way to the ceiling in this room. And most the other rooms you can reach the ceiling as well.

On this platform, you go all the way to the left, to the two light colored bricks. You can pull them out just like you did the drawers on the cabinet in the living room and kitchen. Once you get those out climb on up, and pick up a bottle of gun powder (you'll need it for Drake Redcrest later) then there are two more bricks to pull out and climb up here also, then from the bricks get on the box. Now hover from the box to the stack of stuff on your left, another brick (only one this time) now climb up on that box, and hover to the bird cage to knock the rope down for easy access to that area. At this point you probably are low on battery so you can hover down, recharge and climb up the rope. Now, hover from the bird cage to the shelf held by ropes (looks kind of like a swing) then climb up one of the ropes of the swing/shelf to get to the ceiling structure (as most basements are unfinished, if this basement was finished you'd be above the ceiling) now go toward the stairs while on the structures, climb up on the piece of wood and go all the way to the end of it (the end that's farther away), there's a Chibi-Door to open and get some Moolah. After you get the Chibi-Door, the long piece of wood that is closer and lower than what you're on you'll travel across to the other higher piece of wood. Then go closer to that swing/shelf right by the wall, you are very close to the Giga-charger now. You'll just go off the edge then tilt the control stick toward the wall, you'll hopefully land on the shelf right below which is where the Giga-Charger lies. Pick it up now, you'll probably need to recharge about now, if not you'll still need to get down from the shelves and climb the rope again, go back to that Chibi-Door you just got and get on the other side of the lower post of wood go all the way to the wall, then hover into the little wall mount to get a frog ring and a Chibi-Door. You're done with the basement for now.

** 5D. Free Rangers **

When you enter the foyer, Sarge will talk to the Free Rangers a bit and now is the beginning of your first side quest. At the end of this side quest, you'll be rewarded with the Tao suit so you'd better get working. With the Chibi-Blaster, shoot down some of the Free Rangers. Keep shooting more down until Sarge says "You're slacking off" then when they get to number 13... 14... now say yes. You have now joined the Free Rangers. Congrats! Now go talk to Sarge on the stairs. After a short talk with him, climb up the shoe lace hanging off the table behind the stairs, then hop up on the next platform and pick up the Free Rangers photo. Now go across the Foyer to the cabinet near the basement with a drawer you can pull out and climb on the cabinet. There is also a Chibi-Door up there to get, then under another table/platform next to the basement is another Chibi-Door to

get. Nothing left in the foyer to do right now.

Now you can go back to the living room, shoot the sticker on the patio door. There's a Chibi-Door right outside the patio door, and one behind the tree. There is also some weeds you can get in the circle in almost the center of the backyard. You'll have to pull the weeds out in able to let the aliens (later on in the game) land. Then there is sort of a ladder on the tree that you can climb, then hover to the swing, get the frog ring, climb up the strings, and get the Chibi-Door up there. When you're done getting things in the backyard, goto the kitchen (living room first as there is no access to the kitchen from the backyard) and shoot the sunshine sticker off the drawers by the doorway, now you can climb up and you have access to a Chibi-Door. By this time I have run out of time during this half-day, and my ranking has gone down to 5,000 already. Now that it is night-time you can meet The Great Peekoe who after helping you get 99,999 Moolah, you will receive 5,000 happy points which should take you to at least the top 5 (320 battery power). Oh and by the way, don't spend any Moolah on filling up the Giga-Battery yet. You can get a TON of Moolah so save the Moolah you have to get a lot more. This next half-day will double your Moolah and Happy points as many times as you like. So save, and head to the foyer! Mr. Sanderson will drop the Chibi-Manual but don't bother with that for now. When you reach the foyer, you will find Jenny on the stairs crying. Go up the stairs as far up as you can to talk to her then she won't even speak two words before Mrs. Sanderson comes out and tells her to go to bed. That makes you about 1/3 through the entire game now. Also, now that you've done that, the charge chip and range chip are available at the online store, and Telly Vision announces that Citrusoft has been secretly developing a new kind of Chibi-Gear. (it is the Chibi-Radar)

After that go to the basement to firstly hear Captain Plankbeard's story and be set off on another side quest. You'll want to save in the outlet, then go to the Great Peekoe (the guy Plankbeard was betting with) and say you want to get purified, offer all the Moolah you have, then the first time his left eye will open but other than that there is no pattern (except that his left eye opens up about twice or three times as much as his right) If you get it right and he asks you to play again select no and go save, then go back give him all the Moolah you have. If you lose one time you must reset your Gamecube (that's why you save every time you win) Keep repeating the process until you have 99,999 Moolah, then at that point bet 50,000 and lose on purpose to gain 5000 happy points (that should bring you down to at least the top 5 in rankings) Then save and bet all your money again and win so your Moolah goes back up to 99,999 and if you want to you can go ahead and repeat the process for getting happy points but it is not necessary. When I have finished with Great Peekoe here, I have 99,999 Moolah and 5,418 Happy Points. Now that you have 99,999 Moolah, go back to the Chibi-House and fill the Giga-Battery then come back down to get all that money back again. You can also at the Chibi-Store buy everything there is. (not Timer 10 or Timer 5 though and don't spend a whole lot of Moolah on seeds) Go talk to Sarge and give him the Free Rangers photo you got, go to another room really fast then come out (you just have to enter through the door then go right back to the foyer). You will find the Free Rangers near a door, now you can start Spy Training. You're eyes have to follow the Free Ranger that says he's the spy. After you've cleared that one, no more training for the day, come back the next day (not night-time half-day though)

It is probably the end of the day now if not run around and clean things up. Not much else you can do right now until it is daytime. During the daytime, the Spydorz might show up but if you are at top-speed with this guide they won't, because this is only the second day you've been with the Sandersons and they don't show up till either the 3rd day or 3rd night, not sure which yet. Why don't you go to the kitchen, talk to Mrs. Sanderson and have some tea with her. Be sure to give her the Sugar cube and Cookie. She'll love them. The sugar cube

is on the little sugar cup and the cookie is on one of the plates. While on the table, get the frog ring and any trash then you can just use the Chibi-Copter to get down from the table to end tea time. Right now you need to train with the free rangers. If you haven't already given the photo to Sarge, there still is time. Just give it to him, go to the basement then come right back out and find the Free Rangers right in front of the drawer. Now you can start training. First is spy training, refer to the section above for help on that one. The second training session, is handrail training. Talk to Sarge to get started, pick up your Chibi-Plug to go faster. Go along the handrail you start on to the wall, come back, then talk to Sarge and see if you cleared it. You must do it in less than 33 seconds. My top time is 31:50 Now you can go out in the back, climb the ladder on the tree, hover from the ledge on the tree to the swing, climb up the rope holding the swing up, then shoot a charged blast at the spider web (or is it a Spydorz web?) Check out up in the tree a little, come back down and pick up trash, clean stains for the rest of the half-day.

** 5E. Spydorz **

Yup it's time for Spydorz listen to the cool tune as you leave the Chibi-House, that means there is Spydorz in the area! Spydorz is basically the start of the REAL part of this game, the best part of it. Spydorz take a big part in this game, serving as Chibi-Robo's only enemies. Mr. Sanderson created them, but this section is not a Spydorz biography. Time for REAL battle (not just covering up with a mug and running away from Free Rangers that have mistaken you for an enemy) ok so there is an oil spot on the ground? Go closer to check it out, you should already be charged up so no excuses (unless you still have only 80 energy which I highly doubt) So this is the Spydor Roulette! Okay now this is cool, now key tips, go crazy with the control stick when Spydorz get on you (ok not so crazy that you break the stick off cause that'd be bad, you'd be stuck here, dying with no help (that's why you save before coming out of the Chibi-House) and shoot at them like crazy (though be careful where you shoot as there is only two bullets allowed out, once one disappears you can shoot again) once they're all dead, you should have at least 200 Scrap though I got lucky and picked up 490. (I hope your lucky enough to get 300 cause it's important, when you get 300 in scrap, you can make the Living Room Ladder Utilibot. Then, really important you can get the Foyer Ladder and Kitchen Ladder. So if you have 300 scrap run into the Chibi-House and get the Living Room Ladder from the Recyclotron on the Chibi-PC! Once you have that, there is lots to get. First you'd best clean up that oil for some Happy Points. Oh yea, did I mention? Defeating those Spydorz makes you half-way through the game. Now all there is left is the parents get mad, a couple of side quests, defeating Tao and the Queen Spydor! If you count all the extras you are about 35% or 40% through. Well before you start fooling around with the Utilibot, you need to do Free Rangers Training. Head over there and I'll tell you what to do.

This is the third training session, Jungle Training. --+==**&&Jungle Training&&**==+-- Now walk in all the places on the floor you can in the Foyer as I know there is Spydorz somewhere in this room, Hopefully you find enough and get lucky to have another 300 in scrap. Go ahead and head back to the Chibi-House, get on the Chibi-PC, Recyclotron, and get the Foyer Ladder as you need it first. You don't need the kitchen ladder very bad but you will need it. For the night, go ahead and search in every room around where there is oil for Spydorz, clean up and bit, and fool around with the Utilibots. Before you buy the Kitchen Ladder, go up the Foyer Ladder to get on the stairs, then go all the way up, then come back down and buy the kitchen ladder. Now I will cover everything you can do on the Living Room Ladder, by the end of this coverage, it should be the end of the half-day and you should have the first two (hopefully three) Utilibots. Well, first take the Ladder over to the shelf by the T.V. have it

right in front of the middle cubby. Make it go up to the first row of cubbies and get in that one, shoot the sunshine sticker on the left wall of it to go through, get the frog ring, and get back out. Now move the ladder in front of the cubby right next to the T.V. and extend the ladder all the way, then get off, get that Chibi-Door and for now you are done with the Ladder there. If you've still got time, go upstairs in the Foyer, go all the way to the other side of the upper level and go into Jenny's Room, climb up the string to get on the T.V. table. Right in front of the T.V. is the squirter. Now you've got even more things to do. The list just keeps growing doesn't it? We'll cover all of it somehow. The day should end about now, and you should have at least two Utilibots if not three. We've got a lot of things to do, while trying to keep the Spydorz out of here too. When the next day starts, we are going to get things done from top-priority (things that can only be done during one type of half-day) then start with the Living room. So first, go upstairs in the Foyer and hit the parents bedroom (the door right at the top of the stairs) and climb up the jump rope just inside the door, hover to the latch on the door, then to the peephole, then get on the lever to open the peephole. Now you can enter at night. Get the squirter if you haven't already.

There is no Free Rangers training today. You must first dig up Captain Plankbeard ship, the Scurvy Splinter. Give it a rest, you need it. Go to the doorstep by the living room door and just sit on it by pressing A. Telly will come down, then will stop talking, just press A and he will talk again. Go ahead and head back to the living room to get everything done now. You probably right now have at least 300 Scrap. Go and get the Foyer Warp. If not do that as soon as you get 300 Scrap (just look at the meter every time you defeat some Spydorz.) You probably have a couple frog rings on hand. Go give them to Jenny. When she says "Ribbit, Gimme, ribbit?" you say yes and select the frog ring. You'll get 33 Happy Points and 50 Moolah from each ring. Now find the Living Room Ladder, we need to move it a little first. Move it all the way to the left side of the furniture on the left of the television. Extend it just enough to reach the top of the furniture, it is ok if it is higher, you can use the Chibi-Copter to copter down to the Chibi-Door which you need to open and get Moolah from. Now move the Ladder toward the Chibi house. You might have to use R to make sure your in the right spot and extend the ladder until you see the Chibi-Door. The last three either need the Living Room Bridge (which you can buy now if you have bought the Foyer Warp and have 300 Scrap but I'll save it for the next half-day as we need to get moving here) or the Chibi-Radar. Now without the ladder, go to the lamp by the patio door and climb up the cord next to it, hover toward the lamp and get on the little platform on it, climb up all the platforms until you reach the string, climb up the string to get on the top of the lamp, hover from the lamp to the top of the furniture, get the Chibi-Door and get the stains if you want. Go ahead and go to the backyard now. If you see any water stains, get the squirter, get on the water and press A to suck up some water. Go to the shriveled up frog in the dirt next to the flowers and squirt it three times. Once you've squirted it three times, You will receive the Frog Suit. Now you can speak with Jenny. While the sun still shines, hurry through the Living Room to the Kitchen to get the spoon. If you don't get it now, you can get it next half-day as your going in the kitchen anyways. If you've still got time, put on the Trauma Suit if you have it, (if you don't have it, just run out of energy as fast as you can to get it) then just hold Z until you go to the Chibi-House. Now you have the ghost suit. With the ghost suit, just put it on and press Z to kill all Spydorz near you. Also the ghost suit is useful for some of the side quests. The half-day should end about now. Have you made 4th ranking yet? I did. Anyways you are near 60% through the game now. Your days are a lot busier, but your progressing faster now.

** 5F. Broken Family **

First thing, go to the Kitchen, climb up on the counter and go to the Ladder (it's on the right of the sink) extend it until it is at the shelf with the spoon (it has the container sticking out on the side). Get in the container and get the spoon, get on the shelf and pick up and garbage, then open and get the Moolah out of the Chibi-Door. Then get down and move the ladder in front of the tray with the honey jar on it and extend it all the way. Climb up and get on the top of the cupboard, go over to and shoot the Sunshine Sticker, climb in the hole you made in the wall and go left. Keep going till you reach another little door, come out and go to the red top-of-the-cupboard and copter down into the shelf by the Chibi-Door, and get it. Also go into the little shelf with the first aid kit in it and get the bandages from right beside it. Now go back to the ladder, climb up, go through the mouse hole but this time float to the hood above the oven and go get the Chibi-Door. Now go up the ladder again except this time go right and get the Chibi-Copter to hover all the way across the hood of the planter to get the Chibi-Door. Now one final time up the ladder, go to the north edge of the top, hover down to get the last Chibi-Door for the day. The last two of this room require Chibi-Radar or the Kitchen Bridge. If you haven't already, go over on top of Tao's doghouse and hover inside the hole on the top to get Memphis's dog tags. Now head through the Living Room to get out in the backyard. Go over near the tree in the dirt, there is something sticking out of the dirt (the Scurvy Splinter to be exact) go use the Spoon to dig it out. Once it's out, pick it up and go down to the basement to give it to Captain Plankbeard The day might be over by now, if not clean up or get the ghost suit by holding Z while wearing the Trauma Suit. You should have enough Scrap now for the Living Room Bridge and the Kitchen Bridge. If not you need to be sure to explore any place that has some Oil. You might also have enough for the Bedroom Bridge and the Basement Warp, those are the last two Utilibots. We don't need the Bedroom Bridge right now but we will very soon.

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|_____|
|  ~~ 6. Counts - cnts -  ~~  |
|_____|

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Here is where you can find counts in Chibi-Robo. I have Happy Point/Rankings, Power Consumption, Happy Points and Moolah for trash, and Happy Points for brushing stains.

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** 6A. Happy Points/Rankings **
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Here is all the Happy Points, what rank you get for so many happy points and what amount of battery power you get for what rank.

Legend: HP=Happy Points,

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|HP      |Rank      |Enrgy|
|0       |1,000,000|80   |
|80      |100,000   |100  |
|200     |10,000    |120  |
|440     |1,000     |140  |
|800     |100       |160  |
|1280    |10        |180  |
|1780    |9         |200  |
|2380    |8         |230  |
|3080    |7         |260  |
|3880    |6         |290  |
|4780    |5         |320  |

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5780	4	360	
6880	3	420	
8080	2	500	
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For Rank 1, you must defeat the mother of all Spydorz, Queen Spydor. You can get rank 1 with 0 Happy Points, 1,000,000,000 Happy Points, and every amount in between.

 ** 6B. Power Consumption **

I kind of finished this chart based off of CyricZ's guide :/ but I did most of it myself. * = used CyricZ's guide

- Walking/Running = 1 for about every three feet*
- Climbing = 1 pull 3 energy
- Falling = between 1 (very small falls) to 150 (long fall (like ceiling of foyer))
- Using Suit Pose = 30 energy for 1 pose
- Ladder Utilibot = Extending all the way is between 100 (living room) to 200 (foyer)
- Bridge Utilibot = Extending all the way is roughly 50
- Warp Utilibot = about 10 for activating
- Opening Chibi-Door = 5

- Using Chibi-Copter = 12 to hover straight, normal running energy to fall
- Using Chibi-Blaster = 1 per blast
- Charged Chibi-Blaster shot = 5 per charged blast
- Using Toothbrush = 0.8 per use*
- Using Mug = 2 per cover, normal running energy to run while under it
- Using Spoon = 0.7 per use*
- Using Squirter = 2 per squirt
- Using Chibi-Radar = 3 per use, + 2 per second while it is still showing you hot or cold.

- Getting hit by Free Ranger's = 10 per hit
- Getting attacked by Regular Spydorz = About 1 per second that they stay on
- Getting hit by big Spydorz = 10 per hit
- Getting hit by Mother of all Spydorz = big power drainage, but it is easy to stay away from her.

 ** 6C. HP and Moolah for trash **

Here I will list how much Happy Points and Moolah you can get for different kinds of trash. When you stop at the trash can, cookie crumbs come last, when they come just press B and they won't be thrown away. Feed the fish with cookie crumbs as you will get more happy points and Moolah. If you have 10 cookie crumbs, and you've already fed the fish that half-day, go ahead and toss em.

Trash	HP	Moolah	
Wastepaper	1	10	
Candy Wrapper	1	10	
Cookie Crumbs	2	20	
Twigs	2	20	
Popper Trash	3	30	

Empty Can	5	50	
Candy Bag	5	50	
Cookie Box	5	50	
Weeds	3	30	
Bottle	10	100	
Broken Bottle top	20	100	
Broken Bottle bottom	20	100	
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 ** 6D. HP for cleaning stains with toothbrush **

Here is all the happy points you can get from cleaning stains.

Type of stain_ HP_		
Footprints	4	
Dog prints	2	
Crayon	4	
Oil	2	
Black Oil	2	
Water	2	
Dust		
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~ 7. Side quests - sidqst - ~	

Here is every side quest I've come across.

 ** 7A. The Free Rangers **

Here is the side quest of the Free Rangers. To start this quest, you must give the photo to Sarge then go to another room and come back in. As a reward for completing this quest, they will award you with the Tao suit. First you need to do several different trainings during every half-day.

The first is Spy Training. It is to train your eyes to follow the great hairy beasts lightning fast movements. You must keep your eyes on the Free Ranger who says he is the spy. After completing three-in-a-row you will have it finished (you can fail the fourth one if you like).

After Spy training is Handrail training. In handrail training, you have to pick up the Chibi-Plug to go faster, then walk all the way to the wall on the rail and turn around and go back in under 33 seconds without falling off the rail.

Next comes the Jungle. In the Jungle Training, you have to climb the vines, and move to a different leaf with a vine to climb to reach the flower bed, then shoot the enemies but not the animals. Then land on the landing spot. First you must climb the vine in front of you,

~ 8. Equipment - eqpmnt - ~	

| _____ |
Here is all of the equipment explained, found in the equipment menu when you press X.

** 8A. Tools **

Here is all the tools you find around the house, and where you can find them.

Toothbrush - This nifty cleaning device will help you clean stains on the floor. It is a never-ending cleaning project. You can find this by Mr. Sandersons hand while he is sleeping the first night.

Squirter - With this, you can clean stains on the wall, water plants, keep the animals alive.

Spoon - It's time for digging. Digging with Chibi-Robo is not hard at all. Just press A and that's all. You can use the spoon to make music and make Mr. Prongs grow also.

** 8B. Chibi-Gear **

Here is all the Chibi-Gear. The last two you have to buy at the Online Store on the Chibi-PC.

| _____ |
| ~~ 9. Online Store - onlnstr - ~~ |
| _____ |

Here is everything found in the online store explained and when you should get it.

Timer 5 - 5 - You start out with this timer. You really shouldn't buy this as it just makes your days go faster, and you will not have enough time to do anything.

Timer 10 - 10 - This timer, is the middle timer. Still your days go kind of fast.

Timer 15 - 15 - Buy this timer before even leaving the Chibi-House. It will make your days 15 minutes long instead of 5 or 10.

Pink, Blue, and White Flower Seed - 30 - You can buy an unlimited quantity of these flowers (the only limit is the amount of Moolah you have) You can plant these in planters all over inside and outside. Get some Happy Points from Mom for delivering these to her.

Nectar Flower Seed - 777 - Plant this in the planter in Jenny's room, give the nectar to Sunshine and give the flower to Mort for the Princess.

Charge Chip - 860 - Now you can use charged blasts to find hidden Chibi-Doors and blast away the Spydorz faster.

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|  ~~ 10. Utilibots - utlbot - ~~  |
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These are all the Utilibots in order that you can get them. All Utilibots are 300 Moolah. There are !!@@##\$\$%^^&&*()*--+= Utilibots in all.

Living Room Ladder - Once you get this one, your first Utilibot, Kitchen Ladder and Foyer ladder will be available. Get the Foyer ladder and go upstairs with it before getting Kitchen Ladder.

Foyer Ladder - With this Utilibot, you can go upstairs and access most of the main part of the game. After this you can get the Kitchen Ladder.

Kitchen Ladder - This is a nifty device that will allow you to get the spoon and a couple of Chibi-Doors. After you buy this and the Foyer Ladder, and you've used the Foyer Ladder, you can get the Foyer Teleporter.

Foyer Warp - Ahh, finally, an easier way to get upstairs! Just move this to right in front of the Living Room Door and you will be upstairs in the Foyer from the Living Room in a zap!

Living Room Bridge -

Kitchen Bridge -

Bedroom Bridge -

Basement Warp -

That's all I've gotten so far.

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|  ~~ Contact - cntct - ~~  |
|_____|
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My email address is chibi. robo. guide@gmail.com PLEASE NO SPAM

Any questions you have that have not been answered in the FAQ section I will accept those.

I will be asking for help here though. If you notice any grammar/spelling errors you may email me about them. Also if you notice something that I didn't mention about this game that is important, please send me the information. This is my first guide and I'm not a really good gamer, I have cleared the game thanks to CyricZ's guide. Also compliments will be excepted, if you don't like the game or guide, don't complain to me, firstly I did not make the game and second if you don't like the guide then don't read it.

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|  ~~ Legal - lgl - ~~  |
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www.supercheats.com

The original version of this guide was made on
2/9/2006 the latest version finished on 3/13/2006

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|  
|  ~~ Credits - crdts -  ~~  |  
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- Everyone who took part in making such an awesome game (Best game in my collection yet)
- Chibi-Robo manual for some information
- Nintendo Power for "Assisted Living" article
- CyricZ's manual helped me in the game where Nintendo Power's article couldn't.
- GameFAQs for information provided (guide making documentation) and hosting
- Dab Games, GameFAQs, CheatCC, Neoseeker, Super Cheats, and DBP Guy Gaming for hosting
- FIGlet ASCII art generator for helping with ASCII art.
- Everyone else that downloaded the guide and/or enjoyed it.

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