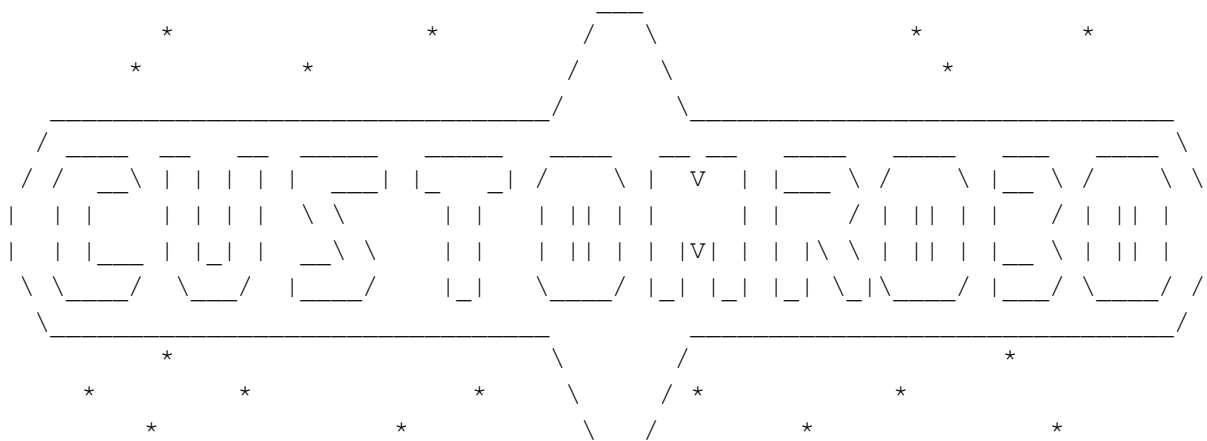


Custom Robo FAQ/Walkthrough

by MoltenDragon

Updated to v2.0 on Nov 23, 2007



Custom Robo
FAQ/Walkthrough
Version 1.0
SpikeDragon

```
=====  
System: Gamecube //  
Developed By: Noise //  
Genre: 3D/Action/Fighting //
```

```
=====  
Creation Date: October 10, 2007 //  
Last Update: October 25, 2007 //  
Copyright 2007 Ryan Chiang //
```

TABLE OF CONTENTS:

1. Introduction
2. Version History
3. Map of Town
4. Basic Controls
5. Walkthrough - A New Journey
 - 5A. Prologue
 - 5B. Day 1: Employment
 - 5C. Day 2: Training
 - 5D. Day 3: Getting Licensed
 - 5E. Day 4: The Problem Next Door
 - 5F. Day 5: Don And Bogey
 - 5G. Day 6: Tournament At The Gym
 - 5H. Day 7: Guard Duty At The Lab
 - 5I. Day 8: Sleepy-Time
 - 5J. Day 9: First Encounter
 - 5K. Day 10: Tournament At Police Squad HQ
 - 5L. Day 11: The Truth
 - 5M. Day 12: The Z Syndicate Takes Rahu
 - 5N. Day 13: Attack On Z's Lair
6. Walkthrough - Grand Battle
 - 6A. Prologue
 - 6B. Tea Room Tournament
 - 6C. Steel Hearts Cup
 - 6D. Noodle Bowl

- 6E. Police Squad 2 on 2 Battle
- 6F. Computer Battle
- 6G. Tag Battle Tournament
- 6H. Lab Single Battle
- 6I. Lab Handicap Battle
- 6J. Lab Bonus Battle
- 6K. Park Dance Battle
- 6L. Bogey's 2 on 2 Festival
- 6M. Flying CPU Battle
- 6N. Mira's Battle Party
- 6O. Holosseum Test
- 6P. Eliza's Room
- 6Q. Training With Shiner
- 6R. Isabella's Mansion
- 6S. Playing With Oboro
- 6T. Z Boss Room
- 6U. Bronze Handicap Match
- 6V. Silver Battle Royal
- 6W. Gold Single Battle
- 7. Parts
- 8. Holosseums
- 9. Tips/FAQ
- 10. Closing/Credits
- 11. Copyright Information
- 12. Contact Info

=====
1. INTRODUCTION //
//
//
=====

It's about time Custom Robo received its very own complete FAQ/Walkthrough!

Greetings. It's me, SpikeDragon! Thank you for spending less than a second clicking on this FAQ. As thanks, I will allow you to continue reading.

This guide is a complete FAQ/Walkthrough. That's right. It will cover most everything in Custom Robo.

This FAQ includes a map of the town, incase you needed help navigating around.

This FAQ contains detailed walkthroughts on Part 1, A New Journey, and Part 2, Grand Battle. Whichever one you need help with, you can check that section out.

This FAQ will include the parts list. In other words, it will have all the parts you are able to obtain in this game. The ways to unlock the parts are NOT included in the parts section of this FAQ. If you are trying to figure out how to unlock a certain part, they are included in the walkthrough sections, in the exact point of when they will be unlocked.

This FAQ will contain the Holosseums, with descriptions of them included. Just like the parts, the ways of unlocking the stages are NOT included in the Holosseum section of this FAQ. They are located in the Walkthrough sections in the exact point of which they are obtained.

This FAQ includes the tips the game gives you itself, along with a few of my own. The game covers a lot of the more important advice, so I'd recommend

checking those out.

Also, if you are looking for a spoiler-free walkthrough, you've wandered into the wrong FAQ. This FAQ contains many spoilers. If you do not wish to have this game spoiled for you, then I'd suggest you attempt playing the game on your own, or waiting for a spoiler-free walkthrough to be made, which could take awhile.

Please note that the sub-sections have a smaller title. This way, you don't get confused on whether it's a new section or not.

If you need any other assistance in areas that may not be covered in this Walkthrough, or not covered enough, please feel free to contact me. My contact information is in section 12 of this FAQ.

Well, I believe I've covered everything. Please continue. I hope you will enjoy!

```

=====
                                                    //
2. VERSION HISTORY                               //
                                                    //
=====

```

```

1.0 - The first version of the FAQ.  Contained complete sections of the
      Introduction, Controls, A New Journey, Parts, and Holosseums.
      Copyright and Contact Info were mostly completed.  A Grand Battle was
      partially completed.  Map and Closing/Credits were not started.
      Size: 296.4 KB

```

```

2.0 - The second version of the FAQ.  Copyright and Contact Info were
      completed.  Maps completed.  The Grand Battle section was finished.
      The current Closing/Credits was added.  (Not yet completed)
      Size: 513.? KB

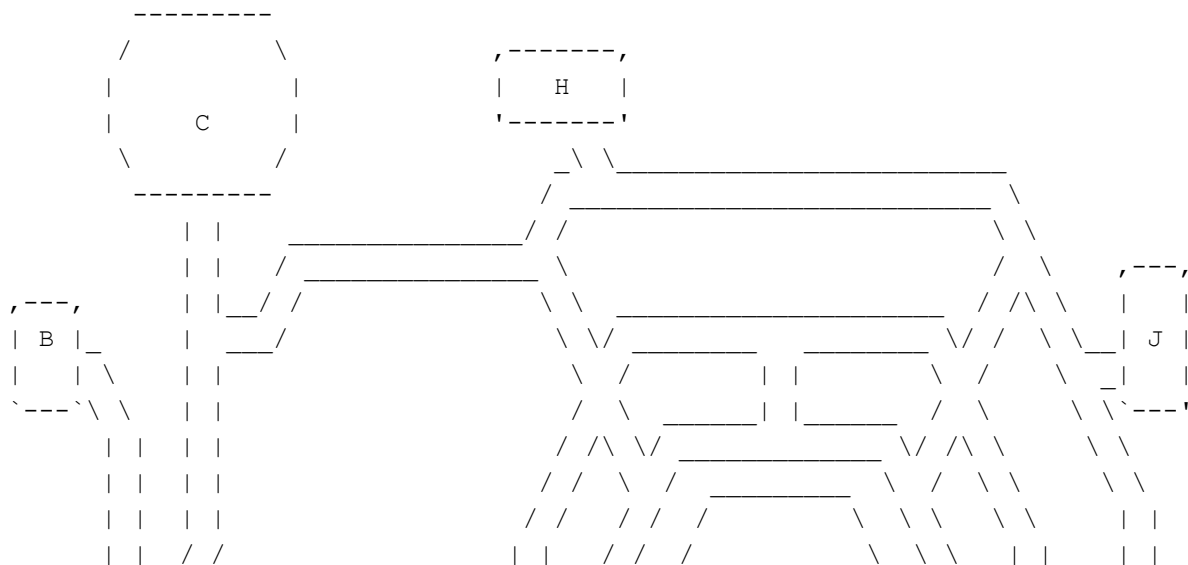
```

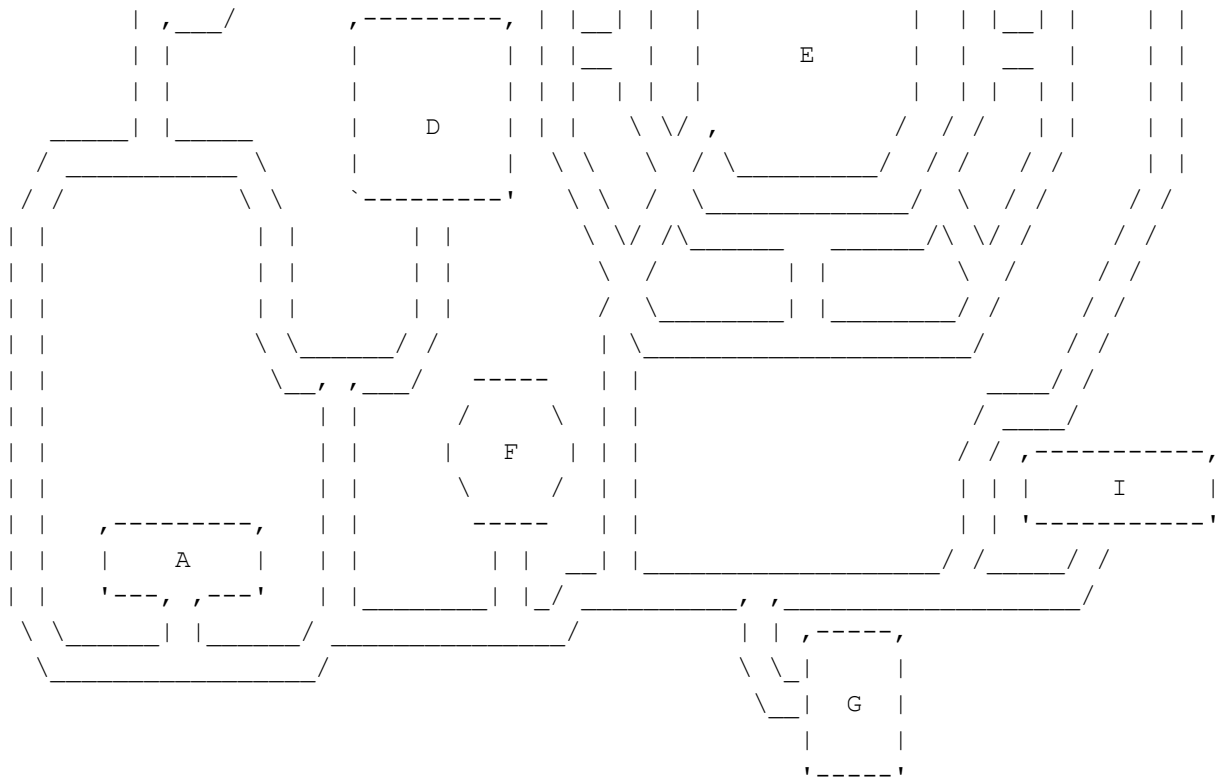
```

=====
                                                    //
3. MAP OF TOWN                               //
                                                    //
=====

```

/REAL WORLD\
=====

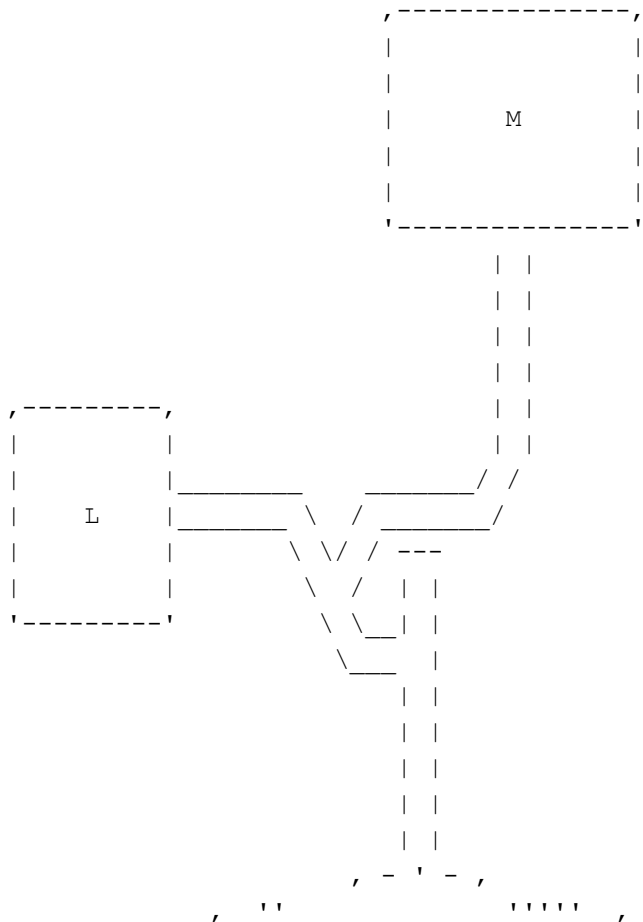


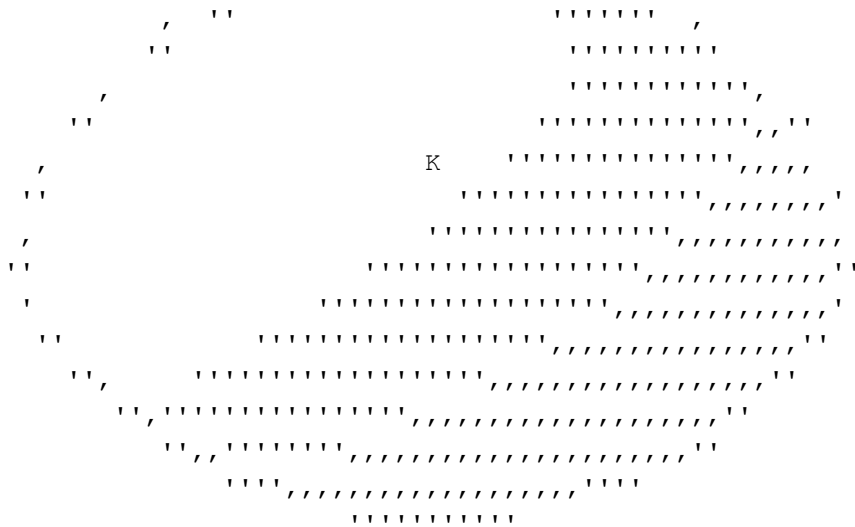


LEGEND \

A: Hero's Home	D: Training Gym	G: Bogey's Cafe	
B: Steel Hearts	E: Hub Park	H: Daimon	
C: Lab	F: Test Hall	I: Police Squad HQ	
	J: Harry's Home		

/OUTSIDE WORLD\





LEGEND \

| K: Dome | L: Z's Hideout | M: Amusement Park |

=====
4. BASIC CONTROLS //
//
//
=====

Basically, there are 2 sets of controls, due to the fact that you travel in the real world, then battle in the Holosseum. Memorize these as best as you can. You don't want to mess up in the middle of the game.

REAL WORLD CONTROLS

Control Stick - Move
A - Talk, Check Locations/Objects
Start - Pause the game

HOLOSSEUM CONTROLS

Control Stick - Move
A - Jump
A+A - Air-Dash, Continuous Jump
B - Fire Gun
L - Fire Pod
R - Fire Bomb
X - Dash
Y - Switch Targets (If against more than one robo)
CUp - First-Person Mode
CDown - Third-Person Mode

That's about it. You might want to spend a little time practicing in the multiplayer modes before beginning A New Journey. It takes a bit of time to get used to this game.

=====
5. WALKTHROUGH - A NEW JOURNEY //
//
//
=====

Ah, here we are. The first part of the one-player mode; A New Journey!
Nervous? Don't be. This is fairly easy at the start, so if you haven't
practiced, you should be able to get the hang of this quickly. Have fun!

This section will cover the following sub-sections.

- 5A. Prologue
- 5B. Day 1: Employment
- 5C. Day 2: Training
- 5D. Day 3: Getting Licensed
- 5E. Day 4: The Problem Next Door
- 5F. Day 5: Don And Bogey
- 5G. Day 6: Tournament At The Gym
- 5H. Day 7: Guard Duty At The Lab
- 5I. Day 8: Sleepy-Time
- 5J. Day 9: First Encounter
- 5K. Day 10: Tournament At Police Squad HQ
- 5L. Day 11: The Truth
- 5M. Day 12: The Z Syndicate Takes Rahu
- 5N. Day 13: Attack On Z's Lair

=====

5A. PROLOGUE //

=====

The screen stays blank for awhile. After a brief silence, the telephone rings. You, the hero, answer it. It's your father. You engage in a short conversation. He asks you to come outside for a quick moment. After putting the phone down, you, confused, go outside to greet your father.

He remembers your birthday, and has a present for you. After holding out your hand, he gives you a strange watch. He tells you that it is a very special watch, which nobody else has, then says that it is your's. Excited, you decide to put it on. Your dad then asks you to promise to never take it off, then to promise that you'll always think of him when you wear it, and to keep it safe.

Your father's cell phone will ring. After answering, your dad will tell you he has to go to a far-away place. He reminds you of the promises you've kept, then gets into a car, and drives off. You are now left alone, wondering where you beloved father has gone, and why you will never be able to see him again...

=====

5B. DAY 1: EMPLOYMENT //

=====

You are woken up by the landlady, Lucy. She tells you about he interview you must attend at the Steel Hearts. You get dressed up, and then are ready to go.

Walk out of the apartment. Turn left, and you'll begin to talk with Lucy once again. She'll talk with you about your father, and how he wanted you to become a commander. That's probably why you're going to Steel Hearts. Go down to leave your complex. When the map appears, begin heading up. On your left, you'll see the Steel Hearts.

Once inside, talk to the bald man sitting behind the counter. Answer the questions Ernest, the bald guy mentioned before, asks you during the interview. The blond man sitting on the couch will come over after hearing

your interview. Ernest will answer his phone, and talk with the other person about a burglary at the lab. After Harry is assigned with the case, you decide to tag along.

You and Harry will both leave the Steel Hearts building. Harry will lead you upward a bit more until you reach the Research Lab.

When you enter, you'll see police officers and burglars facing each other. Their fists are clenched, and they have blue and black auras around them. A blonde woman will appear in front of you. The woman goes by the name of Linda. She tells you that the burglars are attempting to steal their newest robo, Ray 01. After Harry flirts with her a bit, he runs over to one of the burglars, and has the same blue and black aura surround him. I know it's kind of confusing, but you'll find out what they're doing in a bit.

You ask Linda about the it, and she'll tell you that they're battling in a place known as the Holosseum. The Holosseum is a sort of virtual battlefield, where people battle against each other with custom made robots. After explaining what's happening, Linda asks you to help Harry, who's still battling against the burglar.

You will have control over your hero again. Walk over to Harry, and try to talk to him. You will cause him to be distracted, and lose against the burglar. The burglar will seem amused.

After talking with Harry a bit, walk over to the cube and press the A button to get an eye-scan of the cube. This cube will become your's.

NEW PART

Part: Body
Name: Ray 01

Yay, your first robo! Ray 01 is a fairly balanced robo. He's a Shining Fighter model, which is the most balanced type of robo you can get. Don't worry if you dislike his look; more robos will come in the future.

NEW PART

Part: Gun
Name: Basic

The most basic gun you can get. It shoots 3 bullets at a time, which sounds good, but trust me. There are a lot of guns that are better. Meh, it's your first gun, so I guess you can be happy about that.

NEW PART

Part: Bomb
Name: Standard

Whoah, what a big change from the name "Basic." This is your average bomb. Nothing really special about it.

NEW PART

Part: Pod
Name: Standard

Yet another standard weapon. It's the most basic pod. Use it until you find something better.

NEW PART

Part: Legs
Name: Standard

You getting bored of the standard weapons yet? This is, yet again, another average weapon.

Approach the burglar that defeated Harry. He'll ask you if you really want to fight him. Eh, what do you think? En garde!

```
=====
Burglar          |
=====|
Body: Splendor   |
Gun: Basic       |
Bomb: Standard   |
Pod: Standard    |
Legs: Standard   |
-----|
Basic Arena      |
=====
```

It's your first battle. Splendor is a Shining Fighter Model, just like you. He just has a better defense stat than you, and a lower speed stat than you as well.

The burglar is using the same weapons as you are. There are several walls you can use as cover. Dodge your opponents shots as much as possible. Fire your gun at different angles, as to confuse him. Don't continuously shoot with you gun. A good idea is to include you bomb and pods in the gameplay as well. When your opponent's HP reach 0, you've won your very first match!

Your opponent will fall down after being defeated. How'd Harry lose to such an easy robo, we'll never know. Just when you feel you deserve a break, one of the police officers is defeated by one of the burglars. What else should you do other than keep the burglar from stealing Ray 01?

Before you begin the match, Harry will give you some tips about bombs and pods. Bear that in mind, and face your next opponent!

```
=====
Burglar          |
=====|
Body: Metal Ape  |
Gun: Basic       |
Bomb: Standard   |
Pod: Standard    |
Legs: Standard   |
-----|
Basic Arena      |
=====
```

Your next opponent uses the Metal Ape. The Metal Ape is a Metal Grappler model. Be careful! The Metal Ape has excellent offense and defense stats!

However, his speed is extremely low, and due to his heavy weight, it's hard for him to dodge your attacks. Keep your distance as much as possible, then fire when his guard is down. Eventually, you'll be able to pull off a win.

After defeating this burglar, the game will save for you. However, that doesn't mean you're done. Another police officer will be defeated. You must take the next burglar!

Before starting, Harry will give you some more tips, this time about jumping and charging. Get ready.

```
=====
Burglar                |
=====|
Body: Splendor         |
Gun: Basic              |
Bomb: Standard F      |
Pod: Standard          |
Legs: Standard        |
-----|
Basic Arena            |
=====
```

This opponent is almost identical to the first burglar. The only difference is the Standard F bomb, which throws you sideways for the same amount of damage as the Standard bomb. Nothing special about it. Defeat this opponent like you usually do, and move on.

After defeating the burglar, another police officer will go down. Before facing the next burglar, go to the parts generator, which is a glowing post towards the top of the lab. Press A in front of it to activate it, and it'll give you a part obtained from the burglar you just defeated!

NEW PART

Part: Pod
Name: Twin Flank F

Finally, a part that has absolutely nothing to do with Basic or Standard mumbo jumbo! The Twin Flank Pod F fires two pods on both your sides. Just like the Standard F I told you about, it throws your opponent sideways. It's a pretty useful pod, better than the Standard, in my opinion.

Alright, this is the last burglar standing. Get ready to take him down!

Before battling, Harry will now give you tips about speeding up robo transformation. Be prepared!

```
=====
Burglar                |
=====|
Body: Metal Bear      |
Gun: 3-Way            |
Bomb: Standard F     |
Pod: Feint F          |
Legs: Standard        |
-----|
```

=====

You may notice this burglar is the big guns in the group. He now only has one Standard part, compared to all the other burglars. There are 2 new parts this burglar is using. The first is the 3-Way gun. This new gun fires 3 bullets in 3 different directions. The Feint F pod explodes right next to you when deployed. Be sure to have a massive need to dodge! Be sure to keep your distance, and hide a lot. If you're left open, he'll use his new gun and pod, which deal massive damage, and are hard to dodge. Attack him with a good shot from your gun or bomb, and you should take him down fairly easily.

After defeating this burglar, go to the parts generator again. There's another part waiting for you.

NEW PART

Part: Gun
Name: 3-Way

Ah, it seems as though you've obtained a valuable prize from your worthy opponent! The 3-way gun, like stated before, fires 9 bullets in 3 different directions. It has more power than the Basic Gun, and is more difficult to dodge from a distance.

The game will now automatically save for you.

After you've defeated the final burglar, you're done battling for the day. The lab workers and scientists will come out to help clean up the place. Mira, Harry's brother, comes over to you. She works for the Police Squad, and will come to talk with you and Harry for a brief moment. She and another Police Squad member will leave after the conversation, then Linda will come over, asking you to test out the new robo for her. You agree.

During the conversation, they will ask you what your name is. That is when you will name your character. You can name him whatever you want to. I chose the name Yoshi, due to my obsession with the Nintendo character, Yoshi, but it's up to you.

Linda will leave after the chat, and Harry will tell you to talk to the Lab Technicians cleaning up. He says that they all have some valuable information that you can learn about.

From left to right, you'll learn the following; The Lab, Getting Experience/Part Generators, Definition of Commander, Eye-scan Registration, Parts of a Robo, Diving, Robo Forms/Holosseums, and Parts Generators/Glossary/Gun Ranges.

After speaking with the lab techs, talk to Harry again. Together, you'll both walk out of the lab, and head back down to the Steel Hearts Headquarters. Because Ernest is so impressed with your performance at the lab, he decides to hire you. He'll then tell you about the low salary, and you'll be quite disappointed. You should probably leave now, because there's not much else to do. Choose to go home when you are given the options. You deserve the rest!

The game will now automatically save for you.

Lucy will wake you up once again. Get dressed, and go outside. After talking with her, head out to the Steel Hearts Headquarters.

Your boss, Ernest, will tell you to head out to the Training Gym for...well, training.

Walk out of the headquarters. You'll head down, and right to the Training Gym.

Upon entering the Training Gym, you'll speak to Harry. He suggests you two battle it out one on one.

=====
Harry |
=====|
Body: Glory |
Gun: Gatling |
Bomb: Crescent P |
Pod: Speed P |
Legs: Standard
Diamond Fences |
=====

Harry has some new parts you haven't seen before. First off, the Gatling gun. The rounds aren't as strong as the 3-way, but the Gatling is a rapid fire type of gun, shooting 8 rounds at you at a great speed.

The Crescent P flies in a crescent, then knocks the opposing robo down. It's a useful bomb when it comes to uncovering hiding foes.

The Speed P is an extremely fast pod. It's accuracy isn't very good, so it should be shot relatively close to the opponent to be of any use.

Glory is another Shining Fighter model. Its Speed stat is greater than that of Ray 01, but it has a weaker Defense.

Use the walls as cover. Fire your shots at perfect timing to take your opponent down quickly. Don't stand out in the open, because the Gatling Gun will finish you for sure. Put all your practice with burglars to the test.

NEW HOLOSSEUM

Name: Diamond Fences

Ah, the stage you fought in against Harry. This stage is more interesting than the Basic Arena and Practice Stages. If playing with your friends, I think this would be the one to use for now.

The game will automatically save for you.

After your battle with Harry, go to the nearest Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Standard S

The Standard S is basically a Standard that temporarily stuns your opponent. This time could be used to take cover while your opponent is down, making this bomb much more useful than the Standard.

Enter the Holosseum Deck. Here, you see a series of strange machines. These can actually be battled like a person! Talk to the first machine when you're ready.

Before the match begins, the computer will give you tips about being knocked down.

```
=====
Computer          |
=====|
Body: Buggy      |
Gun: Basic        |
Bomb: Standard    |
Pod: Dolphin      |
Legs: Short Thrust|
-----|
Diamond Fences    |
=====
```

The Dolphin pod is the fastest pod you've seen so far. Be sure not to be hit by one of them; it could be ugly. The Short Thrust legs have decreased this computer's air-dash ability. Use this to your advantage.

The computer's robo, Buggy, is a Trick Flyer model. Its Attack and Defense stats are pretty good, but its Speed stat is terrible.

Try standing from a distance and shooting Buggy with your gun. Due to its Speed, it won't be able to dodge too many of your bullets. Use your pods to keep it from leaving your range. Also, be sure to avoid the Dolphin pods while doing this. If you don't, it could get ugly.

After you've defeated the computer, walk over to the Parts Generator for yet another new part.

NEW PART

Part: Pod
Name: Speed S

The Speed Pod S moves very quickly on the ground. Though it may sound good, it isn't very accurate in finding your opponent. If using the Speed S, try releasing them in different areas, as to get a better chance at hitting your opponent.

Talk to the next computer to battle. This computer will give you tips on Trick Flyers.

```
=====  
Computer          |  
=====  
Body: Buggy     |  
Gun: 3-Way       |  
Bomb: Standard F |  
Pod: Standard    |  
Legs: Wide Jump  |  
-----|  
High-Rise Plaza  |  
=====
```

Wow, this Buggy really wants to fight with you, doesn't he? His new legs, Wide Jump, allow him to jump greater distances. This could be a problem, as you remember the Buggy before didn't have this advantage. Well, his weakness is gone...oh dear.

Try to stay close when the Buggy is firing. As the game states, the 3-Way gun is more accurate at a distance, due to the fact that there are 3 bullets homing in on you. If you stay close, there are only 3. Dodge those, then hit him with a powerful gunshot or bomb. Be sure to use the walls a lot when at a distance. The Buggy's 3-Way could get you easily. Jump from your hiding place as soon as he's left open, so you can get him easily. Fire your pods and bombs to knock him off guard as well. You'll probably win after awhile.

NEW HOLOSSEUM

Name: High-Rise Plaza

Woo, the High-Rise Plaza. This stage is basically a stage with a bunch of walls and triangular platforms. The walls are very useful for dodging attacks from guns, so be sure to use those a lot.

After this battle, go to the Parts Generator again.

NEW PART

Part: Body
Name: Criminal

Your first new robo! The Criminal is a Trick Flyer model. In other words, it is a robo capable to doing 3 continuous dashes in the air. They're fairly balanced, so you can use them pretty accurately. The Criminal is balanced like the name states, so whether you use it or Ray 01 doesn't matter too much.

After you've gotten the part you needed, head over to fight the third computer. This time, this computer will talk about why not to stop moving during the middle of a battle.

```
=====  
Computer          |  
=====  
Body: Peregrine  |
```

Gun: 3-Way |
Bomb: Standard S |
Pod: Dolphin |
Legs: Standard
Diamond Fences |
=====

Another new robo. The Peregrine is a Little Raider model. It's extremely fast compared to both your robos, making it very difficult to hit. However, being hit by even one bullet will cause it to fall. It will be hard to avoid, due to the fact that it is very fast, but you should be able to get it eventually. I recommend using the 3-Way gun from a distance, and taking cover when possible. You'll win eventually.

After the battle, go to the Parts Generator yet again.

NEW PART

Part: Bomb
Name: Gemini P

The Gemini P has 2 different functions, based on whether your robo is on the ground or in the air. When on the ground, the bombs are fired left and right. In the air, it is fired from the front and the back. It's a pretty decent bomb. You pick which you want to use now.

You're finally ready for the last computer. Go over and talk to it. It will tell you about Slide Shots. Slide Shots are when you fire your gun while you're running. You'll slide, and go under cover if you've done it correctly. Get ready!

=====
Computer |
=====|
Body: Peregrine |
Gun: Gatling |
Bomb: Standard |
Pod: Cockroach H |
Legs: Ground
High-Rise Plaza |
=====

The Cockroach H is a pod that moves slowly until it gets close to your opponent. It will then speed up in an attempt to hit you. Keep your distance from these guys, and you should do pretty well.

The Ground legs allow sharper turns, which works extremely well with the Peregrine robo. You'd better watch out from this guy.

On top of it all, this Peregrine has the Gatling Gun. Try your best to avoid the Cockroach pod, while at the same time, avoid being hit by the Gatling. Then, use the computer's advice, and use frequent slide shots in order to avoid being hit while firing.

The game will now automatically save for you.

After the Peregrine is defeated, walk over to the Parts Generator one more time to receive a new part.

NEW PART

Part: Pod

Name: Cockroach H

Isn't this the pod the Peregrine used? Well, you know what it does. It moves slowly, then attacks your opponent at a great speed when close. Not much else to tell you there.

Ernest will call you, asking to get Harry to call him. After the call, go to the reception counter, and you'll find Harry flirting with another girl. Harry will call Ernest, and after being beaten with words, he is told that there is more work at Hub Park. You both must go there.

On the map, Harry will lead you to the Hub Park. It's the circular area in the middle of the map.

When there, you'll see two guys battling. A girl named Mary will tell you that they're fighting because they're fighting over her. She'll leave, and Harry will ask you to pick one of the guys to fight. Just pick whichever one you want, then get ready to battle.

```
=====
Anthony          |
=====|
Body: Criminal   |
Gun: Gatling     |
Bomb: Crescent P|
Pod: Feint G     |
Legs: Long Thrust|
-----|
Flower Garden   |
=====OR=====
Thomas          |
=====|
Body: Splendor   |
Gun: Gatling     |
Bomb: Straight G|
Pod: Speed D     |
Legs: Standard   |
-----|
Flower Garden   |
=====
```

If you selected Anthony, then you'd better look out for the Crescent P, and the Gatling combination. Also, the Long Thrust legs increase the Criminal's ability to air-dash, so be ready. Just stay behind cover to dodge the Gatling gun, then fire when he's left vulnerable.

If you selected Thomas, he uses the Straight G bomb. This bomb blows you out from behind cover, leaving you ready for another attack, so be careful.

Just get him when he's at a distance. He continuously gets close to you, so you're going to have to keep that up for awhile.

Honestly, I suggest you go up against Anthony. Thomas is more difficult with his weaponry. On top of that, they both give you the same parts. It's just easier.

NEW HOLOSSEUM

Name: Flower Garden

The Flower Garden is a stage with a lot of grass. It's a nice change compared to the robotic-looking stages you've seen so far. There's an arch in the middle of the holosseum. You can use that for cover from a gun or bomb.

After that battle, you and Harry will be talking to each other. The boys will attempt to tackle you, but a girl will alert you before they can.

The girl is Marcia, a girl who also works at Steel Hearts. She will ask you what license you have. When you don't know, she'll tell you that you could be arrested with you're unlicensed. You wouldn't want that to happen, would you? After the conversation, go to a Parts Generator for 2 new parts.

NEW PART

Part: Pod

Name: Reflection

The Reflection Pod is capable of firing 3 pods that go Pinball on you. They'll bounce around the place until they explode on their own. They're pretty useful in smaller arenas. Use it to your advantage then.

NEW PART

Part: Legs

Name: Long Thrust

The Long Thrust was used by Anthony. The Long Thrust, like stated before, increases your air-dash ability. It's good for all robos except the ones who jump in the air, rather than dash. Don't use it then.

After you get your parts, head over to the Steel Hearts Headquarters one more time.

Marcia will tell Ernest about your license problem, and it is decided that you will head over to be licensed tomorrow. That's probably a good thing, because you've already had a rough day. Anyways, you talk about what licenses you have. It seems as if Marcia has a higher class than both you and Harry, but it doesn't matter too much. You are excused for the rest of the day. You'll need the rest, anyways.

The game will now automatically save for you.

5D. DAY 3: GETTING LICENSED

//

Once again, you have to be woken up by Lucy. She tells you go take your

test. Get dressed, and head outside.

When you leave the complex, head over to the dome to your right. When you're inside, you'll find Harry flirting again. He'll tell you to take the test, and will give you an exam card.

Make sure you're ready. When you are, head over to the open computer, which is located at the far right of the room. Press A in front of it to begin your battle.

The computer you are facing tests your knowledge. He'll ask you 10 questions based on this game. Use these answers to each question.

Q - What is the name of a person who controls a Custom Robo?

A - Commander

Q - What is it called when a person and his robo become one?

A - A Dive

Q - What is it called when your robo is in its easy-to-carry form?

A - Robo Cube

Q - What is the Custom Robo research center also known as?

A - Laboratory

Q - Which license class do you need in order to join the police squad?

A - Class A

Q - What is the name of the arena where Custom Robos fight?

A - Holosseum

Q - What is the name of the machine that transfers Custom Robo data?

A - Parts Generator

Q - Which of the following is an actual Custom Robo part?

A - Pod

Q - The proper name of this testing hall is called the Custom Robo...

A - Department of Licensing

Q - What question number are we on?

A - 10th Question

The computer will calculate your score. If you got a passing score, you will begin the battle. Be prepared to get that license!

```
=====
Computer          |
=====|
Body: Buggy      |
Gun: 3-Way        |
Bomb: Gemini B    |
Pod: Cockroach G |
Legs: Quick Jump |
-----|
Crevice Court     |
=====
```

You've covered all of these parts already. Though Gemini B and Cockroach G don't have the same name as the other 2 parts, they're basically the same

things, just with slightly different stats.

This Buggy should be easier for you, due to the fact it has the Quick Jump. That definitely doesn't help a robo who is a Trick Flyer model. Trick Flyers have a good air distance, so this just makes your battle a whole lot easier.

Avoid the shots from the 3-Way. As you already know, the 3-Way is more accurate from a distance. So, the best thing you can do is fire from close range without getting hit. Stay away from him, and fire your gun at every open moment to get his HP down quickly.

NEW HOLOSSEUM

Name: Crevice Court

The Crevice Court is kind of odd. It's a very irregular holosseum that has a bunch of walls, and irregular obstacles. It's pretty good for robos with long range weapons, or swift pods.

NEW LICENSE

Name: Class-D License

Well, it's your first license. You're now officially a Bounty Hunter! Congratulations! Well, it's not too impressive, but at least you won't get arrested.

After you have obtained your Class-D License, you can head over to the Parts Generator for another new part.

NEW PART

Part: Legs
Name: Feather

The Feather Legs will decrease the speed at which your robo falls after a jump. It also decreases your chances of being hit upon landing, and will increase your turning accuracy. It's a pretty useful leg when it comes to robos with continuous jumps.

When you're all set, go over and talk with Harry. After your chat, head over to the Steel Hearts. After you tell Ernest about your successful test, he'll tell Harry to walk you home.

When you go into the house, Harry will talk to himself about calling Trish, the receptionist he was flirting with before you got to the Department of Licensing. He'll run, but notice that he drops the slip of paper with Trish's phone number.

You may think that it's sad, but you'll later find out that losing the phone number does a lot more harm than that...

The game will now automatically save for you.

=====
Lucy will wake you up again. Get dressed as you usually do, then head outside.

Upon leaving your apartment, you'll hear a lot of screaming and yelling. It seems to be coming from your neighbor's apartment. Ignore it for now. Leave your complex, and head out to the Steel Hearts.

Ernest will tell you to go back home. The yelling had occurred before your neighbors, Walt and Carmen, entered a robo battle. You and Harry are assigned the job.

Harry is pretty down right now. It's probably because he lost the phone number from Trish. On the way, he'll sigh a few times, but keep going back to your home.

Enter your complex, and go next door. Inside, you and Harry see Walt and Carmen fighting each other. You are told by Harry to battle Carmen, while he takes Walt. Get ready to battle!

Before you do, Carmen throws in some information about the Metal Ape.

```
=====  
Carmen           |  
=====  
Body: Metal Ape  |  
Gun: Blade       |  
Bomb: Straight T|  
Pod: Feint F     |  
Legs: Long Thrust|  
-----|  
Magma Hole      |  
=====
```

The only new part you see on Carmen's robo is the Blade. The Blade gun one single bullet at a time. It's very easy to dodge. Even if you haven't been able to dodge it, the gun isn't very powerful, so you won't take too much damage.

Don't step on the octagon in the center. It sinks into the ground, and a pit of lava will appear. If you step in that, you'll get an automatic down, and 100+ HP taken out of you. 4 words; don't step in it.

Run around at shoot at every possible opportunity. You'll need it, as Metal Ape can withstand quite a bit.

NEW HOLOSSEUM

Name: Magma Hole

The Magma Hole is the stage you just battle in. The Magma Hole is a series of walls and obstacles. In the center is the octagon with lava beneath it. Quite a cool holosseum.

The game will now automatically save for you.

It says you have received a new part. However, you can't get it just yet.

When you defeat Carmen, and Harry defeats Walt, they'll both make up, and go for both of you.

Before you battle, Harry tells you about a 2-On-2 Battle. Be careful; your bombs and pods can hurt Harry. Also, you now can use the Y button to switch between targets.

```
=====
Harry (Partner)      |
=====|
Body: Glory          |
Gun: Vertical        |
Bomb: Crescent P    |
Pod: Cockroach H    |
Legs: Standard      |
-----|
Basic Arena         |
=====
Carmen              |Walt              |
=====|=====|
Body: Metal Ape     |Body: Dour Head   |
Gun: Blade          |Gun: Left 5-Way   |
Bomb: Gemini P       |Bomb: Dual        |
Pod: Wave           |Pod: Diving       |
Legs: Long Thrust   |Legs: High Jump   |
-----|-----|
Basic Arena         |Basic Arena       |
=====
```

It's your very first 2-On-2 Battle. Don't worry; you'll get used to these fairly quickly.

Carmen has changed 2 of her parts. One of them is new. The Wave pod will shoot explosions in the direction it was launched. It is a wave, so that's basically why it's the Wave pod.

Walt's robo is the Dour Head. The Dour Head is a Funky Big Head model. These robos reasonably high Attack and Defense stats, as well as a great Sky stat. They can move well in the air, but aren't very good on the ground.

The Left 5-Way fires a round straight, and 4 other shots to the left. The Dual bomb can fire 2 bombs, which is pretty good.

The Diving pod will enter the stage out of the air. There's nothing too impressive about that, but that's why they called it the Diving pod.

The High Jump legs allow the robo jump really high. This is good for the Dour Head, due to the fact that its Sky ability was already great. He's able to get you from behind walls, so be careful.

Keep shooting at them with your gun. They're both off the ground most of the match, so using pods doesn't help too much. You'll beat them eventually.

After you've won the battle, Marcia comes to check on how you guys are doing. She notices you are doing fine. She comes and takes the note from Carmen. It's Trish's phone number. Carmen probably thought Walt was hitting on another girl. Anyways, Harry is now delighted that Marcia found the phone number.

Marcia will go over to the kids, and try to cheer them up, as they're crying

pretty hard. Harry will tell you that Marcia has a special power, which allows her to half-dive into someone else's cube. Her parents had died, and her brother, the only person who befriended her, left her alone.

The game will now automatically save for you.

You three decide to leave. Head over to the Steel Hearts headquarters, and Ernest will tell you to head over to Bogey's Cafe. Whenever you can, however, head over to the Parts Generator to get some new parts obtained awhile ago.

NEW PART

Part: Vertical

The Vertical gun fires four different rounds. Two head straight for your opponent, and the others stall for awhile, hitting shortly after the first 2. It's capable of hitting your opponent who are under cover, so you can use this to your advantage.

NEW PART

Part: Body
Name: Metal Ape

The Metal Ape is a Metal Grappler model. You've seen it used several times already, and now it's your's. Its Attack and Defense are quite good. Though its Speed on the ground is very bad, it can withstand many shots, and takes less damage, before it finally gets a down. It's useful in many situations.

NEW PART

Part: Pod
Name: Spider

The Spider is sort of like the Cockroach. It moves very slowly on the ground, but speeds up when your opponent is close.

Head over to Bogey's Cafe, which is located at the lower left area of the map. Apparently, there's a criminal there that goes by the name of Marv. When you get there, you find out the Dark Blue, another group, has already gotten Marv. Bogey will tell you about Ernest's poetry. Evil, the Dark Blue leader, will then tell your pals that you applied for Dark Blue, but didn't make the cut. He'll continue to make fun of you, then leave abruptly.

Go back to the Steel Hearts. Ernest will be upset with you that you didn't catch Marv. However, when you tell him about the poetry Bogey told you about, then he'll allow you to leave, knowing that he was going to lose this conversation. Smart move.

The game will now automatically save for you.

=====
5F. DAY 5: DON AND BOGEY
=====

//

Do you get woken up by Lucy again? Not this time! Instead, you are woken up by your cell phone. When you answer it, Harry tells you that you should come to the Daimon Chinese Restaurant. You'll get up, and get dressed. After that, head outside. You'll find Lucy suprised that you woke up by yourself. Pretty impressive, I guess. Head out of the complex.

On the map, head up towards the lab. Instead of entering the lab, take a right, and you'll eventually come to the restaurant. Enter the restaurant to meet your friends.

If you think you're going to have a good time eating breakfast with your pals, then you've got another thing coming. Inside the restaurant are the restaurant owner, and the Steel Hearts members. Look on the ground, and you'll see a dead guy laying facedown on the floor, with his robo cube near him. Ernest will tell you that a mental shock from his robo battle caused him to die.

Mira and one of the other Police Squad members, Roy, will enter the scene. Harry and Roy will have a rough time, but will be stopped by Mira and Ernest. Mira will tell you that the robo the man was facing didn't need a commander. The cops will then ask Marcia to use here special power, a half-dive, on the deceased commander's robo cube. This will be used in an attempt to track the commander's last thoughts before being killed. When she agrees to do it, you can tell she's really stressed during the half-dive.

Marcia will give information about the robo not being an actual robo. It was something else, and was also extremely powerful. After the half-dive is completed, Roy and Mira will take Marcia to the Police Squad Headquarters to find out more about this. You, Harry, and Ernest will return to your own headquarters.

The game will now automatically save for you.

Marcia is kept at the Police Squad HQ for quite some time. Harry will then start talking to you about Marcia. She's capable of half-diving into a commander's cube. Ernest will stop him before he can tell you more. Ernest will get a phonecall from Bogey, the owner of Bogey's Cafe. A guy is winning money off of battle bets. You'll remember that a cop had told you that doing that was illegal. You and Harry will leave, and head over to Bogey's Cafe.

Once again, Dark Blue is there before you. When you enter, Evil will begin taunting you, and will then ask you to battle for this job. You and Harry agree, and that battle begins.

```
=====
Harry (Partner)      |
=====|
Body: Glory          |
Gun: 3-Way           |
Bomb: Standard F    |
Pod: Dolphin         |
Legs: Standard      |
-----|
Checkmate Foundry   |
=====
Evil                  |Lackey                |
=====|=====|
Body: Juggler        |Body: Metal Ox       |
Gun: Right Pulse    |Gun: Gatling         |
```

Bomb: Left Flank H	Bomb: Submarine D	
Pod: Dolphin	Pod: Feint G	
Legs: Standard	Legs: Quick Jump	
----- -----		
Checkmate Foundry	Checkmate Foundry	
=====		

A new stage. Be careful about it. There's a bunch of different things in this stage, so you'd better watch out.

Evil used the Juggler. It's is Trick Flyer model. Trick Flyers are fairly balanced robos. The Juggler has better Speed than the Criminal, but it's weaker in Defense. Overall, it's the worst of the Trick Flyers, so this guy should be pretty easy.

The Right Pulse Gun is a gun that shoots similar to that of the Gatling, but curves right in mid-air. It's ineffective when your opponent is on your left.

The Left Flank H arcs left, taking the left side, while the Right Pulse takes the right. Therefore, Juggler has a pretty balanced attack. It gets complicated to use yourself, though.

Lackey has the Metal Ox, a Metal Grappler model. It is similar to that of the Metal Ape, but is slightly faster.

His bomb, the Submarine D, is a very slow pod. It just sits there for awhile, waiting to explode on your opponent. When it finally explodes, the explosion lasts for awhile, having the possibility of your opponent accidentally landing on it.

Just keep your distance from Evil and the Lackey. Their guns are pretty good at close range. Fire at one the whole time at first. Taking down one quickly is better than taking 2 the whole time. Also, if Harry loses, they'll both gang up on you, and you don't have any handicap advantages. I'd suggest taking down the Lackey first, but it's your choice.

NEW HOLOSSEUM

Name: Checkmate Foundry

This stage is based on a factory. It has a lot of walls, and conveyor belts. It's a pretty neat stage. Going against the belts doesn't really help. Learn to use them for you, not against you.

After the battle, Bogey will tell you to go to the back room. Before you do, head over to the Parts Generator for some new parts.

NEW PART

Part: Bomb
Name: Left Flank Bomb H

This bomb shoots to the left, as you know. The victim is thrown sideways when hit.

NEW PART

Part: Pod
Name: Feint F

You've already seen quite a few of these around. The Feint F explodes next to your opponent. The victim is thrown sideways upon impact.

Harry will tell you to talk to everyone when you get down. Everyone you talk to talks about a guy named Shiner beating everyone. Go up to the waiter, and he'll enter you and Harry into the tournament. Talk to him again when you're ready.

The first match is against Paulie, a Police Squad member. Harry will tell you about the stealth capabilities of a Strike Vanisher before you begin the match.

```
=====
Paulie                |
=====|
Body: Javelin        |
Gun: Gatling          |
Bomb: Straight S     |
Pod: Satellite        |
Legs: Standard        |
-----|
Diamond Cell          |
=====
```

There aren't any new parts here. Javelin is capable of dodging your attacks very easily. He's a Strike Vanisher model, who is capable of completing air dashes that also make him "vanish." Use your bombs and pods to keep him from getting easy hits on your. Blast him with a good shot from your gun when you have the perfect opportunity. You'll beat the Javelin within a few tries.

NEW HOLOSSEUM

Name: Diamond Cell

The Diamond Cell has magma zones at all the corners of the Holosseum. It's useful for robos who pack a lot of defense. It's not good, however, for the Lightning Sky models.

The game will now automatically save for you.

Go over to the Parts Generator for a new part.

NEW PART

Part: Body
Name: Javelin

What a pleasant surprise! You've gotten the robo Paulie just used! The Javelin is a Strike Vanisher model. It has a stealth function which allows the Javelin to disappear for a second, then re-appear in a nearby area. This allows the Javelin to dodge many bullets and pods that could have potentially

-----|
Checkmate Foundry |
=====

Everything has been seen before. Harry hasn't picked very good parts. The Short Thrust really hurts him. The Standard S isn't anything special, either. Just beat him up as much as you want; consider him a punching bag.

Before you face the final opponent, you should go to the Parts Generator once more.

NEW PART

Part: Pod
Name: Caboose C

The Caboose C goes the opposite direction you are running. If you go forward, it goes backward. If you go left, it goes right. Vice versa, etc etc.

Talk to the waiter again, and you'll face the final boss; Shiner. No big surprise here. Get ready!

=====[O]
Shiner []
=====[O]
Body: Breaker []
Gun: Flame []
Bomb: Straight G []
Pod: Caboose X []
Legs: Long Thrust []
-----[O]
Crevice Court []
=====[O]

I'm going to call this a Boss Battle, and give it a spiffy backing. Breaker is a Lightning Sky model. It has very good Attack and Sky stats. However, its defense is awful, making it vulnerable to even a single bullet. The Lightning Sky models are capable of changing direction in mid-air, however, so it's not as easy to hit it. The Caboose X also does some good damage, so you shouldn't get hit by it.

Corner the Breaker with Pods and Bombs. When he's in the corner, shoot him with a powerful gun or bomb. He'll continuously turn into the corner, and get hit by the gun. He comes to you in an attempt to hit you with his new gun, the Flame gun. The Flame does a lot of damage, so you'd best avoid that as well. After knocking him down 4-5 times, he should already be out.

The game will now automatically save for you.

Shiner will say that he's done with work. You and Harry are confused at first, but Harry will notice the Z on his collar. You are still confused, so Harry tells you about the Z Syndicate. The Z Syndicate is an evil organization in search of a robo to complete their evil tasks. What they are, we currently don't know. When Harry asks him about the Z Syndicate, he will say that he doesn't know anything. The lights will go off, and Shiner will be gone. Marcia will walk into the gambling room. The waiter will close the pit. A blue haired guy will walk into Marcia. She will

turn around, and suddenly act strange. She will leave the room for some odd reason. Harry will then say that your work for the day is done, and you're allowed to go.

Before you go, check up on the Parts Generator to find Shiner's gun!

NEW PART

Part: Gun
Name: Flame

The Flame Gun shoots flames. Eh, yeah. It packs a punch when it comes to damage. This gun works well with Little Raiders and Lightning Skies. This information is credited to Hyper Omega.

That's about it. Have a good rest!

The game will now automatically save for you.

=====
5G. DAY 6: TOURNAMENT AT THE GYM //

=====
It's the same boring beginning of the day again. Lucy will come and wake you up. You'll dress, and go outside. Talk with Lucy, and head out of the complex. Go to the Steel Hearts Headquarters. There, you'll see Ernest, Marcia, and Harry. Ernest will tell you that you've been entered in a tournament for the day. Head out of the Steel Hearts Headquarters, and walk over to the Training Gym.

Harry will predict the results. He feels he'll win first, Marcia will take second, and you'll take third. After that, he'll tell you to talk with all the people in the gym. They'll talk to you about graphs on the Customize Robo screen. When you're ready, the receptionist will begin the tournament. Your first match in the tournament is against Will, one of the children that belong to Carmen and Walt.

=====
Will |
=====
Body: Seal Head |
Gun: 3-Way |
Bomb: Standard F |
Pod: Seeker F |
Legs: Quick Jump
Little Locomotive |
=====

Will may be a kid, but he's no pushover. His robo is the Seal Head, a Funky Big Head model. These guys pack a good Defense and Sky stat. They're slow on the ground, but they make up for that with some good air distance. His pod is the Seeker F, which is sort of a heat-seeker, and follows you wherever you go. Will is using the 3-Way, and with the Seal Head being used, the 3-Way gun is only more dangerous. Be sure to use the train and platforms as cover. Will's Seal Head has great defense as well, so it will take a few shots to knock him down.

NEW HOLOSSEUM

Name: Little Locomotive

This stage is quite colorful, and good fun if you're playing with a little sibling. There is a train that circles around the stage like it's a sort of toy room. There are building blocks, a plastic tunnel, and everything a little kid would hold dear. There are many things to take cover behind, and the stage is decently large. Good for Lightning Skies and Little Raiders to defeat the competition.

Your next opponent is the owner of the Chinese Restaurant where a man was killed. The owner's name is Dendai Don.

```
=====
Don                               |
=====|
Body: Shrike                       |
Gun: Drill                          |
Bomb: Straight G                   |
Pod: Twin Flank F                  |
Legs: High Jump                     |
-----|
Chinese Bowl                         |
=====
```

Dendai Don looks very Asian, doesn't he? The robo he uses is the Shrike, a Little Raider model. It has slightly higher defense than the Peregrine, and about the same speed, so take this match seriously. The gun Don uses is the Drill gun. This gun will guarantee 100% hits when fired as long as the first bullet hits. You've seen everything else before.

Run around the large bowl. There are 2 platforms which you can get on to get a better shot at Shrike. Use a good gun, such as a 3-Way or a Flame, to down the Shrike. While he's down, hit him as much as you can before he's able to get up. Don't attempt a charge or close-range attack. He'll hit you with the Drill no problem.

NEW HOLOSSEUM

Name: Chinese Bowl

The name pretty much explains it all. The entire holosseum is in the shape of a bowl. There are two hovering platforms that circle around the edges of the holosseum. There are also walls in the center of the holosseum. This bowl is small, making it easier for robos with high Attack power to get a win.

The game will now automatically save for you.

Your third round opponent is Mary, the girl Anthony and Thomas were arguing over in the Hub Park. Though she may look sweet, prepare yourself for another good match.

```
=====
Mary                               |
```

```
=====|
Body: Earth |
Gun: Vertical |
Bomb: Gemini P |
Pod: Ground Freeze |
Legs: Quick Jump |
-----|
Flower Garden |
=====
```

Mary's robo is the Earth, an Aerial Beauty model. The Aerial Beauty models have an excellent advantage in the air. The Aerial Beauty has a better defense than the other Aerial Beauties, but is slightly slower, making her more vulnerable to a quick attack. The pod Mary uses is the Ground Freeze pod. It sits on the ground, waiting for you to come close. When it blows on you, you are temporarily frozen, unable to move. Be careful; it's Earth's perfect opportunity to get you a down. Just keep moving.

Ah, the semifinals begin. You, Harry, Marcia, and Evil remain. In the first semifinal match, Harry is defeated by Marcia. Now you and Evil battle it out. Good luck!

```
=====|
Evil |
=====|
Body: Juggler |
Gun: Right Pulse |
Bomb: Burrow D |
Pod: Dolphin G |
Legs: Short Thrust |
-----|
Diamond Fences |
=====
```

You've seen all the parts Evil is using. He's not too original. Juggler is pretty easy. He's the weakest of his models, after all. Keep your distance to avoid the Right Pulse gun, then fire when he's open, and you'll take him down faster than all your other opponents so far.

After you defeat Evil, it's time for the final round of the tournament. Your new opponent is Marcia. Get ready!

```
=====|
Marcia |
=====|
Body: Milky Way |
Gun: Homing Star |
Bomb: Wave |
Pod: Spider |
Legs: Booster |
-----|
L Formation |
=====
```

Marcia is a lot tougher than your other opponents. Finally, someone worthy of their place. Marcia's robo is the Milky Way. The Milky Way is an Aerial Beauty model. Though it has a low Defense stat, it is very good in the air. Her gun is the Homing Star. It shoots into the air, lock in on you, then drops several shots on you. The Homing Star also does a lot of damage to your robo, so be sure to dodge as much as possible, while still

attacking. The Wave bomb is very powerful, and sends shockwaves after exploding. The Spider pod waits until you're close. The Booster Legs don't help, but they're impressive nonetheless. Hiding is proven to be ineffective by Hyper Omega.

NEW HOLOSSEUM

Name: L Formation

The L Formation gets its name due to the fact that there are several walls shaped like an L. Pretty straight-forward.

The game will now automatically save for you.

You are congratulated by Marcia for winning the tournament. Sophie will ask you how you feel. You'll respond, and Harry will tell you to promote Steel Hearts. When you do, it doesn't seem like anyone is too impressed. You'll be allowed to leave, but first, go to the Parts Generator.

NEW PART

Part: Pod

Name: Twin Flank G

The Twin Flank G can blast you upward upon impact. Be careful if you're hiding behind cover. If you're hit by one of these, you're pretty much vulnerable to any attack.

NEW PART

Part: Legs

Name: High Jump

The High Jump legs help you increase your jump height. Thought it works with every robo, it's best effective with robos with continuous jumps, rather than air-dashes.

NEW PART

Part: Body

Name: Earth

It's Mary's robo. The Earth robo has a low defense, but its continuous jumps allow for great speed while airborne.

NEW PART

Part: Gun

Name: Gatling

About time you had the Gatling gun in your weaponry. The Gatling gun fires 8 quick shots, knocking your opponent at a tremendous speed. When further away, the power increases. However, the accuracy isn't as good, so be sure to use it when your opponent is stunned, or down.

NEW PART

Part: Legs
Name: Booster

The Booster legs increase the speed of an air-dash. They allow for great air dashes with Lightning Skies. Too bad you don't have any yet.

When you're ready, you can go home with your pals. Be sure to get a lot of rest; tomorrow's another big day.

The game will now automatically save for you.

=====

5H. DAY 7: GUARD DUTY AT THE LAB //

=====

Your cell phone will ring. It's your boss, Ernest. He asks you to head over to the Research Lab, and meet up with Harry and Marcia. You're investigating because of several strange occurrences that have been happening since Day 1, when thieves attempted to steal the beloved Ray 01 model. You'll put your clothes on, and head outside. Have your usual chat with Lucy, and head out of the complex. When on the map, walk to the lab where you fought the burglars in Day 1. This time, head into the research building. Inside, you'll find that Evil was asked to keep guard as well. Several strange figures have been spotted, and the security has never been able to nab them. It looks like a good for the commanders. Linda and Marcia will chat, while you and Harry are talking with the Lab Techs. Be sure to talk with Evil, Marcia, and Linda as well. When you're done talking with everyone, talk with Harry again, and you'll all head into the Reception room. Harry will suggest you guys investigate during the night, and everyone agrees.

The game will skip to nighttime. Go to the Presentation room, and head over to the top left corner. Look at something, and you'll hear glass break, and Harry's voice. Head back to the Reception room. Evil will tell you that he saw a strange figure. Everyone will begin to search the room for a hidden bomb. Look for awhile, then talk with Marcia about the bomb. Harry will ask you to search the other rooms. Leave the Reception room, and head back to the Presentation room. There, you'll see a man facing the other direction. Talk to him, and you'll find that it's a Z Lackey, one of the members in the Z Syndicate. This can't be good.

=====

Z Lackey	
=====	
Body: Glaive	
Gun: Gatling	
Bomb: Right Flank H	
Pod: Throwing D	
Legs: Stabilizer	

High-Rise Plaza	
=====	

The Z Lackey is using the Glaive. The Glaive is a Strike Vanisher model, with a greater defense than the Javelin. The Throwing Pod D won't do Glaive much good. It doesn't last too long. The Stabilizer legs increase the speed of your robo, so Glaive will be effective in both the air and on the ground.

Remember, it's not good to hide behind the walls against a Strike Vanisher.

Keep dodging the Gating, and stay from a distance. Use a long-range weapon, and you'll take down the Z Lackey eventually.

Once he's down, head over to a Parts Generator for a new part.

NEW PART

Part: Pod
Name: Throwing D

No! The Throwing Pod D moves around for a short time, then explodes. It's effective if it hits, but it's awful overall.

Looks like you should check the rest of the rooms. Head outside, and there will be another Z Lackey outside.

=====
Z Lackey |
=====
Body: Criminal |
Gun: Vertical |
Bomb: Double Mine |
Pod: Seeker F |
Legs: Quick Jump
Crevice Court |
=====

The Double Mine bomb fires 2 mines that will stick to either the ground, a wall, or an obstacle. If you step on it, it will explode on you. If you never touch it, it will explode on its own. They're pretty easy to see, because they're shiny.

Watch out for the Vertical gun. Just keep using good slide shots around the holosseum. Don't let the computer use his strategy. Keep moving, and you'll eventually defeat him.

The game will now automatically save for you.

Run outside. Look into all the rooms. You'll find Evil in a room to the right. He says he'll keep an eye out for some z syndicate members there. In two rooms to the left, you'll find Harry and Marcia fighting 2 other Z Syndicate members. They should be able to hold their own.

Find a room with a Parts Generator in it to get a new part.

NEW PART

Part: Bomb
Name: Double Mine

You've just seen this bomb in action. The Double Mine bomb fires two bombs that stick to a surface, and explode over a set period of time. If you land on one, it explodes, dealing a good deal of damage. They're pretty easy to spot, but they're good for creative strategies.

When you're ready, head back to the Reception room. You'll find a third Z Syndicate member in there.

```
=====
Z Lackey          |
=====|
Body: Glaive      |
Gun: Shotgun      |
Bomb: Straight T  |
Pod: Speed        |
Legs: Long Thrust |
-----|
Ice and Snow      |
=====
```

Be careful. This guy has a new weapon. The Shotgun is a short-ranged extremely powerful gun that knocks you down with its single shot. It's also pretty fast, so be sure to avoid it as much as possible.

Make sure you stay at a distance. It's pretty easy to get hit by the Shotgun at close range. Fire a long-range gun, and keep behind cover. You'll defeat him within a few minutes.

After the battle, the Z Lackey flees, yelling something about somebody named Eliza. Don't think much of it now.

Head out, and find a room with a Parts Generator.

NEW PART

Part: Bomb
Name: Straight T

The Straight T goes straight, like the name says, and brings your opponent closer to you if it hits. Good to hit an opponent with a powerful short-ranged weapon.

Head outside of the Lab building. Outside, you'll find that Marcia has been beaten by one of the Z Syndicate members. This is a female member. She asks you if you want to fight and be beaten, or run away like a coward. Take this lady on!

```
===== [O]
Eliza          []
===== [O]
Body: Athena /!\ []
Gun: Waxing Arc /!\ []
Bomb: Right Wave []
Pod: Dolphin   []
Legs: High Jump []
----- [O]
Panic Cubes    []
===== [O]
```

This lady is extremely tough. She has 2 illegal parts; Athena, her body, and Waxing Arc, her gun. The Athena is an illegal Aerial Beauty model. It has extremely good jumps, as well as speed. It's a force to be reckoned with. The gun, Waxing Arc, fires four rounds that come right at you from an angle.

These shots are powerful, so be sure to dodge them as much as possible. The new bomb, the Right Wave, curves when coming towards you, so it's hard to figure out what it's doing. Keep moving, and duck behind the moving walls whenever possible.

NEW HOLOSSEUM

Name: Panic Cubes

This new holosseum has blocks that come from the ground upward. It's a sort of toxic-looking stage. When the stage will change is unpredictable, so find a best-fit strategy, and stick with it.

After you defeat Eliza, Harry comes outside with a Z Lackey. Marcia half-dives into the robo cube. She'll tell you that their boss is currently deceased, and the Z Syndicate has split up into teams. Apparently, there was a reason they were at the lab. Everyone still wonders what they wanted, however. Now that the day is done, Harry tells you you're allowed to go home now. Good luck the next day!

The game will now automatically save for you.

=====
5I. DAY 8: SLEEPY-TIME //

Wake up in the morning. Get dressed, and head out to meet your friends. Steel Hearts will be asking Linda what she thought the Z Syndicate was after.

She'll tell you that they were looking around in the desks. Before she could say more, she says she probably should tell this information to the Police Squad Headquarters. Linda will thank you and the Steel Hearts for coming. There isn't any work today, so you can get a good rest. Be ready the next day, though.

The game will now automatically save for you.

=====
5J. DAY 9: FIRST ENCOUNTER //

You be awoken by your cell phone again. Ernest will tell you to head over to Bogey's Cafe. There's a robo that's destroying it. You'll be confused, as you remember that robos are supposed to be cubes in the real world. You'll get dressed, have your conversation with Lucy, and head out to Bogey's Cafe.

Marica thinks that it is an autonomous robo. Go into the Gambling Pit, and you'll see that everything's a mess. You'll see a robo shooting at everything in the room. Marcia will tell you it's the robo from Daimon, and Harry will tell you to stop it before it destroys anything else. Harry will give an excuse that it could destroy his and Marcia's holosseums. When you're ready, press A in front of the robo. Harry will give you tips about your gun, bomb, pod, and using coordination. Good luck.

```
=====[O]
Body: Rahu I /!\      []
Gun: Rahu I /!\      []
Bomb: Grand Cross /!\ []
Pod: Penumbra I /!\  []
Legs: Ultimate /!\   []
-----[O]
Nature Park          []
=====[O]
```

All illegal parts on this robo. Rahu I is extremely powerful. The Rahu I is an upgraded Lightning Sky model. Its stats are all extremely good, so be sure to watch out. His gun is the Rahu I as well. It shoots green bullets, which explode strangely in the air. The Grand Cross bomb is devastating. It fires four bombs out at once, which explode in all directions after awhile. They're explosions are quite large, and very powerful, so it'd be best to avoid them. The pods, the Penumbra I, are an upgraded Seeker pod. They look for you, except at a greater speed, then explode when near, dealing a lot of damage. The legs, the Ultimate, increase the Rahu I's stats greatly, so that only contributes to the difficulty level of this strange creature. Keep this up for as long as you can, and eventually, it will fall before you.

NEW HOLOSSEUM

Name: Nature Park

This park is where you just fought Rahu I. It's a stage with several life-like features, and a lot of walls and obstacles. It's quite a scenic view, but a battlefield for robos. Quite ironic, if I do say so myself.

The game will now automatically save for you.

Rahu I will be left on the ground. Harry will ask you about the holosseum you just battled in. After that, 2 men will walk into the Gambling pit. The latter will state that Shiner had fooled everyone by making everyone greedy, jealous, and unlikeable, and brought Rahu I to the cafe through that. They'll tell you they're from the Z Syndicate as well, and Harry will want to fight them. Marcia will refuse. Harry will take the gray-haired man, Oboro. You are left with the blue-haired man.

```
=====[O]
???\n                []
=====[O]
Body: Ruheil /!\     []
Gun: Raptor /!\      []
Bomb: Standard       []
Pod: Spider G        []
Legs: Booster        []
-----[O]
L Formation          []
=====[O]
```

This man's robo is the Ruheil, which is an upgraded Lightning Sky model. It has a better defense than the other Lightning Skies, and is better in the air. The gun it uses is the Raptor, which is basically an upgraded Eagle gun. This gun fires two rounds from the ground, and 2 in the air that momentarily pause, locking onto the target.

This guy will be really hard to avoid. You'll have to do your best in order to defeat him. Be sure to do a continuous jump or air-dash as much as possible in order to avoid the Raptor. They're extremely accurate, so you'll have to be really precise in your timing in order to dodge it. Dodge as many shots as possible, while still attacking him, and you'll eventually be able to pull off a good win.

After both of them are defeated, Rahu I will flee from the scene. Without the robo, there is no reason for the Z Syndicate to be there. They will say a few words, then they will flee from the Gambling pit. Then, you guys start talking to Marcia. Linda and Mira will appear in the pit. They talk about some things they're supposed to keep secret, then leave as quickly as they came. Harry will tell you there's no more work for the day, and you're free to go. Be ready for the next day.

The game will now automatically save for you.

=====
5K. DAY 10: TOURNAMENT AT POLICE SQUAD HEADQUARTERS //

=====
You wake up by yourself. Get dressed, and head outside. Lucy will say some stuff to you. After that, head out of the complex. Go to the Steel Hearts Headquarters, and Ernest will tell you you got an invitation to participate in the tournament at the Police Squad HQ. Despite the fact that Harry didn't want to go, he is the one who leads you and Marcia to the HQ. When he heads out of the headquarters, he'll head around to where Bogey's Cafe is. When you're in the headquarters, turn left, and keep walking until you find the Training Room. Go inside, and chief will be making a speech.

Marcia can't fight, so it's just you and Harry. That's all you need, anyway. The tournament is a 2-on-2 battle. Talk to everyone in the room before you begin. Sophie will begin the 2-on-2 matches. Walk into the D block, as that's the only place left open. Will and Wendy, the 2 kids next door, are up first.

=====
Harry (Partner) |
=====
Body: Glory |
Gun: Gatling |
Bomb: Wave |
Pod: Diving |
Legs: Stabilizer
Little Locomotive |
=====
Will |Wendy |
=====
Body: Seal Head |Body: Swift |
Gun: Blade |Gun: Vertical |
Bomb: Gemini P |Bomb: Left Flank H |
Pod: Wave |Pod: Umbrella |
Legs: Long Thrust |Legs: Stabilizer |
-----|-----|
Little Locomotive |Little Locomotive |
=====

Fire your gun and pods a lot more than your bombs. Harry could be hit by

them, so avoid using bombs as much as you can. Try to get Swift first, because Swift is weaker in defense. Protect Harry as much as possible; in other words, attack the robo attacking Harry. Use the train to avoid the 3-Way shots. Continue to attack them with your guns and pods, and you'll win.

After the match, you'll be given a little break time. Use this time to get new parts from the Parts Generator

NEW PART

Part: Body
Name: Seal Head

Alas, you have received Will's robo. The Seal Head lacks a great deal of Speed on the ground. However, its Sky stat is great, so you'll be able to go great distances in the air with him. The Defense stat is also good, making this robo hard to knock down.

NEW PART

Part: Pod
Name: Umbrella

The Umbrella attacks from the air. They explode in the air, attacking foes mid-air nearby.

When you're ready, head on to your block for your next match. Your next match is against Anthony and Thomas, the two boys you fought at the Hub Park.

```
=====
Harry (Partner)      |
=====|
Body: Glory          |
Gun: Drill            |
Bomb: Gemini B        |
Pod: Seeker F        |
Legs: Booster        |
-----|
Flower Garden        |
=====|
Anthony              |Thomas              |
=====|=====|
Body: Criminal        |Body: Swift         |
Gun: 3-Way            |Gun: Vertical       |
Bomb: Crescent C     |Bomb: Left Flank H  |
Pod: Jumping B        |Pod: Umbrella       |
Legs: Standard        |Legs: Stabilizer    |
-----|-----|
Flower Garden        |Flower Garden       |
=====|=====
```

I really don't have any tips on this match. According to Hyper Omega, you should be able to use Harry's advice by moving around them in a circle when they fire at you. Be sure to knock down one first, as usual, and attack the robo that is attacking Harry. Remember; using your bombs is not a good idea.

The game will now automatically save for you.

During the break time, you can head over to the Parts Generator, and pick up some new parts.

NEW PART

Part: Bomb
Name: Crescent P

The Crescent P will move in an arc towards your opponent. When it finally hits the ground, the explosion will last for awhile.

NEW PART

Part: Pod
Name: Trio H

The Trio H fires 3 pods that explode quickly after being launched. This is only good to hit opponents close to you.

After that, head up to your block for your next match. Your next opponents are two Police Squad members.

=====		
Harry (Partner)		
=====		
Body: Glory		
Gun: 3-Way		
Bomb: Burrow D		
Pod: Twin Flank H		
Legs: Quick Jump		

Checkmate Foundry		
=====		
Anthony		Thomas
=====		=====
Body: Javelin		Body: Defender
Gun: Vertical		Gun: Drill
Bomb: Right Wave		Bomb: Freeze
Pod: Float F		Pod: Ground Freeze
Legs: Short Thrust		Legs: Booster
-----		-----
Checkmate Foundry		Checkmate Foundry
=====		

These Police Squad members know what they're doing. The Javelin has the ability to move extremely fast across the stage, and on top of that, he has the Vertical Gun. The Defender has the booster legs, which increase its already-good air-dash. Its bomb and pod can both freeze you, so it can attack you with its powerful and fast gun, Drill.

Take out the Javelin first. The Defender is a lot more difficult to take down. When you're against Defender, fight him from a distance, as his Drill will easily get you up close. You'll get them soon.

During the break time, go over to the Parts Generator for two more parts.

NEW PART

Part: Bomb
Name: Right Flank H

The Right Flank H goes to the right, but arcs from the left. When hitting a target, they're moved to the side, as to remove them from cover, or just get a better shot at them.

NEW PART

Part: Legs
Name: Short Thrust

The Short Thrust legs will decrease the length of your air-dash. What good does this do?

When you're ready, get up to your block. Your next match is up against your neighbors, Carmen and Walt.

```
=====
Harry (Partner)      |
=====|
Body: Glory          |
Gun: Vertical        |
Bomb: Left Flank H   |
Pod: Jumping G       |
Legs: Stabilizer     |
-----|
Ice and Snow         |
=====
Carmen                |Walt                |
=====|=====|
Body: Metal Ape      |Body: Dour Head     |
Gun: Blade           |Gun: Left 5-Way     |
Bomb: Tomahawk G     |Bomb: Standard X    |
Pod: Reflection       |Pod: Cockroach G    |
Legs: High Jump      |Legs: Wide Jump     |
-----|-----|
Ice and Snow         |Ice and Snow        |
=====
```

You're pretty familiar with both their parts. Remember, keep Harry alive, and avoid their guns as much as possible. Avoiding their pods wouldn't be a bad idea, either.

The game will now automatically save for you.

After the battle, head over to the Parts Generator for more new parts.

NEW PART

Part: Gun
Name: Right 5-Way

The Right 5-Way. At last! This gun will fire 5 columns of shots that curve slightly with each round. It'll go the opposite direction in the air, so use

that in your strategies.

NEW PART

Part: Legs
Name: Wide Jump

The Wide Jump increases the distance a robo can go without an air-dash or continuous jump. I'd recommend using it with a Funky Big Head model.

When you're ready, head back over to your block for your next opponents. They're Bogey and his waiter!

=====
Harry (Partner) |

=====
Body: Glory |

Gun: Shotgun |

Bomb: Standard S |

Pod: Dolphin G |

Legs: Booster |

Crevice Court |

=====
Waiter |

| Bogey |

=====
Body: Peregrine |

| Body: Tank Head |

Gun: Stun |

| Gun: Bubble |

Bomb: Straight S |

| Bomb: Dual C |

Pod: Beast F |

| Pod: Throwing D |

Legs: Stabilizer |

| Legs: Feather |

Crevice Court |

| Crevice Court |

=====
Harry has selected a bad gun. Therefore, he's an easy target for the Peregrine. The Peregrine's gun is the Stun. It can deal a lot of damage if you use it repeatedly on the same foe. Bogey's robo won't do too much, as the Bubble gun is extremely easy to dodge. Try to take out the Peregrine before it runs around and defeats Harry. If Harry is beaten, take out the Peregrine as fast as possible. It'll just be between you and Bogey's robo, which is extremely easy to defeat.

After you've defeated them, you've won the preliminary matches. Head over to the Parts Generator for two more new parts. I'm sure you'll be pleased with the first.

NEW PART

Part: Body
Name: Swift

The Swift! The Swift robo is a Little Raider model, similar to that of the Peregrine. It has a poor defense, and an average attack, but it makes up for that with its amazing Speed stat. It takes a lot of damage if hit once, so you should be putting that Speed to good use.

NEW PART

Part: Pod
Name: Satellite

The Satellite moves around in a very small area. When the opponent gets near, it will explode on them for a chunk of damage. It's good to use in very small stages.

At last, you're on to the real big matches. Head over to the block to go up against Mira and Roy.

```
=====
Harry (Partner)      |
=====|
Body: Glory          |
Gun: Vertical        |
Bomb: Tomahawk G    |
Pod: Reflection      |
Legs: Wide Jump     |
-----|
High-Rise Cell      |
=====
Mira                  |Roy                  |
=====|=====|
Body: Sol            |Body: Halberd      |
Gun: Ion             |Gun: Magnum        |
Bomb: Delta          |Bomb: Geo Trap     |
Pod: Standard F     |Pod: Satellite H   |
Legs: Stabilizer    |Legs: Short Thrust |
-----|-----|
High-Rise Cell      |High-Rise Cell     |
=====
```

At last, some new parts to go over! Mira's robo is the Sol, an Aerial Beauty model. It's similar to the Milky Way, but it has a greater Speed. The gun Sol is using is the Ion. It fires rounds that go to the left and to the right. The Delta bomb will shoot bombs that go to the occupied area of the robo, which is good for using against a foe that's moving on the ground. Her other parts have been seen before.

Roy uses the Halberd, a Strike Vanisher model. It's faster than the Javelin, so this is basically a team of great speed. The gun he uses is the Magnum. It's got an average range, and it knocks you down if it hits. The bomb he uses is the Geo Trap bomb. It is pretty fast, and has a large explosion on the ground, so it's got a pretty good range. It's the part I use for my bomb, so I'd say it's pretty good. Other than those, you've also seen all of Roy's parts before.

Keep moving around. The Sol and Halberd are extremely fast compared to the other robos of their model, so be on the alert. These guys are also a lot more skilled than your previous opponents, so taking them down won't be an easy matter. Protect Harry, and keep from hitting the magma areas. Other than that, you should do fine.

NEW HOLOSSEUM

Name: High-Rise Cell

The High-Rise Cell is sort of a High-Rise Plaza. It has magma zones in the corners, so be sure to avoid those.

The game will now automatically save for you.

After the match, head over to the Parts Generator for some new parts.

NEW PART

Part: Gun
Name: Bubble

The Bubble gun will fire huge bubbles that float very slowly towards your opponent. The range isn't good, but if you hit your opponent repeatedly, the damage is pretty good.

NEW PART

Part: Bomb
Name: Wall

The Wall Bomb doesn't go very far. However, if it does hit your opponent, it deals a great amount of damage. It's really good if an opponent close to you won't stop bugging you.

After you get your parts, head over and talk with Harry. He'll say something about Marcia, and that you should go talk to her. Go and try to talk with Marcia, and she'll say that she wants to be alone. Go back to Harry, and he'll tell you to go back to Marcia. This time, he'll come with you. Harry will try to snap her out of it by making her become your partner for the next match. How? He'll fake a stomach cramp. Go to the deck in the center of the room. There, you'll see that you're up against Evil and a Lackey. Marcia will still refuse to fight. Though it seems as if you're in trouble, Evil will tell his Lackey to take a break, so that it's an even 1-on-1 match.

```
=====  
Evil |  
=====  
Body: Juggler |  
Gun: Left Pulse |  
Bomb: Standard K |  
Pod: Jumping B |  
Legs: Quick Jump |  
-----|  
High-Rise Plaza |  
=====
```

Evil's Juggler is just as easy as he usually is. He's got the Left Pulse gun, but that doesn't look like it will help him much. You've seen everything the Juggler has on, therefore you know the best strategies needed to take it down. Juggle the Evil around a bit with your gun, bombs, and pods. It's play-time! Don't take this lightly, though. This is pretty much warm-up for your final match.

After the match, Evil will tell his Lackey he just let you win so you could gain some self-confidence.

When you're done, head over to the Parts Generator for a single part.

NEW PART

Part: Gun
Name: Left Pulse

It looks like Evil dropped it when you beat him up in the last match. The Left Pulse gun fires 8 bullets that start at the left, and slowly make their way right. It's the opposite when you're in the air, so use this to your advantage as well.

It's time for the final match. You're up against Ernest and Linda. When the battle is about to start, Marcia will tell you that she still can't fight. You and Ernest will start a warm-up battle without her, while Harry talks to Marcia. When Marcia talks about her brother, Harry will get really mad at her, because she's been putting off matches thinking about her brother. Harry will yell at her about him and you being there for her. She'll remember her brother telling her that there would be someone who would understand her. She never stopped to think that those people could be you and Harry. After that, she'll finally snap out of it, and she'll enter with you into the match against your boss and Linda.

```
=====
Marcia (Partner)      |
=====|
Body: Milky Way      |
Gun: Homing Star     |
Bomb: Standard K     |
Pod: Jumping B       |
Legs: Stabilizer     |
-----|
L Formation          |
=====
Ernest                |Linda                |
=====|=====|
Body: Metal Bear     |Body: Seeker        |
Gun: Sniper          |Gun: Hornet         |
Bomb: Acrobat        |Bomb: Tomahawk B   |
Pod: Twin Flank G   |Pod: Cockroach G   |
Legs: Long Thrust    |Legs: Long Thrust   |
-----|-----|
L Formation          |L Formation         |
=====
```

Be careful about Ernest. Ernest is using the Metal Bear, which, as you know, is a very powerful Metal Grappler model. Ernest uses the Sniper, which shoots a quick powerful round straight ahead. The bomb he uses is the Acrobat, which doesn't help him much. It'll blast him into the air, which doesn't hurt him, but makes him easier to knock down.

Linda uses the Seeker, a Lightning Sky model. It has better defense than the Defender and Breaker, but it still doesn't have a great defense, so it's easy to knock down. The gun she uses is the Hornet. It fires 5 hornets, which home in on the foe. They're easy to dodge, but be careful. If one hits, odds are they'll all be successful in their attacks. Everything else, you've seen before.

Take out Linda first; you can take her out more quickly than Ernest. When she's down, take out Ernest, and you'll win.

After the match, you will be congratulated by Ernest. He and Linda will tell you that they graduated from Takuma University, which is a very good college that only the best can graduate from. It looks like it's pretty impressive that you took them out. Mira will give you an invitation that says you can come over to her house for a celebration party.

Before you head out, go over to a Parts Generator for the parts you obtained for defeating Ernest and Linda.

NEW PART

Part: Gun
Name: Right Pulse

What a coincidence! You just received the Left Pulse. Now, you have the Right. The Right Pulse gun will fire eight rounds that start at the right and curve left. They do the opposite in the air, just like the Left Pulse. Both are just switched around.

NEW PART

Part: Bomb
Name: Acrobat

This is not a part I'd recommend to use. It shoots you high into the air when deployed. It doesn't decrease your health, but it takes off a DWN bar. Little Raiders are knocked down if they use this, so definitely don't use it then.

The game will now automatically save for you.

It's time for Mira's Party. Head out to Mira's and Harry's house. You guys will have a meal, chat, and have a good time. After awhile, Marcia will ask about the robo at Bogey's Cafe. Mira will completely ignore the question. She'll ask about your watch. You will talk about your father, and will make a connection between your dad and Marcia's brother, and how they both have vanished. After the party, you'll be allowed to go.

The game will now automatically save for you.

=====
5L. DAY 11: THE TRUTH
=====

//

You'll wake up on your own, put your clothes on, and walk outside. Head over to the Steel Hearts headquarters. Ernest will congratulate you and Marcia again for defeating him. Ernest will then tell you that the Police Squad has invited you three again for some more practice. You three will head over to the Police Squad HQ.

Once inside, go back to the Training Room. Speak to the chief. He'll tell you guys about a plan they have after the practice. You'll each go one at a time, battling a series of Police Squad members. Harry and Marcia will complete it before you. After them, it's your turn. Your first opponent

is one of the Police Squad members.

```
=====
Police                               |
=====|
Body: Defender                       |
Gun: Needle                          |
Bomb: Straight G                    |
Pod: Throwing P                      |
Legs: Stabilizer                    |
-----|
High-Rise Plaza                      |
=====
```

This Police Squad member only uses one new part. The Needle gun is dangerous in the air. If it strikes you, all 3 of the powerful shots will be successful. Other than that, taking out this Police Squad member should be pretty easy.

After the match, head over to a Parts Generator for some new parts.

NEW PART

Part: Bomb
Name: Straight G

The Straight G fires straight in front of you, as the name explains. If it hits your opponent, they're blasted upward. It's very useful if you want to get a good shot at them.

Get ready for you next match. Your second opponent is another regular Police Squad member.

```
=====
Police                               |
=====|
Body: Javelin                       |
Gun: Afterburner                    |
Bomb: Submarine P                  |
Pod: Trio H                         |
Legs: Short Thrust                  |
-----|
Diamond Cell                        |
=====
```

This guy only uses one new part as well. The Afterburner fires shots that start extremely slow at first. However, after a split second, their speed boosts. The shots will either shoot you back, or bring you toward him. It all depends on whether he was in the air or on the ground when he fired the rounds. Be careful; he could shoot you into the magma zones. Be sure to avoid the shots as much as possible. If you keep avoiding him, you'll eventually win. Make sure that you're dodging as much as possible.

NEW HOLOSSEUM

Name: Diamond Cell

The Diamond Cell is basically a Diamond Fences stage. The only difference is that there are magma areas in the corners.

The game will now automatically save for you.

After this match, head over to the Parts Generator for another new part.

NEW PART

Part: Bomb
Name: Submarine K

The Submarine K is an extremely slow bomb, if I do say so myself. However, if it hits you, you get an automatic down. It's good against slower foes, as they don't move too much, either.

After the match, you're up against Roy. However, Linda will interrupt, saying she wants to battle you first, to see if you've been improving since you defeated her the day before.

```
=====
Linda                               |
=====|
Body: Seeker                         |
Gun: Hornet                          |
Bomb: Dual C                         |
Pod: Jumping B                       |
Legs: Booster                        |
-----|
Diamond Fences                       |
=====
```

Linda is using the the same body and gun she was using before. Remember that the Dual C explodes not only in front, but behind the foe as well. When the blast hits, they're also shot upward, leaving you vulnerable to even more shots. You can defeat her again, as long as you use the basic strategies you need to. Be sure to avoid the Hornet, as if one hits, they'll swarm on your robo.

NEW PART

Part: Bomb
Name: Dual C

It's the bomb you just saw Linda use. It explodes in front of and behind the foe, and blasts you upwards, leaving them open for a good shot from a gun or pod.

After you get your parts, head over for your next battle. Now Roy is really going up against you. No interruptions.

```
=====
Roy                                   |
=====|
Body: Halberd                        |
```

Gun: Magnum |
Bomb: Straight T |
Pod: Double Wave |
Legs: Quick Jump
High-Rise Cell |
=====

Remember, Halberd is the best of the three Strike Vanishers. Avoid his Magnum gun, which you've encountered before. Keep at a distance. He's really good at close range. Though he's a Strike Vanisher model, you could stay at a distance relatively well with a Little Raider or another Strike Vanisher. If he gets really close to you, shoot him as much as possible before he can get you. Keep moving, and eventually, you'll take down your first non-regular police officer.

After that, head over to the Parts Generator again.

NEW PART

Part: Pod
Name: Wave

The Wave pod will send explosions in a sort of wave, like the name says itself. You've seen it several times before. Now, you finally have it as your own.

After you've defeated Roy, next up is Mira., Harry's sister. You've battled her before as well.

=====
Mira |
=====|
Body: Sol |
Gun: Ion |
Bomb: Delta |
Pod: Caboose C |
Legs: Stabilizer
High-Rise Cell |
=====

Wow. Since your last encounter, Mira has only changed her pod. This should be easy. Her Ion and Delta are very dangerous, so watch out. Mira has a lot of shots, bombs, and pods flying around the place. You don't want to run into one of them. Like your match against Roy, don't get too close. Mira will continuously try to get up close to you, and hit you with her gun and bomb, so be sure to avoid her as much as possible. It looks like it won't be as easy as we thought it would be.

After you defeat Mira, head over to the Parts Generator again for a new part.

NEW PART

Part: Pod
Name: Float F

The Float F will hang around the opponent in the air, then shoot down when it's ready to attack. If it hits, the target hit will be thrown to the side. It's quite useful in certain situations.

After that, you should be done. However, Chief will want to face you now. Good luck on that!

```
=====
Chief                               |
=====|
Body: Metal Ox                       |
Gun: Rayfall                         |
Bomb: Standard X                    |
Pod: Caboose X                      |
Legs: Ground                         |
-----|
High-Rise Cell                       |
=====
```

Ah, the man of all the Police Squad members. This guy has a lot of explosive parts he's willing to use on you. The Metal Ox is a buffed up Metal Grapppler, so watch out. This could get ugly. The new gun, the Rayfall gun, is extremely effective. You'll have to dodge all the shots in order to get close to Metal Ox. Don't get too close. The bomb and pod are X's, so be sure to keep your distance from those. Use a quick robo to dodge all of the Metal Ox's attempts to hit you. Take down the chief!

The game will now automatically save for you.

After you defeat the chief, they'll tell you that you are now qualified to receive the Class-S License. You, Harry, and Marcia have all gotten to this point. Though you are confused, they tell you that Class-A is the highest a normal person could go. In order to become a Class-S Commander, you must be recommended to take the test by existing Class-S Commanders. Roy, Mira, Linda, and the Chief will all tell you that they're Class-S. They all recommend you, and you each must take the final test.

Before you do, check out the Parts Generator to get some more parts.

NEW PART

Part: Gun
Name: Sword Storm

The Sword Storm fires long rounds into the air. After awhile, they start homing in on the foe. Most of the shots won't be able to hit you, so this is apparently a useless gun.

NEW PART

Part: Pod
Name: Standard F

Whoopie, you get a Standard weapon. It's like the first pod you received, but you're thrown sideways if you're hit.

When you're ready, you'll be led to take a skill test against a computer.
Who's the computer going to use?

```
===== [O]
Computer      []
===== [O]
Body: Rahu I  /!\  []
Gun: Rahu I   /!\  []
Bomb: Grand Cross /!\  []
Pod: Penumbra I /!\  []
Legs: Ultimate /!\  []
----- [O]
Nature Park   []
===== [O]
```

Well, what a pleasant surprise! At the beginning of the battle, make sure that you do your best to get out first. After that, use your gun as much as possible to give it a quick down. Rahu I is a lot more skilled since your last battle, so be sure to use all you know in this match. Attack it from a distance. Watch out for the gun, as if it hits you, that's not good. This is the hardest battle you're going to have thus far. Do your best, and you'll take him down again.

After this match, you've received your license.

NEW LICENSE

Name: Class-S License

The Class-S License is the highest class anyone can possibly get up to. You must be recommended by Class-S Commanders in order to qualify. When you receive this license, you're taught about many things that regular commanders aren't.

After you defeat the computer, head out and talk with the others. All three of you received your Class-S Licenses. Now, it's time to learn a little bit about Rahu. The robo you were up against is Rahu, a living organism. It almost destroyed all of mankind. You didn't actually fight him; the computer was mimicing its behaviors. A long time ago, there was actually natural minerals. There were trees, grass, rocks, lava, and other real things, rather than a bunch of plastic. You'll all be taught about Rahu, then Roy will suggest you come back tomorrow. You'll be dismissed, and you'll be allowed to go home.

The game will now automatically save for you.

=====
5M. DAY 12: THE Z SYNDICATE TAKES RAHU //

Wake up, change your clothes, head outside, and go to the Daimon Restaurant, NOW! Rahu's there again!

When you're there, Evil is already battling Rahu. Talk with Harry and Marcia for awhile. Eventually, Evil will defeat Rahu. Marcia will tell him to give the Police Squad Rahu. However, Evil will refuse. Because he's selfish, Evil plans to join the Z Syndicate by giving them Rahu. It is then revealed that his Lackeys were about when they were guarding the lab, and shut down

the security while they were in the Reception Room. Z came in, and began searching for something.

After this horrific discovery, Eliza walks in. She will say that she doesn't remember you, and Evil is distraught. You say you will defeat her, because you've had the most experience with her. Get ready!

```
=====[O]
Eliza          []
=====[O]
Body: Athena  /!\  []
Gun: Waning Arc  /!\  []
Bomb: Left Wave  []
Pod: Dolphin    []
Legs: High Jump  []
-----[O]
Panic Cubes     []
=====[O]
```

Eliza is using the same things she did last time. The only difference is that she's using a Waning Arc, which does the exact opposite of the Waxing Arc. Do the same thing you did last time, and trash this insane woman's robo!

The game will now automatically save for you.

After you defeat Eliza, Oboro and the blue-haired man will walk into the restaurant. Eliza will leave when they come. Oboro and his partner want to take Rahu. Marcia volunteers to help you defeat them. She will reveal that the blue-haired man is her brother, Sergei. Even so, you have no choice but to fight him. He's on the bad side, and will pay dearly for his actions.

```
=====[O]
Marcia (Partner) |
=====[O]
Body: Milky Way  |
Gun: Homing Star |
Bomb: Dual C     |
Pod: Standard F  |
Legs: Feather    |
-----|
Castle Keep      |
=====[O]=====[O]
Oboro            []Sergei          []
=====[O]=====[O]
Body: Rakensen  /!\  []Body: Ruheil  /!\  []
Gun: Wyrms      /!\  []Gun: Raptor   /!\  []
Bomb: Treble    /!\  []Bomb: Wyvern  /!\  []
Pod: Cheetah    /!\  []Pod: Wolf Spider /!\  []
Legs: Swallow   /!\  []Legs: Raven   /!\  []
-----[O]-----[O]
Castle Keep     []Castle Keep     []
=====[O]=====[O]
```

Oboro uses the Rakensen, an illegal part. It's an upgraded Strike Vanisher model. Rather than the normal 3 air-dashes, the Rakensen is able to air-dash six consecutive times, so be careful. The gun he uses is the Wyrms, another illegal part, which is an upgraded Dragon gun. Rather than the regular one dragon, the Wyrms is capable of firing four dragons from the ground, and a large and fast one from the air. Be sure to watch out for it. You'll be

knocked down immediately if you're hit. The Treble is an upgraded Delta Bomb. It's larger, and a lot more powerful. The Cheetah is a faster version of the Speed Pod P. The Swallow, the final illegal part, increases oboro's speed a lot.

Sergei used two illegal parts last time. Now, all five of his parts are illegal as well. The Wyvern bomb is an upgraded Standard X bomb. It's a lot more powerful, so avoid it at all costs. The Wolf Spider is an upgraded Spider bomb. It also works a lot like it, but it's more powerful, and more aggressive, so avoid that as well. The Raven greatly increases the jump height, as well as the dash speed. Be sure to dodge Ruheil as much as possible.

Both of these guys are extremely powerful, due to the fact that their parts are all illegal. Use all you know to take them down. Take out Oboro first. Marcia's all the help you can get, so make sure she doesn't fall. She also uses the Homing Star, which is very useful. If she's being attacked, down the robo who is attacking her. You don't want her to take anymore damage. It may take a few tries, but eventually, you'll beat them.

NEW HOLOSSEUM

Name: Castle Keep

The Castle Keep stage is based on an actual Castle's inner keep. There are many walls you can use to your advantage. It feels like you're really existing during the Medieval Times!

After the battle, Oboro and Sergei will take Rahu with them. They'll disappear before your very eyes. Head over to the Police Squad Headquarters to bring the bad news. It's time for another lesson.

Roy is out trying to find the Z Syndicate's Lair. They feel that it's in the outside world. The outside world is basically what it's called; the outside world. Nothing too special. According to this game, the world is flat, and at the end of the world, there's a wall that is surrounding our world.

After the lesson, Chief leads all of you into the bathroom. At first, you're confused. Then, the chief will reveal a sensor that will activate the elevator, installed inside the bathroom. The elevator will lead to an abandoned train station. Harry touches Marcia. Everyone ignores it, and everyone hops into the train. The train takes off to another destination. When the train stops, everyone follows the chief into a hallway that looks like outer space. At the end of the hallway, the chief tells you that you're inside the statue at the Daimon Restaurant. Though you and your friends don't know that there's a place beyond the wall, the chief will press a button, and you'll get a view of the outside world. There's a large dome behind you. The chief indicates that that is the real world. After that, you all decide to go back.

In the chief's office, they tell you that only Class-S officers are allowed to know about this stuff. Marcia and Harry will argue that it doesn't seem right for everyone else to be completely oblivious to this. When they saw it, they felt uncomfortable knowing that everyone else didn't know about it. The purpose of the Class-S Commanders is so that everyone else who isn't can live their normal lives.

The Police Squad needs the help of the Steel Hearts to stop Rahu from

destroying anything else. Now that the Z Syndicate has him, there's no telling what can happen. You're unsure of whether you should go or not, so they allow you to go home and think about it.

The game will now automatically save for you.

=====

5N. DAY 13: ATTACK ON Z'S LAIR //

=====

You've decided that you're going to help the Police Squad stop the Z Syndicate from destroying the world using Rahu's power. Best of luck to you!

Head over to the Police Squad Headquarters. Ernest wasn't yelling at you on your cell phone, so you think something might be wrong. When you and your pals get there, Ernest will tell you that he got a call from the Chief at the Police Squad Headquarters. He is told that this mission will pay a lot of money, but Ernest hesitates to send you there. He knows that it is going to be an extremely dangerous job. No matter what he's done to you, or what you think about him, Ernest wants you and your friends to remember that he likes you guys. This will make Harry and Marcia shed a few tears. It could even make me cry to hear it from a guy like him.

Head over to the Police Squad Headquarters. Go to the Chief's office, and tell him that you've accepted the mission. After that, head out to the elevator. When at the bottom, use the train again to get to the hallway. Go to the back, and enter the outside world. From there, Roy will guide you guys to the Z's Lair. When you're in, keep going forward, and you'll find there are two different paths to take. Marcia and Roy go to the right. You, Harry, and Mira go to the left. Go through the door in front of you, and you'll find several Z Lackeys lounging around. You and the 2 siblings each get one of them.

=====

Z Lackey	
=====	
Body: Glaive	
Gun: 3-Way	
Bomb: Wall	
Pod: Spider	
Legs: Booster	

Magma Hole	

=====

This Z Lackey is very easy. All of his parts you've seen before. The only thing you should know about is that he has the 3-Way gun. As you know, it's quite dangerous, so avoid its shots at all costs. Use a few good slide shots here and there, and fire at him with bombs and pods whenever you can. Keep up your strategy, and he'll fall quickly.

The game will now automatically save for you.

After the battle, you'll notice that Mira and Harry also defeated their opponents. Find a Parts Generator.

NEW PART

Part: Gun
Name: Needle

The Needle fires three shots. One will head straight forward, and the other two head forward at an angle. If they're fired from the air, there's a better accuracy, so use it as much as you can from there.

After you've gotten your parts, walk around the Z Lackeys you just defeated, and proceed to the next room. There, you'll find Shiner. Your suspicions were correct. Get ready to fight him again!

```
===== [O]
Shiner           []
===== [O]
Body: Breaker   []
Gun: Flame      []
Bomb: Double Mines []
Pod: Beast F    []
Legs: Feather   []
----- [O]
Crevice Court   []
===== [O]
```

Shiner's Breaker has a good Attack and Sky, but its Defense is awful. Use this weakness to your advantage. He's pretty much using most of the same parts he did when you fought him last time. Keep at a distance, and shoot with a long range gun. At a long range, the Flame and Beast F will prove to be worthless. If you get him really good, he'll fall.

After you defeat Shiner, find another Parts Generator for a surprise.

NEW PART

Part: Body
Name: Defender

Your first Lightning Sky! The Defender is a Lightning Sky model, just as I just said in the last sentence. It has one very large air-dash, and you can attack in mid-air as well. Reminds me of the military planes. It's useful in several areas.

After you've gotten your part, head over to the next room. You'll find three more Z Lackeys. These guys are a lot tougher than the first guys you fought, so get ready.

```
=====
Z Lackey       |
=====|
Body: Metal Bear |
Gun: Drill     |
Bomb: Standard F |
Pod: Speed P   |
Legs: Stabilizer |
-----|
Basic Cell     |
=====
```

The Z Lackey shouldn't be taken lightly. The Metal Bear is a very powerful robo. Knocking him down can be a real pain. The magma would prove effective against him. Avoid getting too close. The Drill gun will easily get you. Also, you should make sure you don't jump too much. the Drill gun will get you there, too.

NEW HOLOSSEUM

Name: Basic Cell

It's a Basic Arena with two magma zones in two of the four corners. It's not too different, so it's not like you got anything new.

The game will now automatically save for you.

After you win your battle, Mira will fall against her opponent. It's up to you to stop the Z Lackey.

```
=====
Z Lackey          |
=====|
Body: Metal Ape   |
Gun: Needle       |
Bomb: Delta       |
Pod: Caboose X    |
Legs: Quick Jump  |
-----|
Double Dead Line  |
=====
```

The Metal Ape is not too much different than the Metal Bear. Looks like you're in for another rough battle. The Metal Ape doesn't use anything new. Avoid using the Defender.

NEW HOLOSSEUM

Name: Double Dead Line

The Double Dead Line holosseum is a holosseum with a bunch of conveyor belts, and a lot of walls. It's useful for robos with a low jumping distance. It's not so good for Little Raiders and Lightning Skies.

After the battle, Harry will see that Mira is injured. He leaves the room, trying to find a first-aid kit. While he's gone, a Z Lackey in boxers will come out of the locker room.

```
=====
Z Lackey          |
=====|
Body: Metal Ox    |
Gun: Shotgun      |
Bomb: Geo Trap    |
Pod: Reflection   |
Legs: Wide Jump   |
-----|
Magma Zone        |
```

=====
The third Metal Grappler. This guy is using the Shotgun, so be sure to avoid those at all costs. He's using the Geo Trap bomb as well, so you'd best avoid that. Use a couple of good slide shots, and try to use the magma zone to your advantage, and you'll defeat him in no time.

The game will now automatically save for you.

After the battle, Harry will come back, and see the guy with boxers. He'll then go and help Mira, and tell you to go ahead alone. Before you do, though, go to a Parts Generator.

NEW PART

Part: Bomb
Name: Standard F

Another Standard part, similar to that of the regular Standard. It just hits you sideways after you're hit.

NEW PART

Part: Pod
Name: Seeker F

The Seeker F is really good at homing. It's a weaker form of Rahu's pod, but it's very good nonetheless. It shoots up to two on the holosseum at once, so it's double the pleasure.

NEW PART

Part: Gun
Name: Shotgun

At last, the Shotgun is your's! The Shotgun only fires one short-ranged round, but the opponent is knocked down instantly if he is hit by this gun. As Hyper Omega states, it's good with a Little Raider.

=====
Z Tech |
=====|
Body: Shrike |
Gun: Gatling |
Bomb: Wave |
Pod: Twin Flank G |
Legs: Formula
Magma Ruins |
=====

The Shrike uses the Formula legs. These legs are increasing its speed. It's already fast enough! You have to try your best to take him out. The Shrike also has the Gatling, and this is very deadly when being used against you. Especially when a Little Raider is using it. Be sure to finish this match quickly, as the amount of magma is slowly increasing, and consuming the free land.

NEW HOLOSSEUM

Name: Magma Ruins

The Magma Ruins is a stage in which there is a ring of magma around the edge of the outer edge of the stage. Over time, this ring will melt the stage, so matches should be pretty fast.

After you defeat him, get ready to go against his partner.

```
=====
Z Tech                |
=====|
Body: Tank Head      |
Gun: Trap            |
Bomb: Tomahawk G    |
Pod: Wall            |
Legs: Feather        |
-----|
Dead Line            |
=====
```

Use the magma to your advantage. Take out the Tank Head as much as possible, and knock him into the magma a few times. He's a lot easier than your previous opponent, so this should be a rather simple match.

NEW HOLOSSEUM

Name: Dead Line

The Deal Line stage is similar to that of the Double Dead Line. The only difference is that there's only one area of magma, rather than two.

The game will now automatically save for you.

After the match, the Z Tech will say something about illegal parts before finally passing out. Before you go on, go to a Parts Generator for some new parts.

NEW PART

Part: Legs
Name: Formula

The Formula Legs increase the Speed stat of your robo on the ground. It's great for Metal Grapplers and Funky Big Head models.

NEW PART

Part: Bomb
Name: Tomahawk B

The Tomahawk B shoots up, then quickly descends onto the foe. The opponent is shown sideways, and the explosions last for awhile.

After you get your parts, head on to the next room. Walk up the hallway, and two Z Lackeys will walk in front of you. Though it looks like your in this solo, Roy will come up, and assist you.

```
=====
Roy (Partner)          |
=====|
Body: Halberd          |
Gun: Magnum            |
Bomb: Tomahawk B      |
Pod: Caboose C        |
Legs: Long Thrust     |
-----|
Basic Cell             |
=====
Z Lackey               |Z Lackey           |
=====|=====|
Body: Dour Head        |Body: Buggy       |
Gun: Vertical          |Gun: Vertical      |
Bomb: Gemini P          |Bomb: Gemini P      |
Pod: Dolphin           |Pod: Dolphin G     |
Legs: Quick Jump      |Legs: Quick Jump   |
-----|-----|
Basic Cell             |Basic Cell         |
=====
```

Both these guys are going to be quite tough. Why? Both are practically using the same parts! The only difference is the pod, but they're both the same thing nonetheless. Keep out of range of the Vertical gun. That could really hurt you. Make sure you worth with Roy to finish these guys fast. Use a powerful gun, and keep at a distance. You'll get them.

After the match, head back to a Parts Generator for some new parts.

NEW PART

Part: Bomb
Name: Submarine P

The Submarine P will move slowly until it hits a target. When the target is hit, they're blasted upwards, and the explosion stays for awhile. Great against Metal Grapplers.

NEW PART

Part: Pod
Name: Dolphin

The Dolphin at last! The Dolphin with arc, then move very quickly across the holosseum. It's very useful against most opponents, and is most effective at close range.

When you've gotten your parts, keep moving across the hallway where you just defeated the two Z Lackeys. Two more Lackeys will attack you.

```
=====
Roy (Partner)          |
```

```

=====|
Body: Halberd      |
Gun: Magnum        |
Bomb: Wave         |
Pod: Throwing D   |
Legs: Booster     |
-----|
Diamond Fences    |
=====
Z Lackey          |Z Lackey          |
=====|=====|
Body: Breaker     |Body: Criminal   |
Gun: Meteor Storm |Gun: Shotgun     |
Bomb: Burrow D    |Bomb: Crescent K|
Pod: Trio H       |Pod: Reflection  |
Legs: High Jump   |Legs: Long Thrust|
-----|-----|
Diamond Fences    |Diamond Fences   |
=====

```

There's only one new part these guys are using. The Meteor Storm gun will fire several shots, and if at least half of the round hit you, it could prove to be deadly. However, the Breaker using it isn't a good idea. Watch out for Criminal's Shotgun, and do what you'd normally do in a 2-on-2 battle, and this match should be a breeze.

After you've defeated these two, head back to the Parts Generator for some more new parts.

NEW PART

Part: Gun
Name: Meteor Storm

The Meteor Storm gun can fire several rounds that spread out, then fall onto your foe. It's more powerful at a distance.

NEW PART

Part: Pod
Name: Jumping B

The Jumping B explodes in the air when it's above your opponent. It's not good against foes on the ground, but it prevents Lightning Skies and Little Raiders from escaping fire.

Continue along the hallway with Roy. At the split roads, choose the left path, and proceed until you find Marcia. Continue to your left until you're in another room.

The game will now automatically save for you.

When you're at the door, three Z Lackeys attack you. Roy will hold all three of them off, while you and Marcia enter the room they were blocking. Inside, you'll find Oboro and Sergei. Rahu is inside a container of liquid. He's transformed. The Z Syndicate is trying to allow them to dive into Rahu, and use him against you. Oboro will say that he must kill Marcia, despite the fact that she's related to Sergei. Marcia will then realize that she will

always remember her past with her brother, but now she must fight him for the sake of the world. It's you and Marcia versus Sergei and Oboro. Suddenly, Sergei turns on Oboro!

```
=====
Marcia (Partner)      |Sergei (Partner)      |
=====|=====|
Body: Milky Way       |Body: Ruheil /!\      |
Gun: Homing Star      |Gun: Raptor /!\       |
Bomb: Tomahawk B      |Bomb: Wyvern /!\      |
Pod: Satellite H      |Pod: Wolf Spider /!\  |
Legs: Quick Jump      |Legs: Raven /!\       |
-----|-----|
Castle Keep           |Castle Keep           |
===== [O] =====
Oboro                 []
===== [O]
Body: Rakensen /!\    []
Gun: Wyrn /!\         []
Bomb: Treble /!\      []
Pod: Cheetah /!\     []
Legs: Swallow /!\     []
----- [O]
Castle Keep           []
===== [O]
```

Wow, a 3-on-1 match! You don't really have to assist Marcia and Sergei. With Marcia's Homing Star, and Sergei's Ruheil, you guys will take Oboro easily. All you have to do is repeatedly shoot at Oboro. He'll go down very fast if you've mastered your skills.

When Oboro falls, he'll think that Sergei is working for Eliza, or is trying to take Rahu for himself. Sergei only meant to bring help. Rahu didn't belong to anyone, and messing with him could cause a lot of trouble. Completely ignoring Sergei, Oboro will dive into the Rahu. You and Marcia attack!

```
=====
Marcia (Partner)      |
=====|
Body: Milky Way       |
Gun: Homing Star      |
Bomb: Crescent P      |
Pod: Float F          |
Legs: Stabilizer      |
-----|
Castle Citadel        |
===== [O]
Oboro                 []
===== [O]
Body: Rahu II /!\     []
Gun: Rahu II /!\      []
Bomb: Grand Cross /!\ []
Pod: Penumbra II /!\  []
Legs: Ultimate /!\    []
----- [O]
Castle Citadel        []
===== [O]
```

It's a 2-on-1 match against Rahu II. Either Rahu II is trying to break free

of Oboro, you and Marcia are too good, or Oboro doesn't know how to use Rahu II. Rahu II is extremely easy in this match, so you'll have a pretty easy match here. Just avoid his Rahu II gun, and you'll win. All the II parts are new. They're upgraded forms of the Rahu II parts. Other than that, not much to look at.

NEW HOLOSSEUM

Name: Castle Citadel

A stage based on a real Citadel within a Castle. There's a lot of walls for cover. Use that to your advantage.

After the battle, Rahu II breaks free of Oboro, and flees. Harry, Mira, and Roy enter the room.

The game will now automatically save for you.

Everyone will enter the Z Boss room. Sergei will play a recording of your father's last words.

"Hero, you'll never know how proud I am that you have come so far. Hero, if you're listening to this message, that means Rahu has returned, and our time is short. I wish that I could have been there to see you, to fight with you in this final, glorious moment... However, if you are hearing this, it also means that my time has come, and I am gone from this world. I have given my loyal friend Sergei, details on your mission. Trust him as you would have trusted me. You do not have much time left. Give Sergei the watch I gave you to care for so long ago. With the power contained in that watch, you can defeat Rahu. I've failed you as a father in life, and my final wish in death is nothing but a fool's errand. I'm sorry, Son."

Sergei will begin a long lecture about this. After receiving the Class-S License, he decided to explore the outside world. Your father was living here, and he told him to find an inconsistency, Marcia. Why? Marcia's ability to half-dive. Sergei will then explain that people didn't use to live inside the dome. They also used to live beyond the dome. However, Rahu destroyed the outside world, and now the world is confined in the dome. After that incident, Rahu was left in the outside world.

The game will now automatically save for you.

Rahu had no form. However, he possessed a children's toy, thus the robo cube was born. Rahu had two behaviors; acquire new targets, destroy them, take any abilities it doesn't have, and evolve (courtesy of Hyper Omega). Rahu would continue to evolve.

The survivors of this catastrophic event had their memories erased, so that they could live happy lives, just like everyone else. A device was used to complete this task. Your watch is an example of such a device. Your dad was a scientist and a government official. Therefore, he know everything about Rahu and the outside world. Because he knew that Rahu would soon return, he stole one of the memory-erasing devices, and gave it to you. This is also why Marcia has the ability to half-dive; it was passed down by her ancestors.

The game will now automatically save for you.

Somehow, your father was able to escape with the device. He gave it to you when you were a small child as a birthday present. The Z Syndicate used to be an organization which told everyone the truth, in order to make sure they would be able to protect themselves. However, he created another Syndicate with the best robo commanders because he thought chaos would erupt if too many people were told. Sergei was his friend, therefore was obedient, and stook with him whichever path he took. He left Marcia because he already knew he would in order to make her independent. Your father became ill, and Eliza and Oboro wanted to become the leaders. They fought each other, and the Z Syndicate collapsed.

The memory-erasing device is placed into your watch for a later purpose. You know it's time.

The game will now automatically save for you.

Everyone will run out of the Z's Hideout. Sergei will lead you to an abandoned Amusement Park. There, you'll find 6 Z Lackeys. There's 6 of you, so I guess you each get one.

```
=====
Z Lackey          |
=====|
Body: Metal Ox   |
Gun: Afterburner |
Bomb: Wall       |
Pod: Jumping B   |
Legs: Ground     |
-----|
Basic Cell       |
=====
```

This guy's not too hard. He's using parts you have already encountered. Avoid being hit by the Afterburner. Use the walls for cover, and attack him when his defenses are down, and you'll do fine.

Before you can do anything, twelve more Z Lackeys will show up. They say they're 2-on-2 masters. Get ready to battle them.

```
=====
Mira (Partner)   |
=====|
Body: Sol        |
Gun: Ion         |
Bomb: Geo Trap   |
Pod: Speed D     |
Legs: Stabilizer |
-----|
High-Rise Cell   |
=====
Z Lackey         |Z Lackey         |
=====|=====|
Body: Shrike     |Body: Tank Head  |
Gun: V Laser     |Gun: Vertical    |
Bomb: Geo Trap   |Bomb: Submarine P|
Pod: Spider G    |Pod: Throwing P  |
Legs: Stabilizer |Legs: Standard   |
-----|-----|
High-Rise Cell   |High-Rise Cell   |
=====
```

This shouldn't take too long. Mira's on your side. The Shrike is a lot more of a pain than the Tank Head. It's using the V Laser, which fires two rounds in the shape of a V. It's not too great on the ground; they go to your left and right if you're standing still. However, if attacking from the air, you'd better make a run for it. The Tank Head is using parts you've already encountered.

Take out the Shrike first. If the Tank Head is attacking Mira, though, then attack the Tank Head. These guys should go down pretty quickly.

Before you can move, more Z Lackeys appear. Mira and Roy decide to hold them off while you and the others proceed.

The game will now automatically save for you.

Before you move on, you can try to find a Parts Generator for some new parts.

NEW PART

Part: Legs
Name: Ground

The Ground Legs decrease the height of your jump, so you stay closer to the ground. They also allow for sharp turns, so it's not that bad.

NEW PART

Part: Bomb
Name: Geo Trap

The Geo Trap fires a bomb that moves quickly in an arc, then hits the ground near your opponent. The explosion lingers for awhile, and is large enough to reach past walls.

NEW PART

Part: Pod
Name: Diving

The Diving pod begins homing on your opponent after it is released. It gets its name from the dive it makes when released.

On the way there, Harry needs to go to the restroom. For some reason, he asks you to go with him. Follow him into the restroom. A Z Lackey will be waiting for you there.

```
=====
Z Lackey          |
=====|
Body: Glaive      |
Gun: Needle       |
Bomb: Right Flank H |
Pod: Cockroach G  |
Legs: Short Thrust |
-----|
Robo's Room       |
```

=====
This guy must be in a hurry to go to the bathroom; he wants to finish you fast! The Needle gun can really hurt you, so be careful. Use the walls as cover when he's firing at you. After a shot, run out, and slide shot the Glaive. Avoid getting hit by his bomb and pods as well. You should do fine against him.

NEW HOLOSSEUM

Name: Robo's Room

A holosseum that is meant to look like an actual bathroom. Use the walls for a good hideout while attacking the opponent.

After you defeat the Z Lackey, two more Z Lackeys come out of the stalls. This time, you and Harry team up against them.

=====
Harry (Partner) |
=====|
Body: Glory |
Gun: Trap |
Bomb: Standard X |
Pod: Speed P |
Legs: Short Thrust
Robo's Room |

=====
Z Lackey | Z Lackey |
=====|=====|
Body: Breaker |Body: Criminal |
Gun: Bubble |Gun: Vertical |
Bomb: Tomahawk B |Bomb: Gemini P |
Pod: Satellite |Pod: Diving |
Legs: Booster	Legs: Stabilizer
Robo's Room |Robo's Room |
=====

Harry won't help you too much, so it's up to you to defeat these Lackeys. There are a lot of walls, so you'll have to get closer than you usually do to get a good hit with your gun. Use your bombs and pods more. Use a powerful gun to beat up the Breaker first. With one robo out of the way, it'll be a 2-on-1 battle. You should win in no time.

After the battle, Harry can finally go to the restroom. Walk out to join up with Marcia and Sergei again. After that, start walking up, and 4 Z Lackeys will come out. They go by the Fabulous Fighting Four. Walk to the fourth Lackey, and battle him.

=====
Z Lackey |
=====|
Body: Seal Head |
Gun: Glider |
Bomb: Tomahawk B |
Pod: Float F |

Legs: Long Thrust
Merry-Go-Round |
=====

Be careful of the Glider gun. It has an excellent homing ability, so it's hard to dodge. Be sure to hide behind the merry-go-round, but be careful. Because it moves, you cover will move away from you. Keep up with the merry-go-round, and shoot the Seal Head with a powerful, long-range weapon, and you'll win. No wonder this guy was one of the Fabulous Fighting Four. He's harder than most other Z Lackeys.

NEW HOLOSSEUM

Name: Merry-Go-Round

The Merry-Go-Round is a holosseum with a large merry-go-round in the center of the stage. Whoop-dee-doo.

After you and your pals defeat the Fabulous Fighting Four, find a Parts Generator for a new part.

NEW PART

Part: Gun
Name: Afterburner

The Afterburner gun shoots rounds that move very slowly at first, then increase in speed. The opponent is pushed away from you, or pulled toward you, depending on whether the user is in the air or not. Use it for combinations.

When you're ready, walk up to the clown building. It used to be a sort of fun house. It's no so fun anymore.

The game will now automatically save for you.

Once you're inside, you'll notice that it's a sort of large maze. You'll be told that it was used to get people lost. The three of them enter the maze and turn right. You don't have to follow them. I suggest you don't.

Go through the maze, and eventually, a Z Lackey will pop up in front of you though the ground. That's odd.

=====

Z Lackey	
=====	
Body: Earth	
Gun: Gatling	
Bomb: Geo Trap	
Pod: Double Wave	
Legs: Quick Jump	

Panic Walls	
=====	

The Panic Walls is similar to that of the Panic Cubes. However, the walls change, rather than the ground itself. They will change after every twelve seconds, so keep this in mind. Your opponent has the Gatling gun, so be sure to avoid it at all costs. However, the Gatling is less accurate from a distance, so stay as far away as possible. You'll have to win sooner or later.

NEW HOLOSSEUM

Name: Panic Walls

The Panic Walls is similar to the Panic Cubes. The walls just change, rather than the ground shifting. The walls will change every twelve seconds.

Go back to a Parts Generator for a new part.

NEW PART

Part: Gun

Name: Dragon

The Dragon gun is only capable of firing a single round every time. This gun is extremely slow. However, the Dragon has a good homing ability, and its power is incredible. It can take out a lot of HP with one hit, so be sure to use this when you need it.

Proceed through the maze to find another Z Lackey.

```
=====
Z Lackey          |
=====|
Body: Metal Ox    |
Gun: Splash       |
Bomb: Submarine D|
Pod: Feint F      |
Legs: Quick Jump  |
-----|
Scramble Walls    |
=====
```

The stage you're in is nothing like the Panic Walls. The walls can change at random. Also, your opponent is using the Splash gun. You can fire several rounds with it, and your opponent will be hurt very bad if you hit them repeatedly. It's a rather cheap gun, but your opponent likes that. Stay behind cover as much as possible. You'll get him.

NEW HOLOSSEUM

Name: Scramble Walls

The Scramble Walls is in the same shape as the Panic Walls. However, they're "scrambled" up. The walls can change at any time. Basically, they change at random.

When you're ready, head over to the Parts Generator again for another part.

NEW PART

Part: Legs
Name: Stabilizer

The Stabilizer legs increase your acceleration. There's nothing special about it. It's like a Standard legs.

Proceed through the maze until another Z Lackey attacks you.

```
=====
Z Lackey          |
=====|
Body: Splendor    |
Gun: Drill        |
Bomb: Burrow P    |
Pod: Diving       |
Legs: Long Thrust |
-----|
Panic Walls       |
=====
```

This guy is extremely easy. Use a long range gun, and avoid the Drill. Also, watch out for the changing walls. As long as you don't get too close, you can easily win this match.

When you've beaten him, go back to the Parts Generator for another new part.

NEW PART

Part: Bomb
Name: Wave

The Wave bomb moves around for awhile. When it explodes, it will send more explosion in the direction it was fired.

Walk around in the maze until another Z Lackey attacks you.

```
=====
Z Lackey          |
=====|
Body: Metal Bear  |
Gun: Stun         |
Bomb: Straight T  |
Pod: Speed D      |
Legs: Booster     |
-----|
Panic Walls       |
=====
```

This Z Lackey uses the combination of a Metal Bear and a Stun gun. Be sure to use a long range gun again. The Stun gun really gets annoying if it hits you a lot. As long as you keep firing, and keep at a distance, this guy should go down like any other Z Lackey.

When you've beaten him, go to the Parts Generator again for another part.

NEW PART

Part: Legs
Name: Quick Jump

The Quick Jump legs decrease the height of your jump. This makes you less prone to attacks when you've landed.

Keep walking to find another Z Lackey.

```
=====
Z Lackey          |
=====|
Body: Tank Head   |
Gun: Meteor Storm |
Bomb: Standard F  |
Pod: Float F      |
Legs: High Jump   |
-----|
Scramble Walls    |
=====
```

The Tank Head is a pretty good defensive robo. The Meteor Storm gun can really hit you bad if you're close. Use a long-range gun again, and stay at a distance when firing. This way, you won't be hit by the Meteor Storm. Blast him away from you if he gets too close. This guy is easier than most of the other Z Lackeys in the maze.

When you've won, go back to the Parts Generator for another new part.

NEW PART

Part: Pod
Name: Seeker G

The Seeker G is like the other Seeker part you received earlier. It's a weaker form of Rahu's pods. They do the same thing.

When you've gotten your part, walk around the maze some more until another Z Lackey attacks you.

```
=====
Z Lackey          |
=====|
Body: Earth       |
Gun: V Laser      |
Bomb: Wave        |
Pod: Feint G      |
Legs: High Jump   |
-----|
Scramble Walls    |
=====
```

Don't use a robo that gets too much Sky. The V Laser can easily get them from above. You should fly or jump straight towards him. If you do, the V laser will prove to be useless because it fires in a V. If he shoots you when he's in the sky, there's a straight shot, but if you hit him in time, it will disappear before it gets you. You should do fine.

When you've beaten him, head to the Parts Generator again.

NEW PART

Part: Bomb
Name: Standard K

The Standard K is like the Standard bomb. The only difference is that it instantly knocks you opponent down if it hits.

When you're ready, walk around again until another Z Lackey appears.

=====
Z Lackey |
=====
Body: Shrike |
Gun: Shotgun |
Bomb: Left Flank H |
Pod: Caboose T |
Legs: Feather
Scramble Walls |
=====

A Shrike with a Shotgun...not good. Use a fast robo as well to avoid being hit by a Shotgun round. A Lightning Sky, Strike Vanisher, or Little Raider would work very well here. One hit from almost any gun will knock him down. Also, he'll hit himself a lot with his own bombs. This guy is very easy, so joke around with him a little if you want.

When you've beaten the poor Lackey, head to the Parts Generator again.

NEW PART

Part: Gun
Name: Drill

The Drill Gun will fire several rounds at a great speed. Though its range is rather short, if one bullet hits, all the rest will hit.

Are you done yet? Nope!

=====
Z Lackey |
=====
Body: Seal Head |
Gun: Needle |
Bomb: Smash |
Pod: Seeker G |
Legs: Stabilizer |

-----|
Panic Walls |
=====

Don't get too close or too far from this guy. The Needle gun is effective against you, and if you're too close, the Smash bomb will explode on you, and deal massive damage to your HP. If you're knocked down, the Seal Head will come up to you, and hit you as much as it can. Get up, and attack it while you're still invincible. Then, get away, and hide behind cover. Keep in mind that the walls now move every twelve seconds again. Use this to your advantage.

When you've won, go to the Parts Generator again.

NEW PART

Part: Bomb
Name: Freeze

The Freeze bomb will move until it hits the opponent. If it does hit, the foe will be temporarily frozen, allowing the others a chance to attack or get away.

Walk some more until another Z Lackey comes out of the floor.

=====

Z Lackey	
=====	
Body: Swift	
Gun: Vertical	
Bomb: Tomahawk G	
Pod: Sky Freeze	
Legs: Ground	

Panic Walls	
=====	

It's all ground from here. This Swift will play around with you, dealing damage with the Vertical gun, and keeping you from escaping with the Sky Freeze pods, which will temporarily stun you if you try to get away. Take the opportunities when they're given, and attack her as much as you can if she hits herself with the Sky Freeze.

When you've beaten this Lackey, go to the Parts Generator again.

NEW PART

Part: Pod
Name: Beast F

Up to three pods can be released at once. When deployed, the Beast F will slowly walk around until the foe gets close. Then, it throws itself in front of the foe, causing them to run into it, and take damage.

Walk around until another Z Lackey comes out of the ground.

```
=====
Z Lackey |
=====|
Body: Swift |
Gun: Trap |
Bomb: Straight G |
Pod: Cockroach H |
Legs: Formula |
-----|
Scramble Walls |
=====
```

This Swift has the Trap gun and Formula legs, allowing it to be extra fast and extra powerful. Try to use another quick robo to avoid the gun as much as you can. A Metal Grappler wouldn't work at this time. Keep your distance, and shoot as much as possible to win.

When you've won, go back to the Parts Generator.

NEW PART

Part: Pod
Name: Sky Freeze

The Sky Freeze will move around in the sky. If a robo happens to run into it, they'll be temporarily stunned in mid-air.

Keep walking through the maze until you find another...room. Head in to find Harry, Marcia, and Sergei again. You'll talk for awhile, when all of a sudden, Eliza and a few Lackeys come out of a warphole. These warpholes were used as transportation before. Sergei will try and hold off Eliza, while you take on one of the Z Lackeys.

```
=====
Z Lackey |
=====|
Body: Dour Head |
Gun: Afterburner |
Bomb: Gemini P |
Pod: Reflection |
Legs: Long Thrust |
-----|
Scramble Walls |
=====
```

This person is extremely easy. The Afterburner is not very effective in this stage. Just shoot the Dour Head with a powerful gun to finish it off quickly.

When you've finished the battle, Sergei is still in the middle of his battle against Eliza. Now is the opportunity for you, Harry, and Marcia to head to the next room.

The game will now automatically save for you.

When you've teleported to the next room, you'll find that Eliza will appear in a warp hole in front of you. Marcia will try to fight her, and will lose. Then, Eliza appears in the warp hole behind you. You know Sergei was

defeated, but why are there two Elizas? They tell you that they're identical twins. Eliza was the first person you met. The reason Eliza didn't recognize you at the Daimon Restaurant was because that was the other twin, Isabella. You and Harry are the only ones left. It's up to you!

```
=====
Harry (Partner)      |
=====|
Body: Glory          |
Gun: Meteor Storm    |
Bomb: Dual C         |
Pod: Seeker G       |
Legs: Stabilizer     |
-----|
Panic Cubes          |
===== [O]===== [O]
Eliza                [] Isabella                []
===== [O]===== [O]
Body: Athena /!\    [] Body: Athena /!\    []
Gun: Waxing Arc /!\ [] Gun: Waning Arc /!\    []
Bomb: Waxing Arc /!\ [] Bomb: Waning Arc /!\    []
Pod: Orca /!\       [] Pod: Orca /!\       []
Legs: Eclipse /!\   [] Legs: Eclipse /!\   []
----- [O]----- [O]
Panic Cubes          [] Panic Cubes          []
===== [O]===== [O]
```

Avoid the guns as much as possible. The Waxing and Waning Arcs are extremely powerful. Avoid the Orca as well. You know how bad the Dolphin pod was already. Keep Harry from losing. He's all the help you've got. Do your best, and eventually, you'll be able to defeat the twins.

When they're defeated, they'll talk about losing to your father. They will remember how peaceful, and organized the Z Syndicate was when he was around. When he died, there was a lot of trouble going on. Before they pass out, they tell you to move on to the next room. Use the teleporter they were guarding to move on.

The game will now automatically save for you.

When you enter the room, you'll see Rahu in his complete form. Walk up to him and press the A button. You'll use your watch, and Rahu will curl up and move up to you. Dive, and prepare yourself!

```
=====
Harry (Partner)      | Marcia (Partner)      |
=====|=====|
Body: Glory          | Body: Milky Way      |
Gun: Sword Storm     | Gun: Homing Star     |
Bomb: Geo Trap       | Bomb: Crescent P    |
Pod: Standard F      | Pod: Float F         |
Legs: Stabilizer     | Legs: Stabilizer     |
-----|-----|
Lost World           | Lost World           |
=====|=====|
Rahu                 |#\
=====##\
Body: Rahu III /!\   |##[]
Gun: Rahu III /!\   |##[]
Bomb: Grand Cross /!\ |##[]
```

Pod: Penumbra III /!\ |##[]
Legs: Ultimate /!\ |##[]
=====##/
Lost World |#/
=====

Your very last battle in A New Journey. Rahu III is extremely powerful. Even though there are three of you, it takes awhile to finally defeat him. The Rahu III gun is a lot more powerful than any other gun you've seen thus far. Rahu III moves across the sky extremely fast. The bombs and pods are also very powerful. He still has the Ultimate legs. When he's knocked down, he gets an instant rebirth. He seems very accustomed to this stage. It'll take everything you know to bring him down. Hide behind the cover as much as you can. Your partners are all the help you're going to get. Don't let Harry and Marcia fall, or else you're done for. Keep shooting at him, and try and try again. All of the skills you've acquired since you first started playing this game will bring you to victory!

NEW HOLOSSEUM

Name: Lost world

This is Rahu's stage. It looks sort of like a different planet. There's a lot of walls, and gaps. Use these in your strategies.

When you defeat Rahu, you'll go back to the Z Boss room. All of your friends are there, and they have Eliza, Isabella, and Oboro with them. Sergei will play another message from you father.

"Hero, I know I'll never see you again, and so I want to give you these last few words. I'm sure people had their reasons for wanting to forget what had happened to them centuries ago. And for those reasons, we live in an age of darkness, of forgetting. We didn't have to remember the horrors Rahu had created. But there was a problem... We also didn't remember that Rahu was still out here, waiting for its chance to return. It seems obvious in retrospect that this all should happen. After all, nobody knew to prepare a defense against it. Nobody even knew Rahu existed anymore. In fact, the government-created memories told us all that the dome was the extent of our world. The ruins of the outside world would only bring doubts to the minds of those who saw it. They would want to know what had caused all destruction. And slowly, over time, the odds became greater that someone would discover the truth... Rahu. The government could not abide this threat of instability. It did away with all knowledge of outside. This was theft, plain and simple. The curious had been robbed of the ability to discover, to learn. People learn from their mistakes. We learn, and our thinking grows, leads us to a higher level. As long as there is an unknown, humans will pursue it and seek to unravel its mysteries. The government had stolen our growth, those things that force us to evolve and explore. The memory-erasure device is a powerful tool, if used properly. Our government, despite its pure motives, used it to an evil end. They used it to stop us from evolving and growing. Now that you've stopped Rahu, you must ask yourself how best to use the device. Will you erase everyone's memory of Rahu once again? If so, you'll prove that we have not grown as a species at all in the past few centuries. Mankind will be frozen, static, incapable of bettering itself. Only death lies down that path. Hero...I'm sure your friends are listening with you. And I beg you all... We cannot repeat the mistake of our forefathers. Consider carefully how you can use that device for the benefit of us all. I leave the rest up to you. Take care, Hero."

Thank god I didn't have to type all that. After the message is done, you and your friends will discuss what's best for the people. They decide to tell the people about everything. It will later be discussed with the Chief and the dome officials. You give your watch to Mira, and she will bring it to Linda.

with that, you leave to tell Ernest about the truth.

Credits will roll, and you'll be in a first person mode with the parts you used to defeat Rahu. When the credits end, and you've beaten up the Metal Ape enough, the game will give you an option to begin Grand Battle, or start A New Journey with all the parts.

NEW MODE

Name: A Grand Battle

A Grand Battle is sort of an epilogue of the entire story. Rahu is defeated, and everyone is told about it. You find you're now a Class-D again, and you have to work up to Class-S. You'll have to work a lot. There are a series of tournaments you must defeat in order to get back up to Class-S. The journey continues!

NEW MODE

Name: First-Person Mode

The first-person mode can now be used. You can change to the first-person mode by going to the Options on the Main Menu, and changing it there. You can also go to first-person mode by tilting the C-Stick up during game-play.

NEW MODE

Name: Arcade Mode

The Arcade Mode is a one-player mode where you fight 8 different robos. Parts used are saved in the Parts Index.

NEW MODE

Name: Parts Index

The Parts Index will appear on the Main Menu. This is a sort of mode where you can view parts you've used in the Arcade Mode. It shows what it looks like, and what it does.

NEW MODE

Name: Sound Test

You can switch the sound to mono or stereo. You can also change the volume of the background music, change all sound settings to the default settings, and listen to the background music.

NEW FEATURE

Name: Useable Computers in VS Mode

You are now able to fight against computers in the VS mode. It's great for friends and family, or for you to get good practice.

The game will now automatically save for you.

At last, you've completed A New Journey! You are now able to participate in the Grand Battle Mode. See you there!

=====

6. WALKTHROUGH - GRAND BATTLE

=====

//
//
//

This is the second part of the Adventure Mode. It's going to get a lot tougher here. Have fun!

NOTE THAT THIS SECTION IS NOT YET COMPLETED!

This section will cover the following sub-sections.

- 6A. Prologue
- 6B. Tea Room Tournament
- 6C. Steel Hearts Cup
- 6D. Noodle Bowl
- 6E. Police Squad 2 on 2 Battle
- 6F. Computer Battle
- 6G. Tag Battle Tournament
- 6H. Lab Single Battle
- 6I. Lab Handicap Battle
- 6J. Lab Bonus Battle
- 6K. Park Dance Battle
- 6L. Bogey's 2 on 2 Festival
- 6M. Flying CPU Battle
- 6N. Mira's Battle Party
- 6O. Holosseum Test
- 6P. Eliza's Room
- 6Q. Training With Shiner
- 6R. Isabella's Mansion
- 6S. Playing With Oboro
- 6T. Z Boss Room
- 6U. Bronze Handicap Match
- 6V. Silver Battle Royal
- 6W. Gold Single Battle

=====

6A. PROLOGUE

=====

//

Lucy wakes you up, telling you to start your day at work. She'll complain that she thought you could wake up by yourself. After the conversation, you will get up and change your clothes. When you're ready, head outside.

When you get outside, you'll have your usual conversation with Lucy. You'll talk about Rahu and the outside world, because the information was released to the public. When she's done, she'll tell you to head on to work, so head out of the complex.

When you enter the Steel Hearts HQ, you are greeted by Harry and Marcia.

You'll notice that the sofa is missing. Harry will suggest that Ernest ran out of money, and had to sell it. You'll then have an interesting conversation about how much sleep each of you received during your vacation. Marcia will talk about the time she spent with Sergei. After awhile, Harry will start blaming Ernest for the "hoopla" because he gave them a break. Marcia will change the subject by talking about the news announced to the public. Suddenly, Ernest will pop out of the back room in his movable chair. He'll tell you he heard about your victory over the Z Syndicate and Rahu. Ernest will say that Harry has a point when he says that Steel Hearts wasn't given any credit.

After the conversation, Ernest will tell you that work is closed. Why? The government has declared the day as a new holiday. It's called the "World Remembrance Day." On that day, everyone is to participate in a series of events. These events are Custom Robo tournaments. Ernest will tell you to head over to the Police Squad Headquarteres. The Chief wants to talk with you. On your way out, Harry will whine about him not being invited. Ernest will blurt out that everyone wants to fight you...

When you're there, a Police Squad member will tell you that Chief and Mira are waiting for you in the Cheif's office. Head inside, and talk with Chief. He'll tell you about the decision they made, and how it wasn't easy telling the truth to the rest of the world. They're worried that Rahu may come back, so they need to make Custom Robo battles more popular to prepare everyone for the future. He'll thank you for giving them the opportunity to do so, as the world wouldn't exist anymore without your help.

Mira will tell you that the License Classes have been changed. You are a Class-D License again. The Chief will tell you not to worry, as when the tournaments begin, everyone will receive their proper licenses. They will then explain the World Remembrance Day to you. This day is the day where everyone learns about the formation of the world, its history, and learn from their past errors. He'll then tell you that they're holding a series of tournaments for the next few days in honor of World Remembrance Day. They'll then ask you to participate in the tournaments as well. The game will take over, and bring you to the Parts Generator. After that, Mira will tell you to go back to your apartment complex. The battles will start there. There, you'll meet a Police Squad member, who will explain everything to you in more detail. Good luck!

When you get there, a Police Squad member will greet you. He'll explain that the rules have been changed duringthe Grand Battle. Guides at every tournament location will be there to help you through the tournament. Head into Walt's apartment for you very first tournament! The Grand Battle begins!

=====
6B. TEA ROOM TOURNAMENT //

When you enter you'll find that your guide is a Police Squad member. He'll tell you all about the Tea Room Tournament. The Tea Room tournament is a no-limit battle. The no-limit battle means you can fight however you want, as this is your very first tournament. Each tournament has a different rule list, so be prepared for anything. When you're ready, begin your first tournament! Your first opponent is Lucy!

RULES | TASK SCORE
|

Tournament: Team Room Tournament |Gold: 150000 points
Guide: Police Squad Member |Silver: 139000 points
Rules: No-Limit Battle |Bronze: 107000 points

```
=====
Lucy |
=====|
Body: Tank Head |
Gun: Bubble |
Bomb: Standard F |
Pod: Standard |
Legs: High Jump |
-----|
Basic Arena |
=====
```

The Tank Head is a very well-built robo when it comes to Sky and Defense. Be on your guard. She seems to fire at random, though, making this match a whole lot easier. Avoid the bubbles by keeping at a distance. Shoot her with a long-range, powerful gun. This shouldn't take too long.

When you've defeated her, get ready for your next opponent! Your next opponent is Wendy.

```
=====
Wendy |
=====|
Body: Swift |
Gun: Starshot |
Bomb: Dual C |
Pod: Seeker F |
Legs: Quick Jump |
-----|
Little Locomotive |
=====
```

Wendy should have a great advantage against you as well. It seems as though they make this tournament easier, for your need to warm-up. The Swift will not move around very much, making her an easy target. Just hit her with a powerful gun. The bridge or the train are great for hiding. Make sure you avoid her Starshot gun, and you should be okay this match.

Your next opponent will be Will.

```
=====
Will |
=====|
Body: Seal Head |
Gun: Right Arc |
Bomb: Crescent P |
Pod: Float F |
Legs: Wide Jump |
-----|
Little Locomotive |
=====
```

Be careful. Will uses the Seal Head, another Funky Big Head model. It is using the Right Arc gun, which is deadly with the Seal Head. Hide behind something, rather than attempting to dodge it from there air. The Right

Arc is almost dead accurate, and can get you easily. His Pod is a lot of trouble on the ground, so be careful when you not in the air. If you get cornered, try to make it through with a short air-dash or continuous jump, as to keep away from the Right Arc as well. If you've avoided him enough, you should be able to get him before he gets you.

The game will now automatically save for you.

Your next opponent will be Walt.

```
=====
Walt |
=====|
Body: Dour Head |
Gun: Dragon |
Bomb: Crescent C |
Pod: Dolphin G |
Legs: Feather |
-----|
Ice and Snow |
=====
```

The Ice and Snow is really annoying in this round. Because you're slipping all over the stage, your attacks are less accurate. A perfect opportunity for a Lightning Sky to take over. Try to dodge the Dragon gun as much as you can. It really packs a punch if you're hit. Stay at a medium range, and wait until he shoots his Dragon. As long as you're avoiding his gun, you should win fairly easily.

Your next opponent will be Carmen. Before you go against her, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Crescent C

The Crescent C flies is a crescent, as the name clearly explains. It's has a very good range, and is capable of getting past walls.

```
=====
Carmen |
=====|
Body: Metal Ape |
Gun: Blade |
Bomb: Tomahawk B |
Pod: Throwing D |
Legs: Long Thrust |
-----|
Magma Hole |
=====
```

The walls in this stage will really cause you grief. However, Carmen will not be able to use her weapons very well either. Use a robo who's very quick in the air. Zoom in, shoot her, and zoom back out. Charging into the Metal Ape wouldn't be such a bad idea, as the Metal Ape is very slow, and will not be able to get away very easily. She's a lot easier than most of the family, so this shouldn't take too long. Use combinations with your gun and bomb,

and you should win pretty quickly.

NEW PART

Part: Gun
Name: Blade

The Blade gun is extremely fast, as you don't have to wait after a shot. However, it isn't very strong, so I don't recommend it.

After you've beaten Carmen, the Police Officer will tell you that you are able to participate in the Steel Hearts Cup. Head over there, and show them your skills!

Remember, whenever you want to, you'll able to repeat the same tournament to improve your skills.

The game will now automatically save for you.

=====
6C. STEEL HEARTS CUP //

When you arrive at Steel Hearts, Ernest will greet you. Apparently, you've arrive for the Steel Hearts Cup. He'll tell you that the Single-Use Battle Rules are in effect. In other words, you can only use a part once. Be careful on what you use. The more you use, the less you have to choose from. You'll still be able to use parts you lost with. You are allowed to use legs more than once. This is because you don't have many legs to choose from. Most places, as stated by Ernest, will have the Single-Use Battle Rules. This is used to help you understand the functions of several different parts. Good luck!

RULES	TASK SCORE
Tournament: Steel Hearts Cup	Gold: 160000 points
Guide: Ernest	Silver: 136000 points
Rules: Single-Use Battle	Bronze: 105000 points

Your first opponent is a boy.

```

=====
Boy |
=====|
Body: Splendor |
Gun: Afterburner |
Bomb: Wave |
Pod: Speed P |
Legs: Short Thrust |
-----|
Basic Arena |
=====

```

The Splendor is using the Short Thrust legs, so getting him from the air won't be too hard. This guy is good for using parts you've never used

before. Save the parts you like using for later. The Splendor is using the Afterburner, though, so make sure you've got a fast robo who's ready to dodge at any time. The Wave bomb is pretty dangerous if you've been using parts you're not good with, so avoid those as much as possible. There aren't really any tips I can give you, because you're using the parts you want to use at certain times. Just avoid the Afterburner and Wave, and you should be okay through the whole match.

Walk to the Parts Generator for a new part.

NEW PART

Part: Pod
Name: Speed P

The Speed P has a very good Speed. They're not very good at hitting your opponent, though, so you should only use them if you're close up to your opponent. Otherwise, they're useless.

Your next opponent is Harry.

=====
Harry |
=====|
Body: Glory |
Gun: Twin Fang |
Bomb: Straight G |
Pod: Caboose C |
Legs: Stabilizer
Checkmate Foundry |
=====

Harry is extremely easy in this battle. He is using the Twin Fang, which is weak in certain situations. It has a very short range, and is very small, causing it to miss most of the time. If you're too far, or too close, you won't be able to hit your opponent with this gun. The Straight G and Caboose C should be fairly easy to avoid. Based on the parts you are using, you'll have to come up with your own strategy against him. Practice with some new parts on him. You'll get him.

When you're ready, head to the Parts Generator again for a new part.

NEW PART

Part: Body
Name: Glory

The Glory is Harry's robo. It's a Shining Fighter model. It's a very well-balanced robo. Definitely the body to use in various situations, such as Single-Use Battles.

Your next opponent is a girl.

=====
Girl |

```
=====|
Body: Shrike      |
Gun: Trap         |
Bomb: Tomahawk G |
Pod: Jumping G   |
Legs: Formula     |
-----|
Basic Arena      |
=====
```

The Girl is using the Shrike. However, it doesn't move around too much in this battle, so it should be pretty easy to hit. Hit it up close with a powerful gun, if you choose, to deal a lot of damage to it. No matter what, the Shrike will fall down in one hit. She should be pretty easy to beat, because the Formula isn't going to help much, and the Bomb and Pod are pretty easy to avoid. Take her down any way you feel like putting into effect.

The game will now automatically save for you.

When you're ready, go to the Parts Generator for another new part.

```
-----|
NEW PART
```

```
Part: Gun
Name: Trap
```

The Trap gun fires a cluster of bullets when fired from the air. It has a very good Rapid stat. The bullets will delay a long time if they're shot from the ground, so be sure to keep your mind on that. The delayed bullets are invincible, so using this gun as a "Trap" is a very effective way to win your matches.

```
-----|
Your next opponent is Marcia.
```

```
=====|
Marcia          |
=====|
Body: Milky Way |
Gun: Hornet     |
Bomb: Geo Trap  |
Pod: Diving     |
Legs: High Jump |
-----|
L Formation     |
=====
```

Notice that Marcia isn't using her Homing Star this match for some reason. She's now using the Hornet, which is extremely easy to dodge as well. Watch out for the Geo Trap; it can do some serious damage. On top of that, it reaches through walls, so hiding won't be much use. Marcia will stand in the same spot a lot in this match, so use this as an advantage to use a new gun. The Trap gun would be great to try out in this match. Just avoid the Geo Traps as much as you can, move around to avoid the Hornet, then blast her with a powerful gun. She'll go down easier than in your previous encounters.

When you're ready, head to the PartS Generator for a new part.

NEW PART

Part: Body
Name: Milky Way

The Milky Way is an Aerial Beauty model. It great in the air, as many other robos are, but lacks a great deal of Defense. She's the most balanced of the Aerial Beauty models.

Your final match is with the guide, Ernest.

```
=====
Ernest          |
=====|
Body: Metal Bear |
Gun: Magnum     |
Bomb: Freeze    |
Pod: Caboose T  |
Legs: Short Thrust |
-----|
Basic Cell      |
=====
```

He's definitely the hardest in the Steel Hearts Cup. He's using the Magnum and the Freeze, which can do serious damage when used on the same robo. Now is the time to use your best parts. Move up close, fire, and if he gets a down, fire at him with your gun. When he gets a rebirth, be sure to back up as fast as you possibly can. If a Freeze pod hits you, remember that you'll be stunned temporarily. Just do your best, and eventually, you'll win your final Steel Hearts Cup match.

NEW PART

Part: Bomb
Name: Submarine D

The Submarine D has a horrible speed. However, if it hits your opponent, a lot of damage is dealt. It's a very useful weapon against models such as the Metal Grappler and Funky Big Head.

When you've won, you'll be notified that you're allowed to participate in the Noodle Bowl. Be sure to check that out!

The game will now automatically save for you.

```
=====
6D. NOODLE BOWL                                     //
```

```
=====
```

Upon entering the Daimon Restaurant, Don will explain the rules for the Noodle Bowl. There are Single-Use Battle Rules again. This means that you will only be able to use a part once. Legs aren't included in this, as usual. Before the tournament starts, he reminds you that your highest score is recorded. After that, however, he'll tell you about the Task Score. There are basically three Task Scores for each tournament. These scores are needed to obtain the trophies. Based on how well you do, you will earn the

Gold, Silver, or Bronze trophy, each being obtained by achieving a Task Score. He'll babble on about the Task Scores needed in the Noodle Bowl, then will talk about obtaining the robo parts. Remember to check your score in between battles.

```
-----  
RULES                                |TASK SCORE  
                                     |  
Tournament: Noodle Bowl             |Gold: 170000 points  
Guide: Don                           |Silver: 146000 points  
Rules: Single-Use Battle             |Bronze: 128000 points  
-----
```

Your first opponent is a boy.

```
=====  
Boy                                  |  
=====  
Body: Tank Head                     |  
Gun: Right Arc                      |  
Bomb: Left Wave                     |  
Pod: Spider                          |  
Legs: Feather                       |  
-----  
Chinese Bowl                         |  
=====
```

Your first opponent is pretty easy to defeat. Avoid the Right Arc gun when it is fired. It isn't used very much, so you don't have to worry about it a lot. The Spider pod is a real pain when you're on the ground. Avoid those with a simple jump. Just move around, firing at the Tank Head with a reasonably powerful gun, and he should go down.

When you defeat him, go to the Parts Generator for a new part.

```
-----  
NEW PART
```

```
Part: Gun  
Name: Right Arc
```

The Right Arc will fire several rounds that curve at an angle. It's a pretty straight-forward gun. It's great for getting at opponents behind walls, but not much other than that.

```
-----  
Your next opponent is another boy.
```

```
=====  
Boy                                  |  
=====  
Body: Splendor                      |  
Gun: Left Pulse                     |  
Bomb: Right Flank H                 |  
Pod: Feint G                        |  
Legs: Ground                        |  
-----  
Chinese Bowl                         |  
=====
```

This boy has hurt his chances of defeating you by using the Ground legs in a small stage. His Left Pulse gun won't do him much good because there are a lot of obstacles in the stage. Use your bombs and pods a lot, as he will not be able to avoid them too well. Then, when he's down, fire at him as much as you can with your gun. He'll lose quickly.

After this match, go to the Parts Generator for another new part.

NEW PART

Part: Pod
Name: Feint G

The Feint G will stop in front of its foe when it gets too close, then will blow the target straight up. It's useful when scattered, but its Attack stat is not good.

Your next opponent is a girl.

=====
Girl |
=====|
Body: Earth |
Gun: Stun |
Bomb: Straight S |
Pod: Diving |
Legs: Quick Jump
Chinese Bowl |
=====

Don't let this girl get too close. With the Stun gun, she'll be a real pain. Her bomb will be used a lot, so avoid those, as she'll have an opportunity to come at you with her gun if you aren't careful. As long as you're at a distance, you should defeat her with few problems.

The game will now automatically save for you.

After you've gotten that finished, go to the Parts Generator for another new part.

NEW PART

Part: Gun
Name: Stun

The Stun gun fires two short rounds that are capable of stopping your opponent in their tracks, leaving them wide open for a bomb or pod. It's very useful, with the only fault being its short range.

Your next opponent is Anthony.

=====
Anthony |
=====|
Body: Splendor |

Gun: Hornet |
Bomb: Left Wave |
Pod: Cockroach G |
Legs: High Jump
Chinese Bowl |
=====

Anthony should be as easy as your previous opponents. Though he has the Hornet gun, it's easy to avoid with an air-dash or a quick body. You should avoid the Cockroach as much as you can. He'll try and get at you with the High Jump legs. Don't let him do that. Keep moving, and fire at him at every possible opportunity to win.

When he's been defeated, go to the Parts Generator again for another part.

NEW PART

Part: Bomb
Name: Left Wave

The Left Wave is launched from the left, then curves right. It's able to explode in three blasts, which are able to get over walls. Its direction is also changed when used on the ground or the air. A very useful bomb, which should be used effectively during the Grand Battle.

Your next opponent is Thomas.

=====

Thomas |
=====|
Body: Criminal |
Gun: Flare |
Bomb: Submarine P |
Pod: Umbrella |
Legs: Stabilizer
Chinese Bowl |
=====

The Criminal has the Flare gun, which could hurt you a lot if you're not careful. Stay on the upper platforms to avoid the Flare gun as much as you can. The Umbrella pods will be a threat if you're there, however. You're going to need to move a lot to escape this match with minimal damage.

When he's out, go to the Parts Generator for a new part.

NEW PART

Part: Gun
Name: Flare

The Flare Gun fires rounds that will explode after a short amount of time. Timing will change if the gun is fired from the air. Its attack is great, and its range is good. It's an overall great weapon.

Your final match is with the guide, Don.

```
=====
Don |
=====|
Body: Shrike |
Gun: Knuckle |
Bomb: Straight T |
Pod: Caboose T |
Legs: Formula |
-----|
Chinese Bowl |
=====
```

You won't be given an opportunity to get your new part, but be sure to get it later.

NEW PART

Part: Body
Name: Shrike

The Shrike is a Little Raider model. It has an excellent speed, which makes it difficult to hit. However, it lacks a great deal of Attack and Defense. Use it against a very slow robo.

When you've defeated Don, he will tell you to challenge him in a noodle cookoff. He'll then comment on your strength, and tell you about the tournaments being held at the Police Squad Headquarters. Be sure to check the Noodle Bowl, though.

The game will now automatically save for you.

===== 6E. POLICE SQUAD 2 ON 2 BATTLE // =====

When you have arrived, you'll be given the option of going to the 2 on 2 Battle or the Computer Battle. Select the 2 on 2 Battle first, and head into the Training Room.

When you get there, Chief will tell you that you have arrived for the Police Squad 2 on 2 Battle. Your opponents are the top Police Squad members here, so be careful. He'll then tell you that your partner's score affects your score, so try to help them as much as you can. You'll ask about your partner, and Linda will appear in the room. She'll say that she's your partner. After joking about Harry for awhile, Chief will interrupt to begin the matches.

RULES |TASK SCORE
|
Tournament: Police Squad 2 on 2 Battle|Gold: 260000 points
Guide: Chief |Silver: 236000 points
Rules: 2-on-2 Battle |Bronze: 200000 points

Your first opponents are two Police Squad members.

```

=====
Linda (Partner)          |
=====|
Body: Seeker             |
Gun: Left 5-Way         |
Bomb: Burrow P          |
Pod: Satellite H        |
Legs: Wide Jump         |
-----|
Diamond Fences           |
=====
Police                    |Police                    |
=====|=====|
Body: Defender           |Body: Javelin            |
Gun: Sword Storm         |Gun: Knuckle              |
Bomb: Standard S         |Bomb: Dual                |
Pod: Cockroach G         |Pod: Feint F              |
Legs: Stabilizer         |Legs: Short Thrust        |
-----|-----|
Diamond Fences           |Diamond Fences            |
=====

```

One of the Police is using the Knuckle. He'll try and get at Linda with that a whole lot, so try to take him out first. You should really protect your partner because their HP count as part of your score. Switch opponents depending on who is attacking Linda. Avoid both their bombs, and take extra precautions when the Cockroach G is near. Have a bomb that can go across the stage at a great speed. You should win this with ease.

When you've won, go to the Parts Generator.

NEW PART

Part: Gun
Name: Knuckle

The Knuckle gun fires extremely powerful, extremely short-ranged rounds. Wouldn't recommend it. It's very good against slow opponents, but it's not of use for most of the robos.

Your next opponents will be Roy and a Police Squad member.

```

=====
Linda (Partner)          |
=====|
Body: Seeker             |
Gun: Homing Star         |
Bomb: Gemini B           |
Pod: Reflection          |
Legs: Feather           |
-----|
Frozen Field             |
=====
Roy                      |Police                    |
=====|=====|
Body: Halberd            |Body: Defender            |
Gun: Left Pulse          |Gun: V Laser              |

```

Bomb: Tomahawk G	Bomb: Submarine D	
Pod: Trio H	Pod: Ground Freeze	
Legs: Quick Jump	Legs: Stabilizer	
----- -----		
Frozen Field	Frozen Field	
=====		

Roy isn't using his Magnum this time. Instead, he's using the Left Pulse gun, which should also be avoided. The Police Squad member is one of the police you just faced, so he shouldn't be too much of a problem. Avoid both guns. The Ground Freeze could be a problem for you as well. Defeat the Defender first, as he goes down quickly. Then, take out Roy's Halberd, and you'll win with minimal damage.

When you've won, go to the Parts Generator for another new part.

NEW PART

Part: Pod
Name: Ground Freeze

The Ground Freeze pod remains on the ground when deployed. It will then attack the target. If they hit, they will temporarily freeze your opponent, allowing you to get a good shot at them before they mobile again. Great if used correctly.

Your next opponents are Sergei and Roy.

=====		
Linda (Partner)		
=====		
Body: Seeker		
Gun: Flare		
Bomb: Double Mine		
Pod: Beast F		
Legs: Long Thrust		

High-Rise Plaza		

=====		
Sergei	Roy	
===== =====		
Body: Ruhiel /!\	Body: Halberd	
Gun: Ion	Gun: Magnum	
Bomb: Right Wave	Bomb: Standard S	
Pod: Spider	Pod: Sky Freeze	
Legs: Booster	Legs: Formula	
----- -----		
High-Rise Plaza	High-Rise Plaza	
=====		

Sergei is only using one illegal part, the Ruhiel. The Ion gun could be a problem in this match. Roy is now using the Magnum, which spells out more danger for you. Both pods are going to try and get you. The Spider pod covers the floor, and the Sky Freeze takes the air. Linda is in great danger in this battle. Keep her safe at all times. Defeat Sergei first, as his defense is low, and he should go down quickly. Then, finish off Roy again, and you'll win.

The game will now automatically save for you.

When you're ready, go to the Parts Generator for a new part.

NEW PART

Part: Gun
Name: Magnum

The Magnum fires a single round, which is very short-ranged, but extremely powerful. You'll have to get really close to give some good damage to your opponent. It's most effective with a Strike Vanisher model. Just keep that in mind.

Your next opponents are Mira and Sergei.

```
=====
Linda (Partner)      |
=====|
Body: Seeker         |
Gun: Rayfall         |
Bomb: Right Wave     |
Pod: Twin Flank F    |
Legs: Stabilizer     |
-----|
L Formation          |
=====
Mira                 |Sergei                 |
=====|=====|
Body: Sol            |Body: Ruhiel /!\      |
Gun: Halo            |Gun: Eagle             |
Bomb: Burrow D       |Bomb: Standard X      |
Pod: Wave            |Pod: Speed D          |
Legs: Quick Jump     |Legs: Wide Jump       |
-----|-----|
L Formation          |L Formation           |
=====
```

This match is going to get a little rough. Mira is using the Halo gun, which is deadly if used correctly. Sergei is still using the Ruhiel, an illegal part. With the Quick Jump, it'll be hard to get Mira. Surround her, with a bomb or pod, then fire at her with a powerful round from your gun. Then, take out Sergei. He'll also be hard to hit, as he's using a Lightning Sky model. Do your best, and take them out however you want, and they'll go down after a well fought match.

When you've won, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Standard X

The Standard X is similar to that of the Standard, expect that it's the explosion model. The Standard X will only launch one bomb at a time. If it hits, your opponent will fly diagonally upward. This gun is great for getting at foes behind walls.

Your final match will be with Chief and Mira.

```
=====
Linda (Partner)      |
=====|
Body: Seeker         |
Gun: Meteor Storm    |
Bomb: Crescent P     |
Pod: Feint G         |
Legs: Stabilizer     |
-----|
Crevice Court        |
=====
Chief                 |Mira                 |
=====|=====|
Body: Metal Ox       |Body: Sol             |
Gun: Phoenix         |Gun: Gravity         |
Bomb: Standard X     |Bomb: Left Flank H   |
Pod: Caboose X       |Pod: Wall            |
Legs: Short Thrust   |Legs: Ground         |
-----|-----|
Crevice Court        |Crevice Court        |
=====
```

The Chief isn't playing around anymore. He has a bunch of X weapons, so you'd better be ready to be blown left and right. The Phoenix gun only makes matters worse for you. Mira is using the Sol and Gravity, which can be devastating, and eventually racks up a lot of damage. You'll have to get rid of Mira first, as it takes a longer time to defeat Chief. When Mira's out, it will be a 2-on-1 match, and by that time, Metal Ox will have been hurt a bit. From that point, it'll be easy.

You won't have time to get the new part, but get it whenever you can.

NEW PART

Part: Body
Name: Sol

The Sol is an Aerial Beauty model.

After the match, the Chief and Mira will comment on your skills. Linda will then comment on you as well. Chief will then tell you about the Class Licenses. You can first receive the Class-C License if you defeat all tournaments. You can then get the Class-B License if you have gotten all the Bronze Trophies. Getting all the Silver Trophies and you will receive the Class-A License. If you get all the Gold Trophies, you will be awarded with the Class-S License. After that, Linda will tell you that Mira has a memory-erasing device ready. The Custom Robo Research Lab experimented on it, and made a copy for them. A memory-erasing device can do a lot of good. They'll tell you that not all criminals are rehabilitated, so they use it on the criminals who are not. This way, they can start over.

All Z Syndicate members have had their memories erased already, so that shows progress, as Linda indicates. To express his gratitude, the Chief thanks you. Chief will tell you to go to the Examination Room. If you already have, go

to the Police outside for instructions. Don't forget to go back if you need another trophy.

The game will now automatically save for you.

=====

6F. COMPUTER BATTLE //

=====

Go outside, and head left. When you go up, you'll see the Examination Hall sign. Enter that door, and go into Room 02. Inside, a Police Squad member will greet you. He'll explain that it is the Computer Battle. Your opponents are computers. It is a No-Limit Battle, so feel free to use parts of your choosing.

RULES	TASK SCORE
Tournament: Computer Battle	Gold: 196000 points
Guide: Police	Silver: 175000 points
Rules: No-Limit Battle	Bronze: 131000 points

Before you start, you might want to check the Parts Generator for the part you weren't able to get last time. After that, get ready to fight your first opponent, a computer.

=====

Computer	
=====	
Body: Buggy	
Gun: Flare	
Bomb: Burrow D	
Pod: Double Wave	
Legs: Short Thrust	

Nature Park	

=====

This computer will be a little more difficult to take down. The Buggy is a Trick Flyer model, so be sure to avoid it as much as possible, as its air game is pretty good. The Flare gun has appeared once again, but don't let that get to you. Its range is medium, so if you stay far enough, he won't be able to get you. The Burrow D isn't too much to worry about. The Double Wave could be avoided as well. The Short Thrust legs will hurt the Buggy's abilities, so use this to your advantage. Because he's no longer good in the air, fire at him from above, and this match will be rather easy.

When you've won, go to the Parts Generator for a new part.

NEW PART

Part: Body
Name: Dour Head

The Dour Head is a Funky Big Head model. It's good at dodging attacks in the air. It also has a great defense, but it is rather slow. It's a good body, but kind of strange-looking if you look at it.

Your next opponent is another computer.

```
=====
Computer          |
=====|
Body: Buggy      |
Gun: Glider       |
Bomb: Standard X |
Pod: Caboose X    |
Legs: Long Thrust |
-----|
Diamond Cell      |
=====
```

This match will still be a little difficult, but it's not as hard as your previous match. The Buggy is using the Glider, which fires two large rounds. The Glider has a good Homing ability, so be sure to watch out for that. The two X's next the Bomb and Pod names indicate the Explosion model, which will get you into the air, and open for attacks. Be careful. Rather than the Short Thrust, the computer is using the Long Thrust, so hitting it will be more difficult. However, with the Flare no longer in the game, this match should be a breeze.

When you're done, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Delta

The Delta will trap the target with three bombs to the left, right, and front. When it hits, it blows the target sideways. It's good to bring your opponent out of hiding.

Your next opponent is another computer.

```
=====
Computer          |
=====|
Body: Peregrine   |
Gun: Sniper       |
Bomb: Crescent K |
Pod: Spider G     |
Legs: Ground      |
-----|
Nature Park       |
=====
```

This computer is using the Peregrine. Armed with the Sniper, it will be a rough match from beginning to end. The Spider G will be crawling on the ground, so avoid that at all costs, as you don't want to fall victim to a powerful round. The Crescent K shouldn't be too much of a problem. Because of the Ground legs, the Peregrine will be left without too much of an air ability. If you're able to corner Peregrine with a good bomb or pod, there will be no escape. Finish it off that way, and the match will be easier than it would have been.

The game will now automatically save for you.

When he's out, go to the Parts Generator for another new part.

NEW PART

Part: Gun
Name: Titan

The Titan gun fires an extremely large shot. Though this sounds good, it fires a single shot at a time. Its Attack is not that great, and neither is its Speed or Homing stats. The DWN is the only good stat. Would not recommend using this part.

Your next match will be a computer, Melvin.

=====
Melvin |
=====|
Body: Javelin |
Gun: Afterburner |
Bomb: Delta |
Pod: Dolphin |
Legs: Quick Jump
Nature Park |
=====

Melvin is using the Javelin with the Afterburner, and that can be a real pain to avoid. The Delta bomb will make it a whole lot harder. The Dolphin will be roaming at the bottom, and the Quick Jump will allow Javelin to move at a greater speed. This is probably why the computer was given an actual name. Keep your distance, and remember to move. If you don't you'll surely be cornered by a bomb or pod, and open for an Afterburner round. If you're hit in a certain way, you'll be drawn out of hiding, so it's best not to take any chances. Keep firing, and you'll win.

After this match, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Titan

The Titan bomb will fire a bomb that slowly arcs, then explodes on the field. The explosion is rather large, so avoiding it will be more difficult than others. Good for surprise combos.

Your next opponent will be a computer, Max.

=====
Max |
=====|
Body: Metal Bear |
Gun: Rayfall |
Bomb: Geo Trap |

Pod: Standard F |
Legs: Booster
High-Rise Cell |
=====

Another computer given a name. The Metal Bear is using the Rayfall gun, which will definitely cause some problems for you. The Geo Trap will be used in a lot of combos, so avoiding it won't be a bad idea either. Hiding behind walls will prove useless, as the bomb and pod are able to get around there easily. Not only that, but the Metal Bear has the Booster legs. Try to get the Metal Bear after he fires his gun. Since its Rapid Fire ability is rather low, it's open after it fires its rounds. Take it out with a wide range of combos, and you should do fine against Max.

After the match, go to the Parts Generator for another new part.

NEW PART

Part: Pod
Name: Titan

The Titan Pod doesn't move very fast, but when it explodes, the Blast Radius is unusually large. The duration of the blast is also rather good, so it will take up a large part of the stage for awhile. It's good for keeping your opponent distracted.

Your final opponent is another computer, Marv.

=====

Marv	
=====	
Body: Dour Head	
Gun: Titan	
Bomb: Titan	
Pod: Titan	
Legs: High Jump	

Nature Park	
=====	

Marv is using the Dour Head, along with the High Jump legs, and the three Titan parts you picked up during the Computer Battle. Surprisingly, this match is extremely easy. Avoiding the shots could be a problem, but they don't do a lot of damage. Know where the bomb and pod are going to explode, and you can avoid getting trapped. Fire at the Dour Head with powerful rounds. If he's moving, stop him with a bomb or pod. You'll win this match easily.

After the match, you won't have access to the new part, but get it when you can.

NEW PART

Part: Gun
Name: Rayfall

The Rayfall will fire four homing rounds vertically. If fired from the ground, the rounds will pause in midair. If fired from the air, the rounds will not pause. Use it in good strategies.

When you've beaten Marv, he will suffer a malfunction. You've still cleared the tournament. The Police will ask you if you participated in the Tag Battle Tournament. If you haven't, that's where you're going. He'll thank you for participating, then will remind you that you can participate any time you want to.

The game will now automatically save for you.

=====
6G. TAG BATTLE TOURNAMENT //

=====
Walk into the Training Gym. Marcia will be there as your guide. She'll ask about your battles, then talk about the increase in robo battles. She'll tell you that she's your guide. A lot of the competitors there are amateurs, so she thinks you'll do very well. The Tag Battle Rules are in effect. This means that you will use two robos, rather than one, against two other robos. You're able to switch robos during the match, so it's still 1-on-1. If one robo loses energy, you lose. To switch between robos, press the Y Button. Marcia will remind you that once you swap robos, you can't swap again for 7 seconds. Also, if your inactive robo has less than 150 hit points, it will increase to 150 in 10 seconds. This way, you can still make a comeback, even if your robo is low in HP.

RULES	TASK SCORE
Tournament: Tag Battle Tournament	Gold: 250000 points
Guide: Marcia	Silver: 220000 points
Rules: Tag Battle	Bronze: 180000 points

Your first opponent is a boy.

Boy	Boy	
====	-----	
Body: Seal Head	Body: Peregrine	
Gun: Right 5-Way	Gun: Shotgun	
Bomb: Submarine P	Bomb: Standard	
Pod: Throwing P	Pod: Feint F	
Legs: Wide Jump	Legs: Stabilizer	
-----	-----	
Diamond Fences	Diamond Fences	

The boy starts off with a Seal Head using a Right 5-Way. The Submarine should be avoided, as well as the Throwing P. Because the Seal Head is using the Wide Jump legs, it'll be hard to get away from him. Try to get away from the Right 5-Way gun by constantly moving away, and using Slide Shots to get the Seal Head by surprise. Eventually, the boy will make a complete turn around, and change to the Peregrine with the Shotgun. Rather than being slow on the ground, the Peregrine is fast, and with the Stabilizer legs, it could cause trouble. Try your best to keep your distance; the Shotgun is an instant knockdown for you. The Standard shouldn't be worried about too

much. As long as you take down one of them, you'll win.

When you've won, go to the Parts Generator for a new part.

NEW PART

Part: Body
Name: Peregrine

The Peregrine is a Little Raider model. It has a slightly greater Speed and Attack stat than the other two Little Raiders, but its Defense stat has gone down a lot. It's an effective model against foes such as Funky Big Head and Metal Grappler models.

Your next opponent is a girl.

=====

Girl	Girl	
=====	-----	
Body: Earth	Body: Swift	
Gun: Flame	Gun: Afterburner	
Bomb: Gemini P	Bomb: Tomahawk B	
Pod: Speed P	Pod: Cockroach G	
Legs: Feather	Legs: Formula	
-----	-----	
High-Rise Plaza	High-Rise Plaza	

=====

The first robo sent out is the Earth with the Flame. The Flame is going to be hard to avoid, so just do your best. On top of that, the Speed P will be running around the place, so jump constantly to avoid it. The Feather legs will increase the Earth's air game. Try stopping it with a Pod, then fire at it with your gun. Eventually, the girl will switch to the Swift, which is holding the Afterburner. The Cockroach is slow on the ground, so you don't have to jump as much. The Afterburner will try to trick you by coming at you slowly, then increasing in speed. Don't fall for that. Because of their speed, both robos will be hard to hit. It may get frustrating at first, but eventually, you'll get the hang of it.

When you've won, go to the Parts Generator for another new part.

NEW PART

Part: Pod
Name: Cockroach G

The Cockroach G moves very slowly until you get close. It will then increase in speed, and explode on its target. When hit, the target will move upward. Effective against foes behind cover.

Your next opponent is Don.

=====

Don	Don	
=====	-----	
Body: Shrike	Body: Dour Head	

Gun: Stun	Gun: V Laser	
Bomb: Standard K	Bomb: Straight S	
Pod: Seeker F	Pod: Speed D	
Legs: Stabilizer	Legs: Wide Jump	
-----	-----	
Diamond Fences	Diamond Fences	
=====	=====	

Don will start out with his usual favorite; Shrike. The Shrike is holding the Stun gun, and because of its great speed, he'll be a real pain. The Standard K and Seeker shouldn't be a problem as long as you're not standing in the same spot for too long. The Stabilizer legs will increase the speed of the Shrike, making him a bigger problem. Attack him with a long range or medium range gun to keep him away from you. After being hurt a bit, Don will switch to the Dour Head, which will be a lot easier for you to hit. The Wide Jump will allow him to move quickly across the field in the air, but if you attack him on the ground, it's likely that he won't dodge it. The V Laser won't be a problem either because it won't do anything if you're standing there. Try taking out the Dour Head because of its vulnerability. You'll win easily.

The game will now automatically save for you.

When you're done, go to the Parts Generator for another new part.

NEW PART

Part: Gun
Name: V Laser

The V Laser fires two round that move in a V-shape, hitting any moving target. In the air, the rounds will move straight. It is effective for confusing your target.

Your next opponent is Sophie.

Sophie	Sophie	
=====	-----	
Body: Sol	Body: Earth	
Gun: Sword Storm	Gun: Homing Star	
Bomb: Gemini B	Bomb: Burrow P	
Pod: Wall	Pod: Standard F	
Legs: Booster	Legs: High Jump	
-----	-----	
High-Rise Plaza	High-Rise Plaza	
=====	=====	

Sophie will first bring out the Sol with the Sword Storm. The Sword Storm will be able to get you from anywhere, as it will pause in midair before striking its target. The Gemini B and Wall should be kept under control, as they're rather sneaky in this match. The Booster legs will increase the Sol's dash speed, so it will be effective in the air. Hit it as much as possible when it lands on the ground. Sophie's second robo is the Earth with the Homing Star. As you've learned from Marcia, the Homing Star is a deadly weapon, so avoid it at all costs. The High Jump will improve the Earth's air game. The Burrow P and Standard F shouldn't be too much of a problem. Watch for them just in case. Take out either of them, as they're both the

same model. You'll win.

When you win, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Gemini B

The Gemini B launches bombs to the sides of your foe on the ground. In the air, it will fire bombs to the front and back of your foe. The blasts will linger for awhile. When hit, the target will move sideways. Effective for bringing foes out from cover.

Your final opponent is Trish.

=====

Trish	Trish	
=====	-----	
Body: Swift	Body: Seeker	
Gun: Twin Fang	Gun: Needle	
Bomb: Burrow P	Bomb: Tomahawk G	
Pod: Beast F	Pod: Satellite	
Legs: Short Thrust	Legs: Long Thrust	
-----	-----	
Diamond Fences	Diamond Fences	
=====	-----	

Trish will start out with the Swift and the Twin Fang. The Short Thrust will make the Swift rely on ground play, so fire at it from the air to get it at the best angles. The Burrow P shouldn't be too much of a problem. The Beast F will surely get you if you move too close to it. Try to get close to the Swift, as the Twin Fang will move right over you if you're too close. Keeping your distance is also effective. Trish will switch to the Seeker, which is using the Needle gun. The Needle should be pretty easy to avoid with a fast robo. The Tomahawk G will prove to be effective in a stage such as Diamond Fences, so watch out for it. The Satellite shouldn't be too much of a problem. The Long Thrust legs will keep the Seeker in good shape when in the air. Just like the Swift, the Seeker will also be difficult to avoid and attack. Do your best against it. Because of their low Defense stats, this match should be rather easy.

You won't have time to pick up the new part, but go to a Parts Generator whenever you can.

NEW PART

Part: Gun
Name: Twin Fang

The Twin Fang will fire quick rounds. On the ground, the rounds will fly up, then descend on the foe. In the air, the rounds move straight. Try to get close when attacking with this gun due to its short range.

After the match, Marcia will give you a tip on the temporary invincibility during a Tag Battle match. You'll complain about her not telling you before

the matches. She'll tell you she did it because they were amateurs. Marcia will mention that you can now go to the Lab Single Battle, held at the Research Lab. Check that out.

The game will now automatically save for you.

=====
6H. LAB SINGLE BATTLE //

When you enter the lab, a Lab Tech will tell you that there are three tournaments being held there.

Before you enter any, head into Lab 01, and go to the south-eastern corner, if you scan it, you'll find the Wave Lazer.

NEW PART

Part: Gun
Name: Wave Lazer /!\

The Wave Lazer fires short-range rounds capable of immobilizing your opponent for a long time. It has great Speed and Rapid stats, but poor Attack, Homing, and Knockdown stats.

If you head to the first door on your left, you'll enter the Lab Single Battle.

When inside the room, a Police will greet you. He'll ask you if you recognize any of the people in the room. To your horror, you'll see that the burglars you met on Day 1 are there. The Police will tell you that they were to cause a distraction, while the Z Syndicate broke into the lab, in search of the memory-erasing device. He'll tell you not to worry, as he explains that their memories have been erased. The rules are No-Limit Battles, so have fun kicking them around a little.

RULES	TASK SCORE
Tournament: Lab Single Battle	Gold: 196000 points
Guide: Police	Silver: 175000 points
Rules: No-Limit Battle	Bronze: 131000 points

Your first opponent is a burglar.

=====
Burglar |
=====|
Body: Metal Ape |
Gun: Claw |
Bomb: Straight S |
Pod: Seeker G |
Legs: Short Thrust
Basic Arena |
=====

The burglar is using the Metal Ape, armed with the Claw. Be careful; the Claw has an extremely good Homing ability, so avoiding it could be a bit difficult. The Straight S and Seeker G are effective, especially in a stage like the Basic Arena. The Short Thrust will keep the Metal Ape well hidden behind the walls, so be careful. Fire at him with everything you've got, and stay out of the Claw's range. After a well-fought match, the Burglar and his Metal Ape will fall.

When you're done, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Straight S

The Straight S will fire a bomb quickly straight ahead. If it hits, it will briefly immobilize the target, allowing the user to deal great damage on the foe.

Your next opponent is a Lab Tech.

```
=====
Lab Tech          |
=====|
Body: Defender    |
Gun: Vertical     |
Bomb: Submarine K |
Pod: Dolphin G   |
Legs: Feather     |
-----|
Crevice Court     |
=====
```

The Lab Tech is using the Defender, armed with the Vertical gun. Because the Defender is good in the air, it will be difficult to avoid it. Don't be surprised if you're hit frequently with the Vertical. The Submarine K will not be a problem as long as you are aware of where they are. If they hit, you'll be in a bit of trouble. The Dolphin G should be avoided at all costs, as it will be seen moving about the bottom of the holosseum. The Feather legs will increase the Defender's air game, so watch out. The Defender should be taken down easily with a powerful gun and bomb combination.

When you've won, go to the Parts Generator for another new part.

NEW PART

Part: Pod
Name: Dolphin G

The Dolphin G is capable of deploying two pods at a time. When released, it begins to arc toward the opponent. When it hits, it blows the target upward. Great to stop foes hiding on the ground, or coming from the air.

Your next opponent is a burglar.

```
=====
```

```
Burglar |
=====|
Body: Splendor |
Gun: Trap |
Bomb: Wall |
Pod: Jumping B |
Legs: Stabilizer |
-----|
Basic Arena |
=====
```

The Burglar is using the Splendor, armed with the Trap. The Trap, as you know, will be difficult to avoid, as it will delay when fired from the ground, and won't when fired from the air. The Wall and Jumping B are easy to avoid. Splendor will use the Trap gun a lot, so avoid that to defeat him with ease.

The game will now automatically save for you.

When he's down, go to the Parts Generator again.

NEW PART

Part: Gun
Name: Starshot

The Starshot gun splits into five rounds when it ascends. If fired from the ground, they split vertically. From the air, they split horizontally. Spread your fire when using this gun.

Your next opponent is a Lab Tech.

```
=====|
Lab Tech |
=====|
Body: Metal Bear |
Gun: Halo |
Bomb: Crescent C |
Pod: Cockroach H |
Legs: Long Thrust |
-----|
Crevice Court |
=====
```

The Lab Tech is using the Metal Bear with the Halo. The Halo will be quite a nuisance in this match. The bomb and pod won't be used to much, so focus on avoiding the Halo. Take every opportunity to hit your opponent. Otherwise, you'll fall to the Halo gun. If you are able to dodge them, you'll win.

After the match, go to the Parts Generator for a new part.

NEW PART

Part: Body
Name: Metal Bear

The Metal Bear is a Metal Grappler model. It is strong in both Attack and Defense stats, as well as its Down stat. However, its poor Speed makes it hard to dodge attacks.

Your next opponent is a Police Squad member.

```
=====
Police                               |
=====|
Body: Javelin                        |
Gun: Left Arc                        |
Bomb: Geo Trap                       |
Pod: Jumping G                      |
Legs: Quick Jump                    |
-----|
Ice and Snow                         |
=====
```

This match, in my opinion, was the easiest match in this tournament. The Javelin will not attack with his gun very much. He will use a lot of pods, but dodging them is quite simple. Just fire at him with a powerful gun, and you'll do fine.

When you've beaten him, go to the Parts Generator for another new part.

NEW PART

Part: Gun
Name: Left Arc

The Left Arc gun fires two rounds to the left that will curve to the right. The direction of fire will reverse when fired from the air. Firing from both the ground and air is useful.

Your final opponent is a burglar.

```
=====
Burglar                               |
=====|
Body: Splendor                       |
Gun: Drill                           |
Bomb: Burrow D                      |
Pod: Standard F                    |
Legs: Stabilizer                    |
-----|
Frozen Field                         |
=====
```

This burglar is also rather easy to defeat. Though he's using the Drill, hitting you would be difficult on ice. Just fire at him with powerful gun, and he'll go down as quickly as your previous opponent.

Get this part after the tournament.

NEW PART

Part: Body
Name: Splendor

The Splendor is a Shining Fighter model. It's almost as balanced as the Ray 01. Effective against any type of robo.

After you've defeated your final opponent, the Police will tell you that you should participate in the other tournaments in the lab. Be sure to check them out!

The game will now automatically save for you.

=====

6I. LAB HANDICAP BATTLE //

=====

When you enter the room, Linda will tell you she thinks you've been working hard, and have become a great commander. She will then talk about the Lab Handicap Battle. You'll be fighting against two opponents, and without a partner. Have fun with that.

RULES	TASK SCORE
Tournament: Lab Handicap Battle	Gold: 180000 points
Guide: Linda	Silver: 165000 points
Rules: Handicap Match	Bronze: 150000 points

Your first two opponents are two lab techs.

=====

Lab Tech	Lab Tech	
=====	=====	
Body: Seal Head	Body: Criminal	
Gun: Phoenix	Gun: Claw	
Bomb: Freeze	Bomb: Straight G	
Pod: Jumping B	Pod: Float F	
Legs: Stabilizer	Legs: Long Thrust	
-----	-----	
Diamond Fences	Diamond Fences	

=====

Your first opponents are weak. They will hardly attack you with their guns. Firing at the Criminal first would be a good idea, as it will take a bit longer to take out the Seal Head. Using a Lightning Sky or Little Raider in this match is extremely effective. Just be careful of the Seal Head's Freeze bomb; you'll be open for an attack. Other than that, you should be fine.

When you've defeated them, go to the Parts Generator for a new part.

NEW PART

Part: Gun
Name: Claw

The Claw gun repeatedly fires shots which draw the opponent towards you when

they hit. When fired on the ground, the rounds ascend a little. The rounds fly straight when fired from the air.

Your next opponents are a Lab Tech and Jin.

Lab Tech	Jin
Body: Criminal	Body: Tank Head
Gun: Meteor Storm	Gun: Splash
Bomb: Smash	Bomb: Wave
Pod: Wave	Pod: Double Wave
Legs: Feather	Legs: Wide Jump
High-Rise Plaza	High-Rise Plaza

The Criminal is using the Meteor Storm, which can hurt you badly if you don't avoid it. Take out the Criminal first, as the Tank Head is using the Splash, which is often ineffective. Once the Criminal is gone, the match should be rather easy.

When you've won, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Smash

The Smash bomb will explode above your head. Though it only launches one bomb at a time, the Attack and Speed of the Smash will prove to be useful against your opponent. When hit, the target will be blown diagonally upward.

Your next opponents are Jin and Katu.

Jin	Katu
Body: Tank Head	Body: Defender
Gun: Rayfall	Gun: Flare
Bomb: Left Wave	Bomb: Dual C
Pod: Caboose C	Pod: Spider G
Legs: Feather	Legs: Stabilizer
Diamond Fences	Diamond Fences

Jin is using the Tank Head and Rayfall. The Left Wave shouldn't be too much of a problem, and neither will the Caboose C. Katu has the Flare gun, so keep at a distance to avoid being hit. I suggest taking out Katu first, as he poses a greater threat with the Spider G as well.

The game will now automatically save for you.

When you've won, go to the Parts Generator for a new part.

NEW PART

Part: Pod
Name: Spider G

The Spider G is similar to that of the Cockroach. It remains in place when deployed, then homes in when a target approaches. It is capable of deploying three pods at a time. When hit, the target is blown upward.

Your next opponents are Katu and Sherry.

```
=====
Katu                |Sherry                |
=====|=====|
Body: Defender      |Body: Buggy          |
Gun: Glider         |Gun: Starshot         |
Bomb: Crescent K   |Bomb: Standard K     |
Pod: Throwing D    |Pod: Standard         |
Legs: Feather       |Legs: Short Thrust   |
-----|-----|
Basic Arena         |Basic Arena           |
=====
```

I decided to go for Sherry first. The Buggy using a Starshot pose a threat to your health. The Standard K will also instantly knock you down, so that should be taken out of the way. Even with Sherry down, Katu is using the Crescent K, so taking him out quickly wouldn't be a bad idea, either. Defeat them both to move to the final match.

When you've won, go to the Parts Generator for another new part.

NEW PART

Part: Body
Name: Buggy

The Buggy is a Trick Flyer model. It is a fairly balanced robo. Very agile in the air, and extremely slow on the ground. It is capable of performing three short air-dashes.

Your final opponents are Sherry and Linda.

```
=====
Sherry              |Linda                  |
=====|=====|
Body: Buggy        |Body: Seeker          |
Gun: Shotgun        |Gun: Hornet           |
Bomb: Straight G   |Bomb: Standard       |
Pod: Twin Flank F  |Pod: Speed P          |
Legs: Long Thrust  |Legs: Booster         |
-----|-----|
Crevice Court       |Crevice Court         |
=====
```

Linda should definitely be taken out of this match first. The Seeker is using the Hornet, and because it's a Lightning Sky model, they'll be coming

at you from all directions. When Linda's taken out, be sure to avoid the Boggy's Shotgun; being hit by it will cause an instant knockdown. Defeat them, and claim your trophies!

You won't be able to get this part yet, but check the Parts Generator when you can.

NEW PART

Part: Gun
Name: Hornet

The Hornet gun will fire five hornet-like rounds which home in on the target. Trying to shoot from the air proves to be more effective than firing from the ground.

After the match, Linda will remind you that there is still the Lab Bonus Battle to check out in the Lab. Head out the door, and prepare for your next tournament!

The game will now automatically save for you.

=====
6J. LAB BONUS BATTLE

//

=====
When you enter the room, Evil greets you. He won't remember a thing about attempting to join the Z Syndicate, so you just play along, though you think he's lying. He'll tell you that the Lab Bonus Battle is a little break from the others, as it's a 2-on-1 match, with Evil as your partner. Ironic, eh?

RULES | TASK SCORE
|
Tournament: Lab Bonus Battle | Gold: 310000 points
Guide: Evil | Silver: 290000 points
Rules: Bonus Battle | Bronze: 275000 points

Your first opponent is a Lab Tech.

=====
Evil (Partner) |

=====
Body: Juggler |
Gun: Gravity |
Bomb: Gemini B |
Pod: Feint G |
Legs: High Jump

Magma Hole |

=====
Lab Tech |

=====
Body: Glaive |
Gun: Afterburner |
Bomb: Submarine K |
Pod: Caboose T |

Legs: Quick Jump
Magma Hole |
=====

A really simple match here. Shoot the Glaive into the magma zone, and watch out for the Afterburner. You'll be okay.

When you win, go to the Parts Generator for a new part.

NEW PART

Part: Body
Name: Glaive

The Glaive is a Strike Vanisher model. It's slow on the ground, but it has the stealth function. It's capable of air-dashing three times. It has the best defense of the Strike Vanishers, so use it when you want it.

Your next opponent is a Police.

=====

Evil (Partner)	
=====	
Body: Juggler	
Gun: Blade	
Bomb: Submarine D	
Pod: Caboose X	
Legs: Stabilizer	

Basic Cell	

=====

Police	
=====	
Body: Javelin	
Gun: Phoenix	
Bomb: Right Flank H	
Pod: Reflection	
Legs: Ground	

Basic Cell	

=====

Yet another simple match. The Phoenix will hit you a bit, so just dodge as best as you can. Other than that, you should do fine in this match as well.

When you win, go to the Parts Generator again.

NEW PART

Part: Pod
Name: Throwing P

The Throwing P travels in an arc. It's able to deploy two pods at a time. When it explodes, the blast will linger. It has an excellent Speed stat, but a poor Homing stat.

Your next opponent is Lloyd.

```
=====
Evil (Partner)      |
=====
Body: Juggler       |
Gun: Claw           |
Bomb: Wall          |
Pod: Feint G        |
Legs: Formula       |
-----
Magma Hole          |
=====
Lloyd               |
=====
Body: Peregrine     |
Gun: Trap           |
Bomb: Standard F    |
Pod: Dolphin        |
Legs: Stabilizer    |
-----
Magma Hole          |
=====
```

Lloyd shouldn't be too much of a problem. The Trap gun will get annoying, and the Dolphin will get at you a bit, but just do your best to get rid of him.

The game will now automatically save for you.

When you're done, go to the Parts Generator for another new part.

NEW PART

Part: Bomb
Name: Burrow P

The Burrow P explodes after a short period of time when it descends. Though it can only launch one bomb at a time, the blast will linger for awhile. When it hits, it blasts the target upward.

Your next opponent is Bubble.

```
=====
Evil (Partner)      |
=====
Body: Juggler       |
Gun: Starshot       |
Bomb: Straight G    |
Pod: Jumping G      |
Legs: Short Thrust  |
-----
Dead Line           |
=====
Bubble              |
=====
Body: Metal Ox      |
```

Gun: Sword Storm |
Bomb: Standard K |
Pod: Trio H |
Legs: Quick Jump
Dead Line |
=====

Bubble will be a bit more difficult than your previous opponents. He uses the Metal Ox, and with the Sword Storm, he's a force to be reckoned with. The Standard K is an instant knockdown. Though he causes a bit of problems, he doesn't stand a chance against two opponents.

When you're done, go to the Parts Generator for new parts.

NEW PART

Part: Gun
Name: Glider

The Glider fires two large rounds that fly straight on the ground, and one flies to the side in the air. It's great to use when fired from a distance.

Your final opponent is Delpha.

=====

Evil (Partner)	
=====	
Body: Juggler	
Gun: Right Pulse	
Bomb: Double Mine	
Pod: Wave	
Legs: Quick Jump	

Ice and Snow	

=====

Delpha	
=====	
Body: Breaker	
Gun: Ion	
Bomb: Delta	
Pod: Double Wave	
Legs: Short Thrust	

Ice and Snow	

=====

The Breaker's poor Defense will make your final opponent easy. Take him out to win the tournament.

Get this part when you can.

NEW PART

Part: Gun
Name: Eagle

The Eagle fires a quick, straight round. On the ground, they won't pause. In the air, they will delay. Use both the ground and air when firing.

After the match, Evil will tell you to check out the other two rooms if you haven't already. If you have, head to Hub Park.

The game will now automatically save for you.

=====
6K. PARK DANCE BATTLE //

When you enter, Harry will tell you that you'll be up against a bunch of girls. The Park Dance Battle is No-Limit, so just have fun. Also, all the girls will have Gatling guns. That's nice.

RULES	TASK SCORE
Tournament: Park Dance Battle	Gold: 196000 points
Guide: Harry	Silver: 175000 points
Rules: No-Limit Battle	Bronze: 131000 points

Your first opponent is Mary.

=====
Mary |
=====
Body: Earth |
Gun: Gatling |
Bomb: Right Flank H |
Pod: Double Wave |
Legs: Wide Jump
Flower Garden |
=====

Rather simple match. The Gatling may be a problem, but stay at a distance, as its accuracy is less effective then. Use this match as a warm-up to what is up ahead.

Go to the Parts Generator when you've won.

NEW PART

Part: Pod
Name: Wall

The Wall pod deploys three horizontal blasts in three pods. When it hits, the target is blown diagonally upward.

Your next opponent is Sherry.

=====
Sherry |
=====

Body: Buggy |
Gun: Gatling |
Bomb: Wall |
Pod: Trio H |
Legs: Long Thrust
Flower Garden |
=====

The Buggy will be a bit more difficult to knock down than your previous opponent. The Wall may also cause a bit of difficulty. You've been through this before, though. Take our Sherry with a powerful gun, and be sure to stay at a distance.

When you win, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Right Wave

The Right Wave launches from the right and turns left. When it hits, it blows the target sideways.

Your next opponent is Sophie.

=====

Sophie |
=====|
Body: Sol |
Gun: Gatling |
Bomb: Crescent K |
Pod: Wave |
Legs: Feather
Flower Garden |
=====

Yet another person with a Gatling gun. The Feather will increase its air game, so be sure to keep the sky heavily guarded. The Crescent K also will knock you down if it hits, so avoid that. You'll win easily.

The game will now automatically save for you.

When you win, go to the Parts Generator for a new part.

NEW PART

Part: Gun
Name: Homing Star

The Homing Star breaks up, then chases your opponent. Fire at your opponent based on whether they're on the ground or air.

Your next opponent is Trish.

```
=====  
Trish |  
=====  
Body: Swift |  
Gun: Gatling |  
Bomb: Gemini B |  
Pod: Jumping G |  
Legs: Stabilizer |  
-----|  
Flower Garden |  
=====
```

A Swift with a Gatling should be easy. Knock down the Swift with a powerful gun to win quickly.

When you win, go to the Parts Generator for a new part.

NEW PART

Part: Body
Name: Halberd

The Halberd is a Strike Vanisher model. It has the best attack of all of them. Air dashes up to three times.

Your next opponent is Linda.

```
=====  
Linda |  
=====  
Body: Seeker |  
Gun: Gatling |  
Bomb: Burrow D |  
Pod: Caboose T |  
Legs: Short Thrust |  
-----|  
Flower Garden |  
=====
```

The Seeker is also easy to knock down. Because its a Lightning Sky, try stopping it with a pod, then fire at it to win.

Go to the Parts Generator again for a new part.

NEW PART

Part: Pod
Name: Caboose T

The Caboose T fires in the opposite direction of where you aim. Deploys two pods at the same time. When it hits, it brings the target toward you.

Suddenly, Lucy walks in...

```
=====  
Lucy |
```

```
=====|
Body: Tank Head |
Gun: Gatling |
Bomb: Dual C |
Pod: Throwing P |
Legs: Booster |
-----|
Flower Garden |
=====
```

The Tank Head will be difficult to take down. Unlike the other robos, it has an excellent defense. The Gatling will really cause problems now. Take it out as best as you can to win the tournament.

Snatch this part when you can.

NEW PART

Part: Gun
Name: Ion

The Ion fires rounds that turn twice. The rounds will turn differently when fired from the air. The Speed, Homing, and Rapid stats are excellent.

Now, go to the other three tournaments you are told. Try going to Bogey's Cafe.

The game will now automatically save for you.

=====|
6L. BOGEY'S 2 ON 2 FESTIVAL |
=====|

Upon entering Bogey's Cafe, you'll notice that Bogey is not behind the counter. Walk behind the counter, and scan the wall until you find a new part.

NEW PART

Part: Gun
Name: X Laser /!\

The X Laser fires two rounds from each side, which curve at an angle. The range varies on the ground and the air.

When ready, head into the gambling pit to begin. It's a 2-on-2, with Bogey as your guide. Ernest will show up as your partner.

RULES	TASK SCORE
Tournament: Bogey's 2 on 2 Festival	Gold: 310000 points
Guide: Bogey	Silver: 283000 points
Rules: 2-on-2 Battle	Bronze: 242000 points

Your first two opponents are two customers.

```
=====
Ernest (Partner)      |
=====
Body: Metal Bear      |
Gun: Sniper           |
Bomb: Straight T     |
Pod: Speed P         |
Legs: Short Thrust   |
-----
Basic Cell            |
=====
Customer              |Customer              |
=====
Body: Metal Ape       |Body: Tank Head      |
Gun: 3-Way           |Gun: Starshot        |
Bomb: Dual C         |Bomb: Wave           |
Pod: Dolphin         |Pod: Twin Flank F    |
Legs: Quick Jump     |Legs: Long Thrust    |
-----
Basic Cell           |Basic Cell           |
=====
```

The Metal Ape and Tank head have excellent defense. However, they're slow, therefore are vulnerable for attacks. Use a bomb to stop them, then fire at them with your gun to take them down. Be sure to keep Ernest safe; you don't want him to fall.

When you've won, go to the Parts Generator for a new part.

NEW PART

Part: Gun
Name: Sniper

The Sniper fires a single, yet powerful round. Excellent to use at a distance.

Your next two opponents are a Lab Tech and a boy.

```
=====
Ernest (Partner)      |
=====
Body: Metal Bear      |
Gun: Claw            |
Bomb: Gemini B       |
Pod: Spider          |
Legs: Ground         |
-----
Diamond Fences       |
=====
Lab Tech              |Boy                  |
=====
Body: Seal Head      |Body: Defender      |
Gun: Dragon          |Gun: Bubble         |
Bomb: Crescent P    |Bomb: Acrobat       |
Pod: Cockroach H    |Pod: Diving         |
```

Legs: High Jump		Legs: Short Thrust	
-----		-----	
Diamond Fences		Diamond Fences	
=====		=====	

The Defender should be rather easy to knock down. Take him out first, and when it's a 2-on-1 battle, it's all easy from there.

When you won, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Burrow D

This bomb explodes after a short period of time. It's capable of firing three pods at once.

Your next two opponents are Paulie and a burglar.

Ernest (Partner)	
=====	
Body: Metal Bear	
Gun: Right 5-Way	
Bomb: Left Flank H	
Pod: Feint F	
Legs: High Jump	

Ice and Snow	

Paulie		Burglar	
=====		=====	
Body: Javelin		Body: Metal Bear	
Gun: Splash		Gun: Trap	
Bomb: Standard S		Bomb: Tomahawk B	
Pod: Standard F		Pod: Seeker G	
Legs: Short Thrust		Legs: Booster	
-----		-----	
Ice and Snow		Ice and Snow	
=====		=====	

The Javelin won't be too much of a problem with the Splash gun. Take out the Metal Bear first to make it a 2-on-1 battle, and take it easy from there.

The game will now automatically save for you.

When you win, go to the Parts Generator for a new part.

NEW PART

Part: Gun
Name: Splash

The Splash fires three rounds capable of stopping your opponent. It's great to spam with.

Your next two opponents are Walt and Lloyd.

```
=====
Ernest (Partner)      |
=====|
Body: Metal Bear      |
Gun: Hornet           |
Bomb: Straight T      |
Pod: Sky Freeze       |
Legs: Long Thrust     |
-----|
Frozen Field          |
=====
Walt                   |Lloyd                   |
=====|=====|
Body: Dour Head       |Body: Peregrine         |
Gun: V Laser          |Gun: Vertical           |
Bomb: Geo Trap        |Bomb: Left Wave         |
Pod: Float F          |Pod: Throwing P         |
Legs: Wide Jump       |Legs: High Jump         |
-----|-----|
Frozen Field          |Frozen Field            |
=====
```

The Peregrine should be taken down first, as it has a lower Defense. Then, take out Walt's robo to win the fourth match.

Now new part after this match.

Your next two opponents are Bubble and Delpha.

```
=====
Ernest (Partner)      |
=====|
Body: Metal Bear      |
Gun: Meteor Storm     |
Bomb: Dual C          |
Pod: Speed D          |
Legs: Stabilizer      |
-----|
Crevice Court         |
=====
Bubble                 |Delpha                   |
=====|=====|
Body: Metal Ox        |Body: Breaker           |
Gun: 3-Way            |Gun: Eagle              |
Bomb: Standard X      |Bomb: Standard F        |
Pod: Dolphin G        |Pod: Beast F            |
Legs: Ground          |Legs: Quick Jump        |
-----|-----|
Crevice Court         |Crevice Court           |
=====
```

The Breaker should be taken down first in this match. When he's out, the Metal Ox is done for. You may want to dodge the 3-Way and Eagle rounds; they hurt you a lot if they hit.

When you win, go to the Parts Generator for a new part.

NEW PART

Part: Body
Name: Metal Ox

The Metal Ox is a Metal Grappler model. It's got great Attack and Defense stats, but a poor Speed. Capable of air-dashing once.

Your final two opponents are Bogey and Evil.

```
=====
Ernest (Partner)      |
=====|
Body: Metal Bear      |
Gun: Afterburner      |
Bomb: Double Mine     |
Pod: Feint G          |
Legs: Formula         |
-----|
Basic Arena           |
=====
Bogey                 |Evil                 |
=====|=====|
Body: Tank Head       |Body: Juggler        |
Gun: Left 5-Way       |Gun: Gatling         |
Bomb: Wave            |Bomb: Submarine D    |
Pod: Diving           |Pod: Satellite H     |
Legs: Wide Jump       |Legs: Booster        |
-----|-----|
Basic Arena           |Basic Arena          |
=====
```

Evil has a poorly-balanced robo. Take him out first, so the Gatling's out of the way. When it's Bogey, avoid the Left 5-Way, and take him out to win the tournament.

Pick up this part when you leave.

NEW PART

Part: Body
Name: Juggler

The Juggler is a Trick Flyer model. Has the greatest attack of all Trick Flyers, but the poorest Down and Defense stats. Overall, the worst of Trick Flyers.

When you've won, check out the remaining two tournaments.

The game will now automatically save for you.

When you enter the Test Hall, you'll see Trish. Walt is in the background, but he won't do much. You'll find out that Trish is your guide. There are Single-Use Battle rules in effect. Also, your opponents are either Funky Big Head or Lightning Sky models.

```
-----
RULES                                |TASK SCORE
                                     |
Tournament: Flying Computer Battle  |Gold:   190000 points
Guide: Trish                         |Silver: 163000 points
Rules: Single-Use Battle             |Bronze: 128000 points
-----
```

Your first opponent is a computer.

```
=====
Computer                             |
=====|
Body: Defender                       |
Gun: Bubble                          |
Bomb: Delta                          |
Pod: Satellite H                     |
Legs: Long Thrust                    |
-----|
Diamond Fences                       |
=====
```

The Defender is easy to knock down with a powerful gun. The Bubble will disappear if you attack it fast enough, so keep that in mind. Avoid being hit by the Delta, and keep an eye out for the Defender to win.

When you win, go to the Parts Generator.

```
-----
NEW PART
```

Part: Pod
Name: Double Wave

The Double Wave fires pods to the left and right, which emit blasts capable of reaching through walls. When it hits, it blows the target diagonally up.

```
-----
Your next opponent is a computer.
```

```
=====
Computer                             |
=====|
Body: Tank Head                      |
Gun: Sniper                          |
Bomb: Submarine K                    |
Pod: Seeker G                        |
Legs: Wide Jump                      |
-----|
High-Rise Plaza                      |
=====
```

The Sniper can wipe out a robo with a single hit, so try to avoid it as much as you possibly can. The Submarine K and Seeker are slow, and easy to avoid. Just take it out to advance.

Your next opponent is a computer.

```
=====
Computer Shin      |
=====|
Body: Seal Head   |
Gun: Glider       |
Bomb: Dual        |
Pod: Float F      |
Legs: Feather     |
-----|
Diamond Fences    |
=====
```

The Glider will be a bit more difficult to avoid in this match. Flying would be useless because the Float F is up there. As long as you fire at the Seal Head at every opportunity, you can come out with hardly any damage.

The game will now automatically save for you.

When that computer's out of the way, go to the Parts Generator.

NEW PART

Part: Bomb
Name: Crescent K

The Crescent K flies in a Crescent when fired. If it hits, the opponent is instantly knocked down.

Your next opponent is a computer named Shin.

```
=====
Computer          |
=====|
Body: Seeker     |
Gun: Splash      |
Bomb: Straight S |
Pod: Feint F     |
Legs: Booster    |
-----|
High-Rise Plaza  |
=====
```

This match is the easiest of the six. The Splash will hardly do anything with the Seeker flying around. Use a robo with a good Defense stat, and fire at the Seeker with any gun to win.

When the computer's out, don't leave it alone. Continuously bother it by pressing the A button until it gives you a new part.

NEW PART

Part: Gun
Name: Crystal Strike /!\

The Crystal Strike fires large rounds continuously. The range changes when fired from the ground or air. It's a great spam gun.

After that, you can head over to the Parts Generator.

NEW PART

Part: Pod
Name: Jumping G

The Jumping G approaches the target from the front, then flies over and explodes. Blast lingers for awhile.

Your next opponent is a computer.

```
=====
Computer          |
=====|
Body: Breaker     |
Gun: Flare        |
Bomb: Wave        |
Pod: Twin Flank G|
Legs: Short Thrust|
-----|
Diamond Fences   |
=====
```

The Breaker is easy to knock down, so try and get it before the Flare hits you. Also, you should watch out for the Wave; it hurts. You should be fine throughout the match.

When you win, go to the Parts Generator.

NEW PART

Part: Pod
Name: Caboose X

The Caboose X flies in the opposite direction of where you aim. It deploys two pods at a time. When it hits, the target flies diagonally into the air.

Your final opponent is a computer.

```
=====
Computer          |
=====|
Body: Dour Head   |
Gun: Gravity      |
Bomb: Freeze      |
Pod: Throwing D   |
Legs: Quick Jump  |
-----|
High-Rise Plaza   |
=====
```

The Freeze will be a minor setback in this match. As long as you don't stay in the same spot, you won't get hit too much. Just fire at the Dour Head with a powerful gun to win the tournament.

Retrieve this part later.

NEW PART

Part: Body
Name: Tank Head

The Tank Head is a Funky Big Head model. It has the best Sky and Attack stats of the Funky Big Heads, but the poorest Defense. Performs two continuous jumps.

There's only one available tournament now; go to Harry's house.

The game will now automatically save for you.

=====
6N. MIRA'S BATTLE PARTY //

When you enter, Mira will trick you into thinking it's a party. You'll soon find it's a battle party. Single-Use Battle rules are in effect here. Your opponents are also well-built for long distances.

RULES | TASK SCORE
|
Tournament: Mira's Battle Party | Gold: 190000 points
Guide: Mira | Silver: 163000 points
Rules: Single-Use Battle | Bronze: 128000 points

Your first opponent is Hiroko.

=====
Hiroko |
=====|
Body: Defender |
Gun: Rayfall |
Bomb: Gemini P |
Pod: Wall |
Legs: High Jump
Basic Arena |
=====

Hiroko is using the Defender. It's easy to knock down, but watch out for the Rayfall gun. The Gemini P and the Wall don't have to be avoided too much. Just focus on hitting the Defender, as it will be flying around all over the place. If you avoid it enough, you could score a perfect in this match.

When you've won, go to the Parts Generator.

NEW PART

Part: Pod
Name: Satellite H

The Satellite H hangs in the air when deployed, then homes in on your opponent when approaching. It is capable of firing three pods at a time. When it hits, it blows the target sideways.

Your next opponent is Jerry.

```
=====
Jerry                               |
=====|
Body: Javelin                       |
Gun: Vertical                        |
Bomb: Right Wave                    |
Pod: Spider G                       |
Legs: Long Thrust                   |
-----|
Ice and Snow                        |
=====
```

Another simple match. The Vertical won't be too much of a problem, and the Right Wave and Spider G are easy to avoid. The Long Thrust will allow the Javelin to move all over the holosseum, so keeping track of him is kind of difficult. Take out the Javelin with the parts you chose. As long as you chose parts that you've already used a couple times, you should win this match pretty easily.

Your next opponent is Marcia.

```
=====
Marcia                               |
=====|
Body: Milky Way                     |
Gun: Homing Star                    |
Bomb: Crescent C                   |
Pod: Jumping B                     |
Legs: Wide Jump                    |
-----|
L Formation                          |
=====
```

Marcia is harder than your other opponents. The Homing Star could cause you a lot of grief. If you take her out with a good gun, she'll go down a lot easier. Avoid the Homing Star, and keep behind the walls. The Crescent C will be able to get you from behind walls, though, so try using slide shots to get the upper hand. The Wide Jump will allow Marcia to travel great distances, and get to you quickly. If she does, fire at her with a bomb or pod, and finish her off with a powerful round from your gun.

The game will now automatically save for you.

When you've won, go to the Parts Generator.

NEW PART

Part: Bomb

Name: Dual

The dual bomb is capable of exploding twice. It can also blasts both in front of and behind the foe. It is only able to launch one bomb at a time. Great to use to avoid foes.

Your next opponent is Roy.

```
=====
Roy                               |
=====|
Body: Halberd                     |
Gun: Needle                       |
Bomb: Standard S                 |
Pod: Cockroach H                 |
Legs: Short Thrust               |
-----|
Ice and Snow                      |
=====
```

Roy isn't using the Magnum. Instead, he chose the Needle, which isn't very good on the ice. The Standard S is just as easy to dodge as most of the other Standard weapons. You should watch out for the Cockroach H; getting hit by that would be kind of ugly. The Short Thrust will keep Halberd from getting to close to you, so you won't be able to get him, while he can still get you. Defeating him should be easy when he doesn't have the Magnum. Take him out easy to progress.

When you win, go to the Parts Generator.

NEW PART

Part: Body
Name: Seeker

The Seeker is a Lightning Sky model. It has the best Defense stat of the Lightning Sky models, but it has the poorest Sky stat. It can attack and change direction in the middle of an air-dash. It performs a single long air dash.

Your next opponent is Harry.

```
=====
Harry                               |
=====|
Body: Glory                       |
Gun: Right Arc                   |
Bomb: Standard K                 |
Pod: Caboose T                   |
Legs: Stabilizer                 |
-----|
Checkmate Foundry                |
=====
```

Harry is using the Glory with the Right Arc. The Right Arc, as you already know, fires rounds from the right that eventually will curve in an arc. The Standard K will instantly knock you down if you're hit, so be sure to avoid

that as much as you possibly can. If you take him down with a bomb or pod, you can fire at him, and eventually win.

When you've won, go to the Parts Generator for another new part.

NEW PART

Part: Body
Name: Breaker

The Breaker is a Lightning Sky model. It has the best Sky ability of all the Lightning Sky models. However, it has the poorest Defense stat. It is able to attack and change direction during an air-dash. It will only perform one long air-dash.

Your final opponent is Mira.

=====
Mira |
=====|
Body: Sol |
Gun: Ion |
Bomb: Burrow P |
Pod: Twin Flank F |
Legs: Booster
Checkmate Foundry |
=====

Mira is using her usual Sol and Ion combination. She's really hard to get at because of her great speed. The Sol is, after all, and Aerial Beauty. The Burrow P will be a bit difficult to avoid, but try your best. You don't have to worry too much about the Twin Flank F. The Booster will increase the Sol's speed, so it'll be a bit harder to hit. Try your best to clear the tournament.

When you've won, you're able to pick up this part.

NEW PART

Part: Gun
Name: Gravity

The Gravity gun will fire rounds that eventually grow large, thus becoming immobile. On the ground, the rounds move straight ahead. In the air, the rounds ascend diagonally. It has great Attack and Knockdown Power, as well as being able to be fired quickly, but its Homing ability is poor.

After the match, you'll be able to leave.

The game will now automatically save for you.

When you leave Mira's home, you will see Lucy standing outside your apartment complex. Head inside to see what's up.

You'll discover that there are people who invaded your room. Go inside to find them holding a tournament there. They are all holding a tournament to test their new holosseums. They're part of the Holosseum Creations. Why don't you help them out? A boy named Loa is your guide in this tournament.

```
-----  
RULES                                |TASK SCORE  
                                     |  
Tournament: Holosseum Test          |Gold:   140000 points  
Guide: Loa                           |Silver: 129000 points  
Rules: No-Limit Battle              |Bronze: 101000 points  
-----
```

```
=====  
Borrena                             |  
=====|  
Body: Shrike                         |  
Gun: Twin Fang                       |  
Bomb: Wave                           |  
Pod: Twin Flank G                    |  
Legs: Stabilizer                     |  
-----|  
Sudden Death                         |  
=====
```

The Shrike with the Twin Fang isn't good news. He'll be coming at you from all around the place, using the Twin Fang's speed against you. Try hiding from him as much as possible, though there is little space in this new holosseum. Avoid the Twin Flank G and the Wave bomb. Come at him with a bomb or pod, then fire at him with a powerful round from your gun when he's down. You'll win your first match.

```
-----  
NEW HOLOSSEUM
```

Name: Sudden Death

The Sudden Death is the smallest holosseum you'll find. It is a great place to use short-ranged weapons.

```
-----  
Your next opponent is Kusun.
```

```
=====  
Kusun                                 |  
=====|  
Body: Swift                           |  
Gun: Halo                             |  
Bomb: Standard K                      |  
Pod: Diving                           |  
Legs: Quick Jump                       |  
-----|  
Impact Craters                        |  
=====
```

Kusun is using the Swift and Halo gun. This spells trouble. The Impact

Craters will keep you at a distance, so use that time to avoid the Halo rounds as much as you possibly can. The Standard K will be an instant knockdown if it hits you, and the Diving pod will be lurking around the bottom of the stage. The Quick Jump will increase the Swift's speed. Try firing at the Swift with a bomb when you're separated, then shoot with your gun to finish her off.

NEW HOLOSSEUM

Name: Impact Craters

The Impact Craters is a holosseum based off of a ruined region. Over time, the ground will split into several sections. It's a great place for long ranged game.

When she's out, go to the Parts Generator for a new part.

NEW PART

Part: Gun
Name: Halo

The Halo gun fires a large homing round. When fired on the ground, it slowly ascends, then chases the target. When fired from the air, the round will stop in front of you.

Your next opponent is Hamada.

```
=====
Hamada          |
=====|
Body: Metal Ape |
Gun: Glider     |
Bomb: Gemini B   |
Pod: Wall       |
Legs: High Jump |
-----|
Gigantix Sprawl|
=====
```

Hamada is using the Metal Ape with the Glider. Because of the Glider's range, it will be difficult to get up close to the Metal Ape. The Gemini B will be fired often, and the Wall gun will do a lot of damage if it hits you. Trying to fight behind a wall would be useless, as the Metal Ape is using the High Jump. Because the stage is so large, try fighting the Metal Ape from a distance. You should with with hardly a scratch.

NEW HOLOSSEUM

Name: Gigantix Sprawl

The Gigantix Sprawl is is the largest stage of all the holosseums. It is recommended to figure out your optimal distance and fight from afar.

The game will now automatically save for you.

Your next opponent is Puniyo.

```
=====
Puniyo          |
=====|
Body: Earth     |
Gun: Meteor Storm |
Bomb: Tomahawk G |
Pod: Beast F    |
Legs: Feather   |
-----|
Loading Dock    |
=====
```

Puniyo is using the Earth, and the Meteor Storm. The Meteor Storm is a very powerful gun, so be sure to watch out for it. The Tomahawk G will be used pretty often, so using a fast robo would prove to be effective in this match. The Beast F is easy to avoid as long as you're nowhere near it. The Feather will increase the air game of the Earth, leaving it vulnerable if it hovers above you. Fire a bomb to stop it, then use your gun to take it down.

NEW HOLOSSEUM

Name: Loading Dock

The Loading Dock is a stage with a large suspended platform. It's always moving, so getting on it could cause a lot of problems. Be careful.

After the match, go to the Parts Generator for a new part.

NEW PART

Part: Bomb
Name: Tomahawk G

The Tomahawk G travels in a high arc. It is only capable of launching one bomb at a time. When it hits, it blasts the target upward. It's great to use on opponents in the air.

Your final opponent is your guide, Loa.

```
=====
Loa            |
=====|
Body: Splendor |
Gun: Phoenix   |
Bomb: Straight G |
Pod: Caboose X |
Legs: Booster  |
-----|
Battle Gear Station |
=====
```

Loa is using the Splendor, armed with the Phoenix gun. The Phoenix has a good range, so try not to get hit by it. The Straight G shouldn't be too much of a problem. Hiding behind the walls would be useless, as the Caboose X will blast you out of there. Splendor will dodge a lot of your shots, so shooting him will also be a problem. Just do your best, and you'll win the final match in the Real World.

NEW HOLOSSEUM

Name: Battle Gear Station

The Battle Gear Station is a cog-wheel themed holosseum. The platforms on the spinning cogwheels is a great advantage.

Be sure to pick up this part on your way out.

NEW PART

Part: Gun

Name: Phoenix

The Phoenix gun fires quick, large rounds. When fired on the ground, the rounds shoot up and down. In the air, the rounds will fly straight. Its range is long. Good for preventing your foe from using air game.

After the match, Loa will say that work is good, as he enjoys battling in his holosseum. He's confident it will sell. He'll tell you that you're done, as the test is complete. He sees why you're the champion. Loa offers you the job as a tester in their company, but you refuse, as you already have a job. Go back when you want to.

The game will now automatically save for you.

6P. ELIZA'S ROOM

//

When you get outside, the Police will tell you that all the battles in the Real World are complete. When you want to, check them out again. There are tournaments in the Outside World for you to try, so if you want to go, you'll have to take the route at the Police Squad Headquarters.

Before you go, go into Lucy's Office. Go into the red door to your left, and you'll find a bunch of people inside. Talk to the machine. Mecha-O, in the upper right corner, and talk to him. He'll thank you for talking to him by giving you the entire Oil Can set.

Go to a Parts Generator to get the new parts.

NEW PART

Part: Body

Name: Oil Can (C)

The Oil Can is a Shining Fighter model with a lower Defense. It is the

weakest of all the robos. It has an excellent Attack stat, yet all its other stats are rather poor.

NEW PART

Part: Gun
Name: Can (C)

This gun is the weakest gun of all of them. It is a weaker version of the Basic gun. The Can fires three rounds in a straight line. The rounds become smaller after leaving the gun. Aerial and ground attacks are the same. The range is short. It has poor stats.

NEW PART

Part: Bomb
Name: Can (C)

The Can is the weakest of all bombs. It is the Standard bomb, but it less firepower and a weaker blast strength. It launches one bomb at a time. When it hits, it blows the target diagonally upward.

NEW PART

Part: Pod
Name: Can (C)

The Can is the weakest of all pods. It is the Standard bomb, with a very weak firepower and a smaller blast radius. It is capable of deploying three pods at a time. When it hits, it blows the target diagonally upward.

NEW PART

Part: Legs
Name: Can (C)

The Can (C) is the weakest leg part. It will weaken all of the user's abilities.

After that, you're free to head to the Outside World. Go to the Police Squad Headquarters, and enter the bathroom. Press A in front of the sensor, and you'll end up in the subway. Enter the cart, and when you get out the other end, proceed to your right. You'll end up in the dark hallway. Walk up to the large wall, and press A in front of the sensor. You'll end up in the Outside World. Since the Amusement Park is being guarded by a Police officer, enter the Z Syndicate's Base. Inside, you'll find Oboro. He'll give you the option of choosing a tournament. Select Eliza's Room.

When inside, you'll discover that Eliza is your partner. Her memory's been erased like the other criminals, so she won't remember a thing. It's a 2-on-1 Bonus Battle. Another little break for you. Use this time to test out new parts.

RULES

|TASK SCORE

Tournament: Eliza's Room	Gold: 310000 points
Guide: Eliza	Silver: 290000 points
Rules: Bonus Battle	Bronze: 275000 points

Your first opponent is a Z Lackey.

```
=====
Eliza (Partner)      |
=====|
Body: Athena /!\    |
Gun: Sword Storm     |
Bomb: Acrobat        |
Pod: Seeker F        |
Legs: Formula        |
-----|
Dead Line            |
=====|
Z Lackey             |
=====|
Body: Glaive         |
Gun: Vertical        |
Bomb: Submarine P    |
Pod: Wave            |
Legs: Short Thrust   |
-----|
Dead Line            |
=====
```

These matches are always easy. However, I'll give you tips on how to receive minimum damage. The Glaive is using the Vertical, a gun with a long range. Because the Deal Line has so many walls, avoiding them shouldn't be a problem for you. The Submarine P is too slow to catch up to you. The Wave bomb is capable of reaching past walls, so hiding in one spot wouldn't be such a great idea. Play around with him a little, maybe knocking him into the magma zone here and there.

Your next opponent is a Z Lackey.

```
=====
Eliza (Partner)      |
=====|
Body: Athena /!\    |
Gun: Right Pulse     |
Bomb: Left Flank H   |
Pod: Reflection       |
Legs: Wide Jump      |
-----|
Dead Line            |
=====|
Z Lackey             |
=====|
Body: Tank Head      |
Gun: Dragon           |
Bomb: Freeze         |
Pod: Caboose X       |
Legs: Booster        |
-----|
Dead Line            |
=====
```

The Z Lackey is using the Tank Head, armed with the Dragon. Because the Dragon has a long range, it may get at you here and there. However,

because of the walls, you won't get hit as often. The Freeze pod should be looked for when battling. You never know when it will come out of hiding, and strike you. This match shouldn't be too hard.

Your next opponent is a Z Lackey.

```
=====
Eliza (Partner)      |
=====|
Body: Athena /!\    |
Gun: Flame           |
Bomb: Smash          |
Pod: Double Wave     |
Legs: Ground         |
-----|
Sudden Death         |
=====|
Z Lackey              |
=====|
Body: Earth          |
Gun: Meteor Storm    |
Bomb: Submarine P    |
Pod: Throwing D      |
Legs: High Jump      |
-----|
Sudden Death         |
=====
```

The Z Lackey is using the Earth and the Meteor Storm. From past experiences, you know that the Meteor Storm can be harmful if it strikes you. The best thing to do in this match is keep moving. The stage is very small, so even the Submarine P and Throwing D will take a few whacks at you. The High Jump will also enable the Earth to get at you from behind walls, so ducking isn't a good idea, either. Just move around to avoid being damaged, and fire at the Z Lackey to progress to the next match.

The game will now automatically save for you.

Your next opponent is a Z Lackey.

```
=====
Eliza (Partner)      |
=====|
Body: Athena /!\    |
Gun: Gravity         |
Bomb: Geo Trap       |
Pod: Twin Flank G    |
Legs: Quick Jump     |
-----|
Loading Dock         |
=====|
Z Lackey              |
=====|
Body: Splendor       |
Gun: Phoenix         |
Bomb: Submarine K    |
Pod: Trio H          |
Legs: Short Thrust   |
-----|
```

Loading Dock |
=====

The Z Lackey is using the Splendor with the Phoenix. The Phoenix gun has a long range, so staying as far away as possible won't do any good, either. The Trio H will deploy three pods, so try and stay far away from your opponent. Since the match is a 2-on-1, this match will be a lot easier than it would have been 1-on-1.

Your final opponent is a Z Lackey.

=====

Eliza (Partner) |

=====|

Body: Athena /!\ |

Gun: Eagle |

Bomb: Burrow D |

Pod: Ground Freeze |

Legs: Stabilizer |

-----|

Battle Gear Station |

=====

Z Lackey |

=====|

Body: Metal Bear |

Gun: Rayfall |

Bomb: Delta |

Pod: Wave |

Legs: Long Thrust |

-----|

Battle Gear Station |

=====

The Z Lackey is using the Metal Bear with the Rayfall. Unlike your previous opponents, this Z Lackey is using a robo that is difficult to knock down. The Rayfall will prove to be effective in this match because of this. The Delta bomb will be getting at you here and there, and the Wave will prevent you from hiding. On top of it all, the Long Thrust has increased the Metal Bear's air-dash ability. Try your best to get it down as fast as possible to get the highest score possible, and win Eliza's Room.

After the match, Eliza will tell you that you have successfully completed Eliza's Room. Now, you are able to check out the remaining three tournaments; Training With Shiner, Isabella's Mansion, and Playing with Oboro. Remember to enter Eliza's Room again if you're missing a few trophies. Before you go, Eliza will tell you that if you complete all four of the tournaments, you'll be able to participate in a new one. Better get started.

The game will now automatically save for you.

=====

6Q. TRAINING WITH SHINER //

=====

When you get outside, speak with Oboro. When he gives you the list of available tournaments, select Training With Shiner.

When you get in, you'll find out that Shiner is your guide. His memory has also been erased. The Single-Use Battle rules are in effect for this

tournament. His lackeys will come out from their breaks when you're about to begin. They're all in their underwear. After making a joke about it, Shiner will tell you that all the holosseums you will be in have moving parts.

```
-----  
RULES                                |TASK SCORE  
                                     |  
Tournament: Training With Shiner    |Gold: 170000 points  
Guide: Shiner                        |Silver: 146000 points  
Rules: Single-Use Battle             |Bronze: 128000 points  
-----
```

Your first opponent is a Z Lackey.

```
=====  
Z Lackey                             |  
=====|  
Body: Metal Ox                       |  
Gun: Drill                           |  
Bomb: Dual                           |  
Pod: Feint F                         |  
Legs: High Jump                      |  
-----|  
Little Locomotive                   |  
=====
```

Your first opponent is using a Metal Ox, armed with a Drill gun. Don't get too close to the Metal Ox. It is difficult to knock him down, and if you get close to him, he'll fire at you with the Drill. The Dual bomb will get at you from a distance, so try to stay as far as possible to receive minimal damage. The Feint F will be following you, so it's a good idea to move around a lot. The High Jump increases the Metal Ox's jumping height, allowing him to get at you from behind walls. Your best bet is to hide behind the train, and shoot at him whenever you have the chance. You should win fairly easily.

Your next opponent is a Z Lackey.

```
=====  
Z Lackey                             |  
=====|  
Body: Metal Bear                     |  
Gun: V Laser                         |  
Bomb: Wall                           |  
Pod: Umbrella                        |  
Legs: Stabilizer                     |  
-----|  
Battle Gear Station                 |  
=====
```

The Z Lackey has chosen the wrong parts to use in a place like the Battle Gear Station. The V Laser will prove to be ineffective when there are so many walls. Don't jump around too much in this stage. It's good to use the Quick Jump, Short Thrust, or the Ground legs in this stage. The Umbrella will easily get you if you go too far up. The Wall bomb will take a few of your HP, but don't let that slow you down. Take out the Metal Bear to advance.

Your next opponent is a Z Lackey.

```
=====
Z Lackey |
=====|
Body: Metal Bear |
Gun: Halo |
Bomb: Burrow P |
Pod: Trio H |
Legs: Booster |
-----|
Scramble Walls |
=====
```

The Z Lackey is using the Metal Bear, armed with the Halo. This Metal Bear will be a lot tougher than the one before. He will continuously spam you with his gun, so use a quick robo to avoid the rounds, The Burrow P won't be used too much, and neither will the Trio H, though it would be a good idea to keep your distance. The Booster will increase the Metal Bear's ground speed, allowing him to get wherever he wants to go. Don't let him do so. Fire at him as much as possible with your gun to neutralize his rounds, and advance to the fourth match.

The game will now automatically save for you.

Your next opponent is a Z Lackey.

```
=====
Z Lackey |
=====|
Body: Glaive |
Gun: Needle |
Bomb: Tomahawk G |
Pod: Satellite |
Legs: Quick Jump |
-----|
Loading Dock |
=====
```

The Z Lackey is using the Glaive, armed with the Needle. Because the Glaive is a Strike Vanisher, it's rather easy for him to avoid your shots. The Needle will be coming at you from different directions, so staying in one spot wouldn't be the best idea. The TOMahawk G is rather useful in this stage, as is the Satellite. Use a quick robo, or a robo with a good jumping ability to clear these obstacles. The Quick Jump will increase the Glaive's jumping speed, making it even easier for him to dodge your shots. Stop him with a bomb or pod, then fire at him while he's immobilized. He's a bit more difficult than your other opponents, but you can pull it off.

Your next opponent is a Z Lackey.

```
=====
Z Lackey |
=====|
Body: Glaive |
Gun: Splash |
Bomb: Submarine D |
Pod: Throwing P |
Legs: Short Thrust |
-----|
Merry-Go-Round |
=====
```

=====
It's another Glaive. This one should be easier, though, because it is using the Splash, which hardly does any damage. However, he will spam with it a whole lot, so try to use a long-range gun, and keep at a distance. The Submarine D is rather easy to dodge, and the Throwing P will tend to hit the Merry-Go-Round more than it will hit you. The Short Thrust will also keep the Glaive closer to the ground, so hit him with a bunch of pods, and finish him off with a round from your gun.

Your final opponent is Shiner.

```
=====[O]
Shiner          []
=====[O]
Body: Breaker  []
Gun: Ion       []
Bomb: Gemini P  []
Pod: Diving    []
Legs: Feather  []
-----[O]
Merry-Go-Round []
=====[O]
```

Shiner is using the Breaker and the Ion. Because the Breaker is a Lightning Sky model, the Ion gun will be moving all around the place. You'll get downed a lot by this, but the Breaker is easily stopped with a pod. Stop him in his tracks, and fire at him when he's stopped. The Gemini P is an effective force in this match, as is the Diving pod. Being stopped by these is not an option. The Feather will allow the Breaker to stay in the air a bit longer, so just be patient, and fire at him when he lands to complete the tournament.

After the match, Shiner will comment you by saying "You look weak, but you're not too shabby." He'll say his job is done. Before you go, Shiner will tell you to participate in the other tournaments there. He'll also tell you that if you complete all of the tournaments, another one will open for you. Talk to Oboro when you do so. Keep in mind that you can stop by Training With Shiner if you need some more trophies.

```
=====  
6R. ISABELLA'S MANSION //
```

When you enter the room, Isabella will welcome you. She'll think you're cute, just like her twin sister. Her memory has also been erased. She'll tell you about Eliza and Isabella, then will tell you about the rules. The rules are Tag Battle rules. You and your opponent are using two robos. To switch between them, press the Y Button.

```
-----
```

RULES	TASK SCORE
Tournament: Isabella's Mansion	Gold: 278000 points
Guide: Isabella	Silver: 242000 points
Rules: Tag Battle	Bronze: 218000 points

```
-----
```

Before you begin your first match, you can enter the containment tank on the left to receive the Rahu I parts. To enter the tank, you must find the

hidden passageway between the tank and the Parts Generator. Go all the way to the left, all the way up, and all the way right until you can see yourself in the tank. Press A to get all the parts.

NEW PART

Part: Body
Name: Rahu I /!\

The Rahu I is described as "a robo that was merged with an unknown living being." It's a Lightning Sky model with upgraded ground mobility and aerial abilities.

NEW PART

Part: Gun
Name: Rahu I /!\

The Rahu I is described as "a gun that was merged with an unknown living being." It's Flare gun with upgraded firepower and larger rounds. When fired, the rounds explode after a set amount of time.

NEW PART

Part: Bomb
Name: Grand Cross /!\

The Grand Cross is described as "a bomb that was merged with an unknown living being." The bomb will launch four enormous blasts within your robo's range. It's is capable of launching one bomb at a time.

NEW PART

Part: Pod
Name: Penumbra I /!\

The Penumbra I is described as "a pod that was merged with an unknown living being." It is a Seeker G with an upgraded speed. It is capable of deploying two pods at a time.

NEW PART

Part: Legs
Name: Ultimate /!\

The Ultimate is described as "a leg part that was merged with an unknown living being." They will upgrade all of the robo's abilities.

Your first opponent is a Z Lackey.

=====

Z Lackey	Z Lackey	
=====	-----	
Body: Glaive	Body: Metal Ox	
Gun: 3-Way	Gun: Sword Storm	
Bomb: Standard F	Bomb: Crescent C	
Pod: Dolphin	Pod: Cockroach H	
Legs: Stabilizer	Legs: Short Thrust	

```
-----|-----|
Magma Hole      |Magma Hole      |
=====
```

The Z Lackey is using the Glaive with the 3-Way, and the Metal Ox with the Sword Storm. Both can be a bit of trouble with the parts they're using. The Glaive will be moving around quite a bit due to the fact that it's a Strike Vanisher. The Standard F is pretty easy to dodge, so that doesn't do too much. When the Z Lackey switches off to the Metal Ox, things don't get any easier. The Metal Ox is difficult to knock down. On top of that, the Sword Storm is going to be difficult to dodge. You shouldn't have a problem with this match.

Your next opponent is a Z Lackey.

```
-----|-----|
Z Lackey        |Z Lackey        |
=====|-----|
Body: Criminal  |Body: Dour Head |
Gun: Flame      |Gun: Bubble     |
Bomb: Straight T|Bomb: Dual      |
Pod: Spider     |Pod: Speed P    |
Legs: Short Thrust|Legs: Feather   |
-----|-----|
Magma Ruins     |Magma Ruins     |
=====
```

The Z Lackey is using the Criminal with the Flame gun, and the Dour Head with the Bubble. The Criminal and the Flame isn't quite a good combination. Though the Flame is a good gun to use, the Trick Flyer model doesn't work well with it. The Straight T is easy to avoid, and the Spider is not too much of a problem in a holosseum like this. The Dour Head is pretty easy as well. Fire at it quickly to get rid of the Bubble rounds, then finish it off in the magma around you. This match should be a breeze.

Your next opponent is a Z Lackey.

```
-----|-----|
Z Lackey        |Z Lackey        |
=====|-----|
Body: Earth     |Body: Swift     |
Gun: Drill      |Gun: Stun       |
Bomb: Freeze    |Bomb: Straight S|
Pod: Caboose T  |Pod: Beast F    |
Legs: Wide Jump |Legs: Stabilizer|
-----|-----|
Sudden Death    |Sudden Death    |
=====
```

This Z Lackey is using the Earth with the Drill, and the Swift with the Stun. If I were you, I'd watch out for those guns. The Drill will hit you 100% of the time if even one bullet hits you. The Stun is a good gun to spam with, so avoiding that could indeed be a problem. The Straight S on the Swift should be easy to dodge; the Freeze could be a problem. The pods are fairly slow, and the leg parts will increase their jump distance and acceleration, in that order. Finishing them off in a stage as small as this should be easy.

The game will now automatically save for you.

Your next opponent is a Z Lackey.

```

=====
Z Lackey          |Z Lackey          |
=====|-----|
Body: Sol         |Body: Seeker      |
Gun: Left 5-Way  |Gun: Eagle        |
Bomb: Right Flank H |Bomb: Double Mine |
Pod: Reflection   |Pod: Twin Flank G |
Legs: Feather     |Legs: High Jump   |
-----|-----|
Impact Craters   |Impact Craters    |
=====

```

The Z Lackey is using the Sol with the Left 5-Way, and the Seeker with the Eagle. The guns are effective against you in this match due to their great range. The Right Flank H and the Double Mine bombs should be rather easy to dodge. The Reflection could be a major problem in this match, as well as the Twin Flank G. The Feather will increase the Sol's air game, and the High Jump will allow the Seeker to glide for a longer time. Time your attacks, and take them out.

Your next opponent is Evil.

```

=====
Evil              |Evil              |
=====|-----|
Body: Juggler     |Body: Breaker     |
Gun: Hornet       |Gun: Homing Star  |
Bomb: Gemini P     |Bomb: Submarine K |
Pod: Jumping B    |Pod: Satellite H  |
Legs: Long Thrust |Legs: Booster     |
-----|-----|
Gigantix Sprawl  |Gigantix Sprawl   |
=====

```

Evil is using the Juggler with the Hornet, and Breaker with the Homing Star. The Juggler is the worst of the Trick Flyers, so taking him down wouldn't be too much of a problem. The Breaker is a lot more difficult. It is using the Homing Star, and as you know from past experience, it's a powerful gun. Try taking out the Juggler, as it's easier to do so. It's your choice.

Your final opponent is the guide, Isabella.

```

===== [O]-----[O]
Isabella         []Isabella         []
===== [O]-----[O]
Body: Athena /!\ []Body: Athena /!\ []
Gun: Dragon      []Gun: Flare        []
Bomb: Geo Trap   []Bomb: Straight T  []
Pod: Reflection  []Pod: Ground Freeze []
Legs: Feather    []Legs: Wide Jump   []
----- [O]-----[O]
Panic Cubes     []Panic Cubes       []
===== [O]-----[O]

```

Isabella is using two Athenas, one having the Dragon, the other using the Flare. Both are very difficult to hit, as they are upgraded Aerial Beauty models. The Dragon gun and the Flare are also very powerful, so try to avoid them as much as you can. Try your best, and you'll get it.

After the tournament, Isabella will remind you that you should check out the other tournaments. When you win them all, you'll gain access to another tournament. You should head over to the final tournament, if you've done them in the same order as I have listed them.

The game will now automatically save for you.

=====

6S. PLAYING WITH OBORO //

=====

The final tournament of the four is Playing With Oboro. Your guide is Oboro himself. He'll explain all the rules to you before you begin. As you've already noticed, his memory has also been erased, so he won't remember a thing about you. This tournament has the Single-Use Battle rules. Not only that, but it all your opponents have an illegal part, so pick your parts, and begin.

RULES	TASK SCORE
Tournament: Playing With Oboro	Gold: 158000 points
Guide: Oboro	Silver: 136000 points
Rules: Single-Use Battle	Bronze: 120000 points

Your first opponent is a Z Lackey.

=====

Z Lackey |

=====|

Body: Peregrine |

Gun: Flame |

Bomb: Treble /!\ |

Pod: Double Wave |

Legs: Stabilizer |

-----|

Double Dead Line |

=====

Your first opponent is going to destroy you from the inside out. This Lackey is using the Peregrine, which is bad enough without the Flame gun. Firing at it will be a difficult task, made even harder with the Double Wave, as well as the illegal part, Treble. Because the stage has magma zones, the Peregrine will be a bit more confined. Stop it with a bomb or pod, and fire it into the magma zone to finish the job quickly.

After the match, go to the Parts Generator for a new part.

NEW PART

Part: Legs

Name: Swallow /!\

The Swallow is an illegal part. It increases the dash speed of your robo, and augments the dash length. Great for robos such as Lightning Skies and Strike Vanishers.

Your next opponent is a Z Tech.

```
=====
Z Tech |
=====|
Body: Shrike |
Gun: Sword Storm |
Bomb: Wyvern /!\ |
Pod: Caboose C |
Legs: Ground |
-----|
Impact Craters |
=====
```

This guy should be pretty simple. The Sword Storm is easy to dodge with a Strike Vanisher model. The Shrike is also easier to catch that way. Finish this robo off quickly to score a perfect.

After that, go to the Parts Generator.

NEW PART

Part: Legs
Name: Eclipse /!\

The Eclipse is another illegal part. The Eclipse enables sharp turning in the air, as well as an increased jump height. Great for Aerial Beauties.

Your next opponent is a Z Tech.

```
=====
Z Tech |
=====|
Body: Tank Head |
Gun: Needle |
Bomb: Waning Arc /!\ |
Pod: Seeker G |
Legs: Quick Jump |
-----|
Basic Cell |
=====
```

Another easy opponent. The only thing you should watch out for is the Waning Arc bomb. Just fire at your opponent with a powerful gun to clear with another perfect.

The game will now automatically save for you.

When you're ready, go to the Parts Generator for another new part.

NEW PART

Part: Legs
Name: Raven /!\

The Raven is an illegal part. It increases the jump height and the dash

speed.

Your next opponent is Shiner.

```
===== [O]
Shiner          []
===== [O]
Body: Breaker   []
Gun: Meteor Storm []
Bomb: Straight T []
Pod: Wolf Spider /!\ []
Legs: Short Thrust []
----- [O]
Sudden Death    []
===== [O]
```

The Breaker is now trapped in a small stadium, making its long air-dash completely useless. The Wolf Spider will now be more difficult to avoid, but that shouldn't be a problem. Take out Shiner to advance.

After that, you can go to the Parts Generator again.

NEW PART

```
Part: Bomb
Name: Waxing Arc /!\
```

The Waxing Arc is an illegal part. It is an upgraded Left Wave bomb with higher firepower and a larger blast radius. It launches one bomb at a time. When it hits, it blows the target diagonally upward.

Your next opponent is Sergei.

```
===== [O]
Sergei          []
===== [O]
Body: Ruheil /!\ []
Gun: Sniper      []
Bomb: Wave       []
Pod: Orca /!\    []
Legs: Wide Jump  []
----- [O]
L Formation      []
===== [O]
```

Sergei, unlike your other opponents, is using two illegal parts, the Ruheil, and the Orca. The Sniper gun is very powerful, so try to avoid that as much as you can. Ruheil will come in, fire at you, and leave before you can fire back. Try stopping him with a hidden pod, and fire at him with your gun and bomb continuously. This match is harder than your previous ones, so do your best, and prepare for the final match.

Before you begin, go to the Parts Generator.

NEW PART

Part: Bomb
Name: Waning Arc /!\

The Waning Arc is an illegal part. It is an upgraded Right Wave bomb with higher firepower and a larger blast radius. It launches one bomb at a time. When it hits, it blows the target diagonally upward.

Your final opponent is the guide, Oboro.

```
=====[O]
Oboro          []
=====[O]
Body: Rakensen /!\  []
Gun: Waxing Arc /!\ []
Bomb: Tomahawk B   []
Pod: Cockroach G   []
Legs: Booster      []
-----[O]
L Formation      []
=====[O]
```

Oboro is by far the most difficult of the six. Make sure you saved good parts for this match. Rakensen is using another illegal part, the Waxing Arc. The Tomahawk B and Cockroach G are easy to avoid. The Booster won't be of much use to Rakensen, as he is in the air for most of the match. Just fire at him with everything you've got to clear it.

You'll be able to pick up these parts when you leave.

NEW PART

Part: Gun
Name: Wyrms /!\

The Wyrms is an illegal part. It is a Dragon gun with upgraded firepower and additional rounds. On the ground, it fires four rounds at the same time. In the air, it fires one quick round.

NEW PART

Part: Bomb
Name: Wolf Spider /!\

The Wolf Spider is an illegal part. It is a Spider G with upgraded speed and a homing device. It is able to deploy three bombs at a time. When it hits, it blows the target upward.

After the match, Oboro will tell you to talk to him if you've defeated all four tournaments. When you get outside, be sure to do so.

The game will now automatically save for you.

=====
6T. Z BOSS ROOM
=====

//

When you enter the Z Boss room, you'll discover that Sergei is your guide.

He's playing along with them, as he's supposed to be part of the Z Syndicate. He'll explain the rules from there. The Z Boss Room is a No-Limit Battle, and each of your opponents will be equipped with more than 2 types of illegal parts.

Before you begin, stand above the pillar to your left, face down, and press the A Button to obtain a new part.

NEW PART

Part: Body
Name: Chickenheart

The Chickenheart is a Burning Beast model. It has an excellent speed and jump height. Just like the Strike Vanisher model, it has the stealth function. Though it can only air-dash once, it can glide for a long time.

After that, you can begin the Z Boss Room.

RULES	TASK SCORE
Tournament: Z Boss Room	Gold: 151000 points
Guide: Sergei	Silver: 135000 points
Rules: No-Limit Battle	Bronze: 115000 points

Your first opponent is Shiner.

```
=====[O]
Shiner      []
=====[O]
Body: Breaker      []
Gun: Wyrms /!\    []
Bomb: Waxing Arc /!\ []
Pod: Speed D      []
Legs: High Jump   []
-----[O]
Ice and Snow     []
=====[O]
```

Shiner is using the Breaker. His two illegal parts are the Wyrms, an upgraded Dragon, and the Waxing Arc, an upgraded Left Wave. Both should be avoided, as usual. The High Jump legs will improve the Breaker's jump height, allowing for a great air-dash. The Speed D is easy to avoid, so you don't have to worry about that. Fire at Breaker with a powerful homing gun, and you should win no problem.

Go to the Parts Generator after Shiner's out.

NEW PART

Part: Pod
Name: Cheetah /!\

The Cheetah is an illegal part. It is an upgraded Speed P with upgraded firepower, range, and number of rounds. It's able to deploy three pods at a

time. When hit, the opponent flies upward, and the blast lingers.

Your next opponent is Eliza.

```
=====[O]
Eliza          []
=====[O]
Body: Athena  /!\  []
Gun: Wave Lazer /!\  []
Bomb: Geo Trap  []
Pod: Caboose T  []
Legs: Raven  /!\  []
-----[O]
Panic Cubes    []
=====[O]
```

Eliza's Athena is armed with two illegal parts, Wave Lazer and Raven. Both are very dangerous, especially on an Aerial Beauty, so better watch out. The Geo Trap and Caboose T are very powerful, and should be avoided in this match. Fire at bomb or pod here and there to keep Eliza immobilized, then fire with your gun.

After that, go to the Parts Generator.

NEW PART

```
Part: Gun
Name: Waning Arc /!\
```

The Waning Arc is an illegal part. It's an upgraded Left Arc with additional rounds and a homing device. It fires four rounds that start at the left and curve at an angle. The rounds turn in the opposite direction when fired in the air.

Your next opponent is Isabella.

```
=====[O]
Isabella       []
=====[O]
Body: Athena  /!\  []
Gun: Crystal Strike /!\  []
Bomb: Freeze   []
Pod: Ground Freeze  []
Legs: Swallow /!\  []
-----[O]
Panic Cubes    []
=====[O]
```

Isabella, like her twin, is using Athena with an illegal gun and legs. The Crystal Strike is an excellent spam weapon, so try to avoid it, while trying not to get hit by the Freeze and Ground Freeze. Should be similar to your previous match.

The game will now automatically save for you.

After that, you can go to the Parts Generator.

NEW PART

Part: Gun
Name: Waxing Arc /!\

The Waxing Arc is an illegal part. It's an upgraded Right Arc with additional rounds and a homing device. It fires four rounds that start at the right and curve at an angle. The rounds turn in the opposite direction when fired in the air.

Your next opponent is Oboro.

```
=====[O]
Oboro          []
=====[O]
Body: Rakensen /!\  []
Gun: Raptor /!\    []
Bomb: Crescent P   []
Pod: Float F       []
Legs: Eclipse /!\  []
-----[O]
Castle Keep      []
=====[O]
```

Oboro is using Rakensen with the Raptor and Eclipse, two more illegal parts. The Crescent P and Float F should be easy to avoid, but be careful of the Raptor. Rakensen teleports all over the place, so use bombs and pods a lot.

Go to the Parts Generator afterwards.

NEW PART

Part: Bomb
Name: Wyvern /!\

The Wyvern is an illegal part. It's an upgraded Standard X with a larger blast radius and longer range. It launches one bomb at a time. When it hits, the target is blasted upward.

Your next opponent is Sergei.

```
=====[O]
Sergei         []
=====[O]
Body: Ruhiel /!\  []
Gun: Waning Arc /!\ []
Bomb: Double Mine []
Pod: Cheetah /!\  []
Legs: Booster     []
-----[O]
Frozen Field     []
=====[O]
```

Sergei is using Ruhiel with the Waning Arc and Cheetah. The Cheetah is very fast on the ground, while the Waning Arc takes you when you try to avoid it. Jump over the Double Mine, then fire at Ruheil with a quick and

powerful gun to win quickly.

Before you fight the final boss, go to the Parts Generator.

NEW PART

Part: Pod
Name: Orca /!\

The Orca is an illegal part. It's an upgraded Dolphin G with upgraded shooting range, a homing device, and more rounds. It's able to deploy three pods at a time. When hit, the target is blasted upward.

Your final opponent is...your dad!?

=====[O]
Dad []
=====[O]
Body: Ray Legend /!\ []
Gun: X Laser /!\ []
Bomb: Standard []
Pod: Standard []
Legs: Eclipse /!\ []
-----[O]
No Man's Land []
=====[O]

Your dad is using the Ray Legend, an obsolete version of Ray 01, with the X Laser and Eclipse. Though his robo is very powerful, and is armed with a good gun, the Standard parts make him extremely vulnerable. Take your old man with ease.

NEW HOLOSSEUM

Name: No Man's Land

No Man's Land is a stark holosseum with no walls. Attacks that don't normally work might work here.

Pick up these parts later.

NEW PART

Part: Gun
Name: Raptor /!\

The Raptor is an illegal part. It's an Eagle with upgraded firepower, speed, and rounds. On the ground, it fires one straight round, and one curved. In the air, it fires two rounds that stop in midair before attacking.

NEW PART

Part: Bomb
Name: Treble /!\

The Treble is an illegal part. It's an upgraded Delta with better firepower and a larger blast radius. It splits into three bombs. When hit, the target flies on a low trajectory.

After the match, you'll be able to head to the Amusement Park. Go out.

The game will now automatically save for you.

Outside, talk to Oboro if you got a gold trophy in the Z Boss Room. You'll be given a new part.

NEW PART

Part: Body
Name: Ray Legend /!\

The Ray Legend is an illegal part. It's an Obsolete version of Ray 01, made during the early years of Custom Robo. It has an excellent offense, but a poor defense.

After that, go to the Amusement Park!

=====
6U. BRONZE HANDICAP MATCH //
=====

You'll head into the restroom for your tournament. Paulie is your guide. The rules are Handicap Match rules, so you already know the Task Scores will be pretty low. Good luck.

RULES	TASK SCORE
Tournament: Bronze Handicap Battle	Gold: 228000 points
Guide: Paulie	Silver: 210000 points
Rules: Handicap Match	Bronze: 192000 points

Your first two opponents are Bogey and Lloyd.

=====
Bogey | Lloyd |
=====|=====|
Body: Tank Head | Body: Criminal |
Gun: Left Arc | Gun: Claw |
Bomb: Submarine D | Bomb: Straight G |
Pod: Seeker G | Pod: Float F |
Legs: Long Thrust	Legs: Long Thrust
Robo's Room | Robo's Room |
=====

Bogey is using the Tank Head and Left Arc, while Lloyd uses the Criminal and Claw. Though the guns will cause you grief, the bombs and pods are fairly slow, and easy to dodge. All you have to do is fire at them with your weapons to advance.

Your next two opponents are Sophie and Trish.

```
=====
Sophie                |Trish                |
=====|=====|
Body: Sol              |Body: Swift          |
Gun: Twin Fang        |Gun: Dragon          |
Bomb: Left Flank H    |Bomb: Dual           |
Pod: Speed D          |Pod: Cockroach G     |
Legs: Ground          |Legs: Stabilizer     |
-----|-----|
Robo's Room           |Robo's Room          |
=====
```

Sophie uses the Sol and Twin Fang, and Trish uses the Swift and Dragon. Both bombs and pods are easy to dodge. I'd recommend taking out the Swift first. Because the Dragon is a powerful gun with an excellent homing ability, it's not good to keep her in the game. Then, take out the Sol, and you're done.

Your next opponents are Lucy and Carmen.

Before you begin the match, talk to Lucy repeatedly. Eventually, she'll remember to give you the Rahu II set.

NEW PART

Part: Body
Name: Rahu II /!\

The Rahu II is an illegal part. It is a robo that has merged with an unknown living being. It's an evolved version of Rahu I with upgraded defensive abilities and ground mobility.

NEW PART

Part: Gun
Name: Rahu II /!\

The Rahu II is an illegal part. It is a gun that has merged with an unknown living being. It is an evolved version of Rahu I with upgraded firepower, round size, and shooting range.

NEW PART

Part: Pod
Name: Penumbra II /!\

The Penumbra II is an illegal part. It is a pod that has merged with an unknown living being. It is a Penumbra I with upgraded firepower and speed. It's capable of deploying two pods at a time.

After that, you can begin.

```
=====
Lucy                  |Carmen              |
=====|=====|
Body: Tank Head       |Body: Metal Ape     |
```

Gun: Right Pulse	Gun: Needle	
Bomb: Crescent P	Bomb: Geo Trap	
Pod: Trio H	Pod: Throwing D	
Legs: High Jump	Legs: Short Thrust	
----- -----		
Panic Walls	Panic Walls	
=====		

Lucy and Carmen are both using slow robos. Taking them out with a Strike Vanisher would be no problem at all.

The game will now automatically save for you.

Your next two opponents are two Z Lackeys.

=====		
Z Lackey	Z Lackey	
===== =====		
Body: Metal Bear	Body: Criminal	
Gun: Splash	Gun: Sniper	
Bomb: Tomahawk B	Bomb: Gemini P	
Pod: Dolphin G	Pod: Satellite	
Legs: Long Thrust	Legs: Stabilizer	
----- -----		
Panic Walls	Panic Walls	
=====		

The Metal Bear has a great spam weapon, but if you stay at a distance, it won't be able to hit you. Try taking out the Criminal first, then finish off the Metal Bear.

Your next two opponents are Isabella and Eliza.

=====	[O]	=====	[O]
Isabella	[]	Eliza	[]
=====	[O]	=====	[O]
Body: Athena /!\	[]	Body: Athena /!\	[]
Gun: Waning Arc /!\	[]	Gun: Flame	[]
Bomb: Burrow D	[]	Bomb: Waxing Arc /!\	[]
Pod: Cheetah /!\	[]	Pod: Jumping B	[]
Legs: Stabilizer	[]	Legs: Swallow /!\	[]
-----	[O]	-----	[O]
Robo's Room	[]	Robo's Room	[]
=====	[O]	=====	[O]

Both are using Athena. Taking out Isabella first wouldn't be a bad idea, as the Waning Arc is a bit more effective than the Flame. Eliza's bomb and Isabella's pod are difficult to dodge, so be careful.

Your final two opponents are Oboro and Shiner.

=====	[O]	=====	[O]
Oboro	[]	Shiner	[]
=====	[O]	=====	[O]
Body: Rakensen /!\	[]	Body: Breaker	[]
Gun: Shotgun	[]	Gun: Wyrms /!\	[]
Bomb: Standard S	[]	Bomb: Treble /!\	[]
Pod: Orca /!\	[]	Pod: Wolf Spider /!\	[]
Legs: Eclipse /!\	[]	Legs: Raven /!\	[]
-----	[O]	-----	[O]

Castle Keep []Castle Keep []
===== [O]===== [O]

Oboro is using the Rakensen with a Shotgun, and Shiner is using the Breaker with the Wyrn. Shiner would definitely be the first to be knocked down. His weak defense will keep him from using his powerful gun efficiently. When he's out, defeat Oboro to win.

Get your new part later.

NEW PART

Part: Body
Name: Ruhiel /!\

The Ruhiel is an illegal part. It is an upgraded Lightning Sky with better defensive and aerial abilities.

If you've won all tournaments with silver trophies, you'll be able to participate in the Silver Battle Royal. Check it out!

The game will now automatically save for you.

=====

6V. SILVER BATTLE ROYAL //

When you arrive, you'll find Jerry inside. He's not in his uniform, as usual. He'll explain the rules to you. The Silver Battle Royal is only open to Class-A Commanders. Not only that, but there is a new rule. There are four robos inside the holosseum, and all of them are against you. If you're the last robo standing, you'll win.

RULES |TASK SCORE
|
Tournament: Silver Battle Royal |Gold: 240000 points
Guide: Jerry |Silver: 225000 points
Rules: Battle Royal |Bronze: 210000 points

Before you begin, go into the broken vehicle below the holosseum deck. There, you'll find all the parts for Rahu III.

NEW PART

Part: Body
Name: Rahu III /!\

The Rahu III is an illegal part. It is a robo that has merged with an unknown living being. It has extremely high defensive and aerial capabilities. Resistant to knockdowns.

NEW PART

Part: Gun
Name: Rahu III /!\

The Rahu III is an illegal part. It is a gun that has merged with an unknown living being. It is an upgraded Rahu II with upgraded firepower, range, and round size.

NEW PART

Part: Pod
Name: Penumbra III /!\

The Penumbra III is an illegal part. It is a pod that has merged with an unknown living being. It is a Penumbra II with upgraded firepower, faster speed, and more rounds. It can deploy three pods at a time.

Your first three opponents are Mary, Anthony, and Thomas.

```
=====
Mary          |Anthony          |Thomas          |
=====|=====|=====|
Body: Earth   |Body: Criminal   |Body: Splendor  |
Gun: Right 5-Way |Gun: Starshot   |Gun: Hornet     |
Bomb: Tomahawk G |Bomb: Geo Trap  |Bomb: Standard  |
Pod: Wave     |Pod: Wall        |Pod: Caboose C  |
Legs: Booster  |Legs: Short Thrust |Legs: Stabilizer|
-----|-----|-----|
Merry-Go-Round |Merry-Go-Round  |Merry-Go-Round  |
=====
```

This is the first match, so all your opponents are easy. They aim at each other more than they aim at you. It should be a straight-forward match.

Your next three opponents are Wendy, Walt, and Will.

```
=====
Wendy         |Walt             |Will            |
=====|=====|=====|
Body: Swift   |Body: Dour Head  |Body: Seal Head |
Gun: Stun     |Gun: Glider      |Gun: Sword Storm|
Bomb: Freeze  |Bomb: Smash      |Bomb: Crescent K|
Pod: Umbrella |Pod: Dolphin     |Pod: Trio H     |
Legs: Formula |Legs: Feather    |Legs: Wide Jump  |
-----|-----|-----|
Merry-Go-Round |Merry-Go-Round  |Merry-Go-Round  |
=====
```

Each of them have a powerful wewapon. Wendy's pod, Will's bomb, and Walt's gun will be problematic throughout the match. Try eliminating Wendy first, as the low defense will help. Take out whoever you want next. It's easy from there.

Your next three opponents are Sherry, Jin, and Katu.

```
=====
Sherry        |Jin              |Katu            |
=====|=====|=====|
Body: Buggy  |Body: Tank Head  |Body: Defender  |
Gun: Homing Star |Gun: Rayfall     |Gun: Afterburner|
Bomb: Tomahawk B |Bomb: Wall       |Bomb: Burrow P  |
Pod: Satellite H |Pod: Spider G    |Pod: Beast F    |
=====
```

Legs: High Jump	Legs: Quick Jump	Legs: Wide Jump	
-----	-----	-----	
Scramble Walls	Scramble Walls	Scramble Walls	
=====	=====	=====	

The Defender is a big problem in this match. It should be easy to take out because it has a low defense, though. The Buggy and Tank Head will tend to fire at each other a lot. Fire at them at your convenience.

The game will now automatically save for you.

Your next three opponents are three Z Lackeys.

Z Lackey	Z Lackey	Z Lackey	
=====	=====	=====	
Body: Glaive	Body: Metal Ape	Body: Shrike	
Gun: Flare	Gun: Halo	Gun: Knuckle	
Bomb: Crescent C	Bomb: Wave	Bomb: Straight T	
Pod: Double Wave	Pod: Reflection	Pod: Sky Freeze	
Legs: Stabilizer	Legs: Booster	Legs: Ground	
-----	-----	-----	
Scramble Walls	Scramble Walls	Scramble Walls	
=====	=====	=====	

The Shrike has the lowest defense. Take it out first. When Glaive and Metal Ape are left, it'll be hard to pick who to eliminate. I went with removing Metal Ape from the match, but it's your choice.

Your final three opponents are Evil, Delpha, and Bubble.

Evil	Delpha	Bubble	
=====	=====	=====	
Body: Juggler	Body: Breaker	Body: Metal Ox	
Gun: Trap	Gun: Sniper	Gun: Phoenix	
Bomb: Acrobat	Bomb: Double Mine	Bomb: Right Flank H	
Pod: Ground Freeze	Pod: Float F	Pod: Speed D	
Legs: Short Thrust	Legs: Long Thrust	Legs: Booster	
-----	-----	-----	
Gigantix Sprawl	Gigantix Sprawl	Gigantix Sprawl	
=====	=====	=====	

Taking out Delpha first isn't a bad idea, as he has a low defense. Evil will spam at you a lot, so he should be taken out second. Take out BUbble to win the Silver Battle Royal.

Pick up your new part later.

NEW PART

Part: Body
Name: Athena /!\

The Athena is an illegal part. It's an upgraded Aerial Beauty with better aerial abilities and additional jumps.

Evil will think he's strongest after the match because he was targeted

first. That's a laugh. If you've gotten all gold trophies, you'll finally be able to challenge the Gold Single Battle. Prepare yourself.

The game will now automatically save for you.

=====

6W. GOLD SINGLE BATTLE //

=====

You'll find yourself teleporting into the place you found Rahu. Hiroko is your guide. The tournament is a Class-S Tournament. It will be a Single-Use Battle. She'll then bring up some more bad news; the tournament has 8 matches. Also, your opponents will be very difficult. With your skill level, you should be able to go this final step. Dive in!

RULES	TASK SCORE
Tournament: Gold Single Battle	Gold: 248000 points
Guide: Hiroko	Silver: 228000 points
Rules: Single-Use Battle	Bronze: 188000 points

Your first opponent is Linda.

=====

Linda	
=====	
Body: Seeker	
Gun: Hornet	
Bomb: Dual C	
Pod: Jumping B	
Legs: High Jump	

Panic Walls	

=====

Linda is using her classis Seeker and Hornet combo. Because she is using the High Jump, getting at the Seeker will be harder than usual. The Dual C and Jumping B are very effective in Panic Walls, as you may never know when they're coming. Fire at Seeker with a bomb or pod, then finish off with whatever gun you picked.

Your next opponent is Chief.

=====

Chief	
=====	
Body: Metal Ox	
Gun: Rayfall	
Bomb: Wave	
Pod: Diving	
Legs: Long Thrust	

Scramble Walls	

=====

The Metal Ox will fall victim to a quick robo. The Wave and Diving will work well in Scramble walls, just like your previous match. The Rayfall isn't used much often, but when it is, be sure to dodge. Try using a

Lightning SKy or Strike Vanisher to gain the edge. Fire with a powerful or quick gun to take him out.

Your next opponent is Sergei.

```
=====
Sergei                               |
=====|
Body: Ruhiel /!\                      |
Gun: Eagle                             |
Bomb: Left Flank H                     |
Pod: Beast F                           |
Legs: Wide Jump                         |
-----|
Castle Citadel                         |
=====
```

Sergei is using the Ruhiel with the Eagle. A Lightning Sky with a gun like this is a big problem. The Beast F is a very good part to use with a Lightning Sky as well. Because of the Wide Jump, it'll be hard to avoid Sergei. I received the least points against him, so that shows how much grief a powered-up illegal part will cause you. Do you best.

Your next opponent is Roy.

```
=====
Roy                                   |
=====|
Body: Halberd                          |
Gun: Magnum                             |
Bomb: Straight T                       |
Pod: Caboose T                         |
Legs: Feather                           |
-----|
Lost World                             |
=====
```

Roy is using the Halberd with the Magnum. This match should be fairly easy. Because the Magnum is a short-ranged weapon, and the stage is rather large, you shouldn't have a problem avoiding it. You should watch out for the pod, though, as it is used often. I used the Ion, and received 38000 points easy, so you may want to use that. It's up to you.

Your next opponent is Mira.

```
=====
Mira                                   |
=====|
Body: Sol                               |
Gun: Ion                                |
Bomb: Geo Trap                          |
Pod: Speed P                            |
Legs: Long Thrust                       |
-----|
Nature Park                             |
=====
```

If you chose the Ion in the previous match, you know what this means. The Sol will be hard to get at. The Geo Trap will also reach past walls, so

hiding is useless. Avoid the Speed P bombs, and when the Sol is in the open, fire with your gun. Use pods and charges to get maximum damage while the Sol is down.

Your next opponent is Ernest.

```
=====
Ernest                               |
=====|
Body: Metal Bear                       |
Gun: Sniper                             |
Bomb: Tomahawk B                       |
Pod: Standard F                        |
Legs: Stabilizer                       |
-----|
Nature Park                             |
=====
```

Ernest is using the Metal Bear and the Sniper. Because he's difficult to knock down, try using a K bomb, so that he'll be instantly knocked down. Then, fire with a quick gun to take his hit points down quickly. I used the Drill, as the Metal Bear is heavy, and will now move around too much when he's up. Just try to get him first; the Sniper is powerful.

Your next opponent is Marcia.

```
=====
Marcia                               |
=====|
Body: Milky Way                       |
Gun: Homing Star                       |
Bomb: Right Flank H                   |
Pod: Dolphin G                        |
Legs: Wide Jump                       |
-----|
Nature Park                             |
=====
```

Marcia is using the much-feared Milky Way and Homing Star combination. This could be a problem for you. Do your best to stay under cover, and leave as quickly as possible when Marcia is putting those Wide Jump legs to good use. The Dolphin G will be roaming on the ground, so your best bet is in the air. Take out Marcia to meet your final opponent.

Your final opponent is Harry.

```
=====
Harry                               |
=====|
Body: Glory                           |
Gun: Flare                             |
Bomb: Tomahawk G                       |
Pod: Spider G                          |
Legs: Stabilizer                       |
-----|
Sudden Death                           |
=====
```

The Glory and the Flare is very powerful, especially when you can't get away. You can only go so far in the Sudden Death stage. Fire as many bombs

and pods as you can, and fire your gun at every possible moment. The Flare will pack a lot of damage if you're hit, so the best thing to do is knock him down first. Defeat your final opponent to complete your last tournament.

Pick up this part whenever you can.

NEW PART

Part: Body
Name: Rakensen /!\

The Rakensen is an illegal part. It is an upgraded Strike Vanisher with better ground mobility and more air-dashes.

After the match, Hiroko will congratulate you for clearing all the tournaments in The Grand Battle. You'll ask if she can take off her helmet, but she won't. Suddenly, Walt comes in with a new wig. The screen will quickly blacken, showing Walt's toupee before the game saves...

The game will now automatically save for you.

When you're able to go back to The Grand Battle, talk to the policeman at the front gate to obtain a new part after you've gotten all gold trophies.

NEW PART

Part: Body
Name: Ray Warrior /!\

The Ray Warrior is an illegal part. It is an upgraded Shining Fighter with better offense and defense.

Congratulations! You've defeated The Grand Battle mode! Put your new parts to the test! Have fun!

7. PARTS

//
//
//

This section lists all the parts you're able to obtain in this game. Have fun!

BODY\

DWN - Endurance	How much damage a robo can take before falling down
DEF - Defense	How much damage a robo deflects when hit by a gun or bomb
SPD - Speed	How quick the robo can move
SKY - Air Ability	How quick the robo can move in the air
ATK - Attack	How strong the robo's attacks are

Ray 01

DWN - 2.5
DEF - 3.0
SPD - 2.5
SKY - 2.5
ATK - 3.5

A Shining Fighter Model.
Exhibits basic capabilities.
Well-balanced attributes allow operators to use all robo functions with ease.
Can air-dash twice.
Collision: Charges straight toward its opponent.

Splendor

DWN - 2.5
DEF - 3.5
SPD - 2.0
SKY - 2.5
ATK - 4.0

A Shining Fighter model.
Exhibits basic capabilities.
Well-balanced attributes allow operators to use all robo functions with ease.
Can air-dash twice.
Collision: Rises then charges straight toward its opponent.
Can clear walls.

Glory

DWN - 2.5
DEF - 2.5
SPD - 3.0
SKY - 2.5
ATK - 4.0

A Shining Fighter model.
Exhibits basic capabilities.
Well-balanced attributes allow operators to use all robo functions with ease.
Can air-dash twice.
Collision: Rises diagonally and attacks.

Milky Way

DWN - 2.0
DEF - 2.0
SPD - 3.0
SKY - 3.5
ATK - 2.5

An Aerial Beauty model.
Very agile while airborne.
Great at avoiding attacks but lacks power.
Capable of two continuous jumps.
Collision: Charged toward the opponent with a short jump.
Able to clear walls.

Earth

DWN - 2.0
DEF - 2.5
SPD - 2.5
SKY - 4.0
ATK - 2.5

An Aerial Beauty model.
Very agile while airborne.
Great at avoiding attacks but lacks power.
Capable of two continuous jumps.
Collision: Rises diagonally and attacks.
Able to clear walls.

Sol

DWN - 2.0
DEF - 1.5
SPD - 3.0
SKY - 3.5
ATK - 3.0

An Aerial Beauty model.
Very agile while airborne.
Great at avoiding attacks but lacks power.
Capable of two continuous jumps.
Collision: Performs a slight jump and attacks its opponent.
Able to clear walls.

Metal Ape

DWN - 5.0
DEF - 4.0
SPD - 1.5
SKY - 1.5
ATK - 2.0

A Metal Grappler model.
Strong on offense and defense.
Poor mobility makes dodging attacks difficult.
Air-dashes once.
Collision: Rises diagonally and attacks.

Metal Bear

DWN - 5.0
DEF - 4.5
SPD - 1.0
SKY - 1.5
ATK - 5.0

A Metal Grappler model.
Strong on offense and defense.
Poor mobility makes dodging attacks difficult.

Air-dashes once.

Collision: Charges straight toward its foe and attacks.

Extremely strong offensively.

Metal Ox

DWN - 5.0

DEF - 3.5

SPD - 2.0

SKY - 1.5

ATK - 4.0

A Metal Grappler model.

Strong on offense and defense.

Poor mobility makes dodging attacks difficult.

Air-dashes once.

Collision: Rises vertically then charges straight toward its opponent.

Able to clear walls.

Swift

DWN - 0.5

DEF - 1.0

SPD - 4.5

SKY - 2.5

ATK - 1.5

A Little Raider model.

Extremely agile while on the ground.

Poor defense allows foes to knock it down easily.

Can jump up to three times.

Collision: Charges toward its opponent with a short jump.

Able to clear walls.

Shrike

DWN - 0.5

DEF - 1.5

SPD - 4.0

SKY - 2.5

ATK - 2.0

A Little Raider model.

Extremely agile while on the ground.

Poor defense allows foes to knock it down easily.

Can jump up to three times.

Collision: Rises diagonally and attacks.

Peregrine

DWN - 0.5

DEF - 0.5

SPD - 5.0

SKY - 2.5

ATK - 2.5

A Little Raider model.
Extremely agile while on the ground.
Poor defense allows foes to knock it down easily.
Can jump up to three times.
Collision: Charges straight toward its opponent.

Javelin

DWN - 2.5
DEF - 3.0
SPD - 2.0
SKY - 2.0
ATK - 1.0

A Strike Vanisher model.
Uses stealth function to dodge fire while air-dashing.
Slow while on the ground.
Can air-dash up to three times.
Collision: Can repeatedly charge straight toward its opponent from short range.
There is no invincibility time.

Glaive

DWN - 2.5
DEF - 3.5
SPD - 1.5
SKY - 2.0
ATK - 2.0

A Strike Vanisher model.
Uses stealth function to dodge fire while air-dashing.
Slow while on the ground.
Can air-dash up to three times.
Collision; Jumps toward its opponent then drifts backward.

Halberd

DWN - 2.5
DEF - 2.5
SPD - 2.5
SKY - 2.0
ATK - 4.0

A Strike Vanisher model.
Uses stealth function to dodge fire while air-dashing.
Slow while on the ground.
Can air-dash up to three times.
Collision: Charges straight toward its opponent.

Criminal

DWN - 2.5
DEF - 2.5
SPD - 1.5
SKY - 4.0

ATK - 3.0

A Trick Flyer model.

Very agile while airborne.

Extremely slow on the ground.

Can perform up to three short-range, but elaborate, air-dashes.

Collision: Charges straight toward its opponent and drifts upward after impact.

Buggy

DWN - 2.5

DEF - 3.0

SPD - 1.5

SKY - 3.5

ATK - 4.0

A Trick Flyer model.

Very agile while airborne.

Extremely slow on the ground.

Can perform up to three short-range, but elaborate, air-dashes.

Collision: Rises vertically and immediately returns to its original spot, damaging its opponent.

Juggler

DWN - 2.5

DEF - 2.0

SPD - 1.5

SKY - 4.5

ATK - 2.5

A Trick Flyer model.

Very agile while airborne.

Extremely slow on the ground.

Can perform up to three short-range, but elaborate, air-dashes.

Collision: Rises diagonally and immediately drops down, damaging its opponent below.

Defender

DWN - 1.5

DEF - 1.5

SPD - 1.5

SKY - 4.0

ATK - 4.5

A Lightning Sky model.

Can attack and change direction while air-dashing.

Slow in all movements besides air-dashes.

Performs only a single long-range air-dash and slowly descends.

Collision: Slowly charges toward its opponent.

Seeker

DWN - 1.5

DEF - 2.0
SPD - 1.5
SKY - 3.5
ATK - 4.5

A Lightning Sky model.
Can attack and change direction while air-dashing.
Slow in all movements besides air-dashes.
Performs only a single long-range air-dahs and slowly descends.
Collision: Ascends slightly as it charges its foe.

Breaker

DWN - 1.5
DEF - 1.0
SPD - 1.5
SKY - 4.5
ATK - 4.5

A Lightning Sky model.
Can attack and change direction while air-dashing.
Slow in all movements besides air-dashes.
Performs only a single long-range air-dash and slowly descends.
Collision: Slowly ascends toward its opponent.

Seal Head

DWN - 3.5
DEF - 4.5
SPD - 1.5
SKY - 4.5
ATK - 3.0

A Funky Big Head model.
Excellent at dodging attacks while airborne.
Highly rated defense.
Slow in all movements.
Can perform two continuous jumps.
Collision: Slowly moves toward its opponent.

Dour Head

DWN - 3.5
DEF - 5.0
SPD - 1.5
SKY - 3.5
ATK - 3.0

A Funky Big Head model.
Excellent at dodging attacks while airborne.
Highly rated defense.
Slow in all movements.
Can perform two continuous jumps.
Collision: Rises diagonally upward and descends after impact.

Tank Head

DWN - 3.5
DEF - 4.0
SPD - 1.5
SKY - 5.0
ATK - 4.0

A Funky Big Head model.
Excellent at dodging attacks while airborne.
Highly rated defense.
Slow in all movements.
Can perform two continuous jumps.
Collision: Pounces from high in the air.
Able to clear walls.

Rakensen /!\

DWN - 2.5
DEF - 2.5
SPD - 4.0
SKY - 3.0
ATK - 4.0

Illegal part.
A Strike Vanisher model with better ground mobility and more air-dashes.
Collision: Ascends backward then immediately charges straight at its opponent.

Ruhiel /!\

DWN - 2.5
DEF - 2.0
SPD - 2.5
SKY - 4.5
ATK - 4.0

Illegal part.
A Lightning Sky model with upgraded defensive and aerial abilities.
Collision: Ascends quickly and flies straight ahead.

Athena /!\

DWN - 2.5
DEF - 2.5
SPD - 2.5
SKY - 4.5
ATK - 4.0

Illegal part.
An Aerial Beauty model with upgraded aerial abilities and additional jumps.
Collision: Ascends quickly.

Ray Legend /!\

DWN - 2.0
DEF - 0.5
SPD - 4.5

SKY - 4.5
ATK - 3.0

Illegal Part.

An obsolete version of Ray created during the early years of custom robo.
Imbalanced with good offense and poor defense.
Collision: Attacks by jumping backward.

Ray Warrior /!\

DWN - 4.5
DEF - 4.5
SPD - 2.5
SKY - 2.5
ATK - 5.0

Illegal Part.

A Shining Fighter model with upgraded offense and defense.
Collision: Stops in place then charges toward its opponent.

Oil Can (C)

DWN - 0.5
DEF - 1.5
SPD - 2.5
SKY - 2.5
ATK - 4.0

A Shining Fighter model with lower defense.
Weakest of the robos.
Collision: Charges toward its opponent.

Rahu I /!\

DWN - 2.5
DEF - 3.0
SPD - 2.5
SKY - 4.0
ATK - 4.5

Illegal Part.

A robo that was merged with an unknown living being.
A Lightning Sky model with upgraded ground mobility and aerial abilities.
Collision: Charges straight toward its opponent.

Rahu II /!\

Illegal Part.

A robo that was merged with an unknown living being.
An evolved version of Rahu I with upgraded defensive abilities and ground mobility.
Collision: Ascends backward then immediately charges forward.

Rahu III /!\

DWN - 5.0
DEF - 5.0
SPD - 2.0
SKY - 5.0
ATK - 5.0

Illegal Part.

A robo that was merged with an unknown living being.

Extremely high defensive and aerial capabilities.

Resistant to knockdowns.

Collision: Slowly approaches its opponent, attacks, then slowly descends.

Chickenheart

DWN - 2.5
DEF - 2.5
SPD - 1.5
SKY - 3.5
ATK - 2.5

A Burning Beast model.

Excellent jump speed and jump height.

Uses stealth function to dodge fire while air-dashing.

Can only air-dash once, but can glide for a long time.

Collision: Rises then quickly descends, attacking its opponent below.

Ascends after attacking.

GUN \

ATK - Attack	How much damage the gun inflicts
SPD - Speed	How fast the rounds move when fired
HMG - Homing	How long a fired round will follow the target
RPD - Rapid Fire	How fast a gun can be fired
DWN - Down Power	How fast a gun can down the opponent

Basic

ATK - 3.0
SPD - 2.0
HMG - 1.0
RPD - 2.0
DWN - 2.0

A gun with basic capabilities.

Fires three rounds at a time.

Aerial and ground shots are the same.

Range: medium.

Advisory: It's hard to hit your foe with this gun alone, so use bombs or pods first to freeze your opponent.

3-Way

ATK - 3.0
SPD - 3.0

HMG - 3.0
RPD - 3.0
DWN - 2.0

Fires three rounds in three rows.

Aerial and ground shots are the same.

Range: medium-long.

Advisory: It's easier to hit your target when shooting from afar, so try to stay away from you opponent when firing.

Gatling

ATK - 2.0
SPD - 3.0
HMG - 1.0
RPD - 3.0
DWN - 3.0

Fires eight small rounds straight ahead.

Aerial and ground shots are the same.

Range: medium.

Advisory: When fired from a distance, power increases but accuracy decreases.

Vertical

ATK - 2.0
SPD - 3.0
HMG - 3.0
RPD - 2.0
DWN - 4.0

Fires two rounds straight ahead and two more vertically.

Aerial and ground shots are the same.

Range: medium.

Advisory: The rounds that shoot out vertically can clear walls, so try hiding behind walls while firing.

Sniper

ATK - 3.0
SPD - 5.0
HMG - 1.0
RPD - 1.0
DWN - 4.0

Fires one fast round straight ahead.

Aerial and ground shots are the same.

Range: medium-long.

Advisory: After firing, you will become vulnerable, so try to keep your distance.

Stun

ATK - 2.0
SPD - 5.0
HMG - 1.0

RPD - 5.0
DWN - 4.0

Fires two short rounds capable of briefly stopping your foe.

Aerial and ground shots are the same.

Range: short.

Advisory: Since the gun's range is short, approach your opponent after launching a bomb or a pod.

Hornet

ATK - 3.0
SPD - 2.0
HMG - 4.0
RPD - 2.0
DWN - 3.0

Spreads five rounds that chase its target.

Aerial and ground shots are the same.

Range: medium.

Advisory: Shots can be dodged with a jump, so try to shoot from an elevated position.

Flame

ATK - 3.0
SPD - 3.0
HMG - 2.0
RPD - 3.0
DWN - 4.0

Fires six rounds.

Aerial and ground shots are the same.

Range: medium.

Advisory: Since its power increases over distance, stay as far away as possible when shooting.

Dragon

ATK - 4.0
SPD - 2.0
HMG - 3.0
RPD - 1.0
DWN - 4.0

Fires powerful shots that chase the target.

Aerial and ground shots are the same.

Range: medium-long.

Advisory: Since its firing speed is slow, attack when your opponent is vulnerable.

Splash

ATK - 1.0
SPD - 2.0
HMG - 1.0

RPD - 5.0
DWN - 2.0

Fires three rounds capable of briefly stopping your foe.
Aerial and ground shots are the same.
Range: short-medium.
Advisory: Try to scatter your shots while moving around.

Left Arc

ATK - 3.0
SPD - 4.0
HMG - 2.0
RPD - 2.0
DWN - 3.0

Fires two rounds to the left that then curve at an angle.
When shot from the air, the firing direction reverses.
Range: medium-long.
Advisory: Adjust your attack to your opponent's movements by shooting from both the ground and the air.

Right Arc

ATK - 3.0
SPD - 4.0
HMG - 2.0
RPD - 2.0
DWN - 3.0

Fires two round to the right that then cuve at an angle.
When shot from the air, the firing direction reverses.
Range: medium-long.
Advisory: Adjust your attack to your opponent's movements.

Shotgun

ATK - 5.0
SPD - 5.0
HMG - 1.0
RPD - 1.0
DWN - 5.0

Fires three short, yet powerful round capable of knocking down your opponent.
Aerial and ground shots are the same.
Range: short.
Advisory: This gun is capable of knocking down any robo so try to go for an overload.

Rayfall

ATK - 3.0
SPD - 3.0
HMG - 4.0
RPD - 2.0
DWN - 2.0

Fires four homing rounds vertically.

Ground fire: Rounds pause in midair.

Aerial fire: Rounds do not pause in midair.

Range: long.

Advisory: The time it takes the rounds to home varies on where you shoot from,
so alternate positions.

Bubble

ATK - 2.0

SPD - 1.0

HMG - 2.0

RPD - 3.0

DWN - 4.0

Fires large, slow bubbles at your opponent.

Ground fire: Flies to the left and right.

Aerial fire: Flies straight.

Range: short-medium.

Advisory: When firing from the ground, hide behind walls. In the air, scatter
your shots.

Eagle

ATK - 2.0

SPD - 4.0

HMG - 2.0

RPD - 3.0

DWN - 3.0

Fires a quick, straight round.

Ground fire: Rounds will not pause.

Aerial fire: Rounds will pause briefly, then fly.

Range: medium-long.

Advisory: Scatter your fire while airborne.

V Laser

ATK - 3.0

SPD - 4.0

HMG - 1.0

RPD - 3.0

DWN - 4.0

Fires a quick, laser-like round.

Ground fire: Rounds fire V-shaped paths.

Aerial fire: Rounds fly straight.

Range: medium-long.

Advisory: On the ground, use it to clear obstacles. In the air, do a short
jump and fire when your opponent is close.

Magnum

ATK - 4.0

SPD - 5.0

HMG - 1.0
RPD - 1.0
DWN - 5.0

Fires a single, powerful, short-range round.

Aerial and ground shots are the same.

Range: short.

Advisory: If you fire from afar, your opponent will not go down, so make sure you get close.

Needle

ATK - 2.0
SPD - 3.0
HMG - 1.0
RPD - 4.0
DWN - 4.0

Fires three vertical, laser-like rounds.

Aerial and ground shots are the same.

Range: medium.

Advisory: Your opponent will be blown upward when hit, so use the chance to close in and attack.

Starshot

ATK - 2.0
SPD - 3.0
HMG - 2.0
RPD - 4.0
DWN - 2.0

Splits into five rounds as it ascends.

Ground fire: Rounds split vertically.

Aerial fire: Rounds split horizontally.

Range: long.

Advisory: When in the air, spread your fire.

When on the ground, fire repeatedly when your opponent approaches.

Glider

ATK - 3.0
SPD - 2.0
HMG - 5.0
RPD - 3.0
DWN - 1.0

Fires two large rounds.

Ground fire: Rounds fly straight.

Aerial fire: One round flies from the side.

Range: long.

Advisory: Spread your fire when in the air and blast away when your foe approaches.

Homing Star

ATK - 3.0
SPD - 3.0
HMG - 4.0
RPD - 2.0
DWN - 2.0

Breaks up after you fire and chases your opponent.
Ground fire: Rounds break in a vertical pattern.
Aerial fire: Rounds break in a horizontal pattern.
Range: medium-long.
Advisory: When your opponent is walking, fire from the air.
If your foe jumps, shoot from the ground.

Trap

ATK - 3.0
SPD - 3.0
HMG - 2.0
RPD - 4.0
DWN - 1.0

Fires several shots.
Ground fire: Rounds delay briefly.
Aerial fire: Rounds fly straight.
Range: medium-long.
Advisory: Spread your fire when on the ground.
When firing from the air, use the gun to immobilize your opponent.

Drill

ATK - 3.0
SPD - 5.0
HMG - 2.0
RPD - 3.0
DWN - 4.0

Repeatedly fires shots that draw your opponent toward you.
Aerial and ground shots are the same.
Range: short.
Advisory: If one round hits your opponent, so will the remaining amount.
This gun works best if fired quickly from afar.

Titan

ATK - 1.0
SPD - 1.0
HMG - 1.0
RPD - 2.0
DWN - 3.0

Fires an extremely large shot.
Aerial and ground shots are the same.
Range: medium.
Advisory: Since the firepower is weak, try to fire this gun as quickly as possible.

Claw

ATK - 1.0
SPD - 3.0
HMG - 5.0
RPD - 4.0
DWN - 1.0

Repeatedly fires shots that pull your opponent toward you.

Ground fire: Rounds ascend slightly.

Aerial fire: Rounds fly straight.

Range: medium.

Advisory: The gun has slow firepower, so draw your foe toward you and use a bomb or collision.

Knuckle

ATK - 5.0
SPD - 5.0
HMG - 1.0
RPD - 5.0
DWN - 5.0

Fires extremely short-range rounds.

Ground fire: Blows your opponent upward.

Aerial fire: Blows your opponent far away.

Range: short.

Advisory: The gun is powerful but difficult to hit with. Stop your opponent with a bomb or pod, then fire.

Afterburner

ATK - 4.0
SPD - 4.0
HMG - 2.0
RPD - 2.0
DWN - 3.0

Fires rounds that gradually increase in speed.

Ground fire: Blows opponent away from you.

Aerial fire: Draws opponent toward you.

Range: medium-long.

Advisory: Adjust to your foes shooting range and fire from the ground and air to change which direction they fly.

Blade

ATK - 1.0
SPD - 3.0
HMG - 1.0
RPD - 5.0
DWN - 1.0

Fires shots in a straight row.

Rounds do not follow your foe.

Aerial and ground shots are the same.

Range: short-medium.

Advisory: You won't be vulnerable while firing, so use it between bomb and pod attacks.

Meteor Storm

ATK - 2.0
SPD - 3.0
HMG - 2.0
RPD - 3.0
DWN - 2.0

Fires multiple shots that spread outward.

Aerial and ground shots are the same.

Range: short-medium.

Advisory: Firepower increases with distance, so try to stay as far away as possible from your opponent.

Twin Fang

ATK - 4.0
SPD - 4.0
HMG - 3.0
RPD - 3.0
DWN - 2.0

Fires quick, continuous rounds.

Ground fire: Rounds quickly rise, then fall straight down.

Aerial fire: Rounds fly straight.

Range: short.

Advisory: High firepower is offset by a short range, so try to get close before attacking.

Gravity

ATK - 4.0
SPD - 3.0
HMG - 1.0
RPD - 4.0
DWN - 4.0

Fires shots that grow large and become immobile.

Ground fire: Rounds move straight ahead.

Aerial fire: Rounds ascend diagonally.

Range: medium.

Advisory: Your foe will be blown upward when shot from the ground, so fire some aerial shots first.

Phoenix

ATK - 3.0
SPD - 5.0
HMG - 2.0
RPD - 4.0
DWN - 3.0

Fires quick, large rounds.

Ground fire: Two rounds shoot up and down.

Aerial fire: Rounds fly straight.

Range: long.

Advisory: Prevent your foe from jumping by shooting from the ground. When your opponent is one the ground, fire from the air.

Left Pulse

ATK - 2.0

SPD - 3.0

HMG - 4.0

RPD - 3.0

DWN - 2.0

Fires eight rounds that start left then turn right.

Firing direction reverses when shot from the air.

Range: medium.

Advisory: Since the rounds bend, hide behind a wall and fire.

Right Pulse

ATK - 2.0

SPD - 3.0

HMG - 4.0

RPD - 3.0

DWN - 2.0

Fires eight rounds that start right then turn left.

Firing direction reverses when shot from the air.

Range: medium.

Advisory: Since the rounds bend, hide behind a wall and fire.

Sword Storm

ATK - 3.0

SPD - 5.0

HMG - 2.0

RPD - 4.0

DWN - 3.0

Fires rounds that ascend high then fly straight at the target. The rounds rise differently when fired from the air.

Range: medium-long.

Advisory: Though it can fire repeatedly, this gun can be difficult to aim with, so shift your timing and fire from both the ground and air.

Ion

ATK - 3.0

SPD - 5.0

HMG - 5.0

RPD - 5.0

DWN - 2.0

Fires rounds that turn twice.

Rounds turn differently when fired from the air.

Range: medium.

Advisory: It's easy to hit your target with this gun, but the rounds move slowly, so fire as quickly as possible.

Flare

ATK - 4.0
SPD - 4.0
HMG - 2.0
RPD - 3.0
DWN - 3.0

Fires rounds that explode after a certain amount of time.

The timing of the explosions change when the gun is fired from the air.

Range: medium.

Advisory: Your opponent will receive the most damage when hit during a blast, so time it well.

Left 5-Way

ATK - 2.0
SPD - 4.0
HMG - 1.0
RPD - 4.0
DWN - 3.0

Fires five rounds that spread to the left side.

The rounds turn in the opposite direction when fired from the air.

Range: medium-long.

Advisory: Spread your fire from both the ground and the air.

Right 5-Way

ATK - 2.0
SPD - 4.0
HMG - 1.0
RPD - 4.0
DWN - 3.0

Fires five rounds that spread to the right side.

The rounds turn in the opposite direction when fired from the air.

Range: medium-long.

Advisory: Spread your fire from both the ground and the air.

Halo

ATK - 3.0
SPD - 3.0
HMG - 4.0
RPD - 3.0
DWN - 3.0

Fires a large homing round.

Ground fire: Ascends then chases your opponent.

Aerial fire: Stops in front of you.

Range: medium-long.

Advisory: Since it takes time for the rounds to reach your opponent, shoot from behind a wall.

When firing from the air, wait until they approach you.

Wave Lazer /!\

ATK - 1.0
SPD - 5.0
HMG - 1.0
RPD - 5.0
DWN - 1.0

Illegal part.

Fires short rounds that can stop your opponent for a long period of time.

Aerial and ground shots are the same.

Range: short.

X Laser /!\

ATK - 4.0
SPD - 5.0
HMG - 4.0
RPD - 3.0
DWN - 4.0

Illegal part.

Fires two rounds from each side that curve at an angle.

Range changes when shot from the ground or the air.

Range: medium.

Crystal Strike /!\

ATK - 5.0
SPD - 4.0
HMG - 4.0
RPD - 4.0
DWN - 4.0

Illegal part.

Fires large rounds continuously.

Ground fire: Stops in midair then chases the target.

Aerial fire: Flies straight.

Range: long.

Wyrn /!\

ATK - 5.0
SPD - 4.0
HMG - 3.0
RPD - 2.0
DWN - 3.0

Illegal part.

A Dragon Gun with upgraded speed and additional rounds.

Ground fire: Fires four continuous rounds.

Aerial fire: Fires one quick round.

Range: medium.

Raptor /!\

ATK - 4.0
SPD - 4.0
HMG - 4.0
RPD - 4.0
DWN - 3.0

Illegal part.

An Eagle Gun with upgraded firepower, speed, and rounds.

Ground fire: Fires one straight round and one diagonal round.

Aerial fire: Fires two rounds that stop in midair before attacking.

Range: medium-long.

Waxing Arc /!\

ATK - 4.0
SPD - 4.0
HMG - 4.0
RPD - 2.0
DWN - 4.0

Illegal part.

A Left Arc Gun with additional rounds and a homing device.

Fires four rounds that start left then curve at an angle.

The rounds turn in the opposite direction when fired from the air.

Range: medium-long.

Waning Arc /!\

ATK - 4.0
SPD - 4.0
HMG - 4.0
RPD - 2.0
DWN - 4.0

Illegal part.

A Right Arc Gun with additional rounds and a homing device.

Fires four rounds that start right then curve at an angle.

The rounds turn in the opposite direction when fired from the air.

Range: medium-long.

Rahu I /!\

ATK - 4.0
SPD - 4.0
HMG - 4.0
RPD - 3.0
DWN - 4.0

A gun that was merged with an unknown living being.

A Flare Cannon with upgraded firepower and bigger rounds.

Once fired, the rounds explode after a set time.

Range: medium.

Rahu II /!\

ATK - 5.0
SPD - 4.0
HMG - 3.0
RPD - 4.0
DWN - 4.0

A gun that was merged with an unknown living being.
An evolved version of Rahu I with upgraded firepower, round size, and shooting range.
When fired, the rounds emit large blasts after a set amount of time.
Range: medium.

Rahu III /!\

ATK - 5.0
SPD - 4.0
HMG - 2.0
RPD - 3.0
DWN - 5.0

A gun that was merged with an unknown living being.
An evolved version of Rahu II with upgraded firepower, round size, and shooting range.
When fired, the rounds emit extremely large blasts after a short period of time.

Can (C)

ATK - 3.0
SPD - 1.0
HMG - 1.0
RPD - 2.0
DWN - 2.0

The weakest gun, this model is a weaker version of the Basic gun.
Fires three rounds in a straight line.
Rounds become small after leaving the gun.
Aerial and ground shots are the same.
Range: medium.

BOMB\

ATK - Attack |How much damage a bomb gives upon impact
SPD - Speed |How fast the bombs move when fired
SIZ - Blast Size |How large the blast of a bomb is
TIM - Blast Time |How long the blast stays before disappearing
DWN - Down Power |How fast a bomb can down the opponent

Standard

ATK - 4.0

SPD - 3.0
SIZ - 3.0
TIM - 3.0
DWN - 3.0

Features basic functions.

Flies straight toward target.

Launches one bomb at a time.

Blows target back diagonally.

Advisory: Launch as often as possible so your opponent cannot hide behind the walls.

Standard F

ATK - 4.0
SPD - 3.0
SIZ - 3.0
TIM - 3.0
DWN - 3.0

Features basic functions.

Flies straight toward target.

Launches one bomb at a time.

Blows target sideways.

Advisory: Launch as often as possible so your opponent cannot hide behind the walls.

Standard S

ATK - 3.0
SPD - 3.0
SIZ - 2.0
TIM - 2.0
DWN - 2.0

Features basic functions.

Flies straight toward target.

Launches one bomb at a time.

Briefly immobilizes target.

Advisory: Launch as often as possible so your opponent cannot hide behind the walls.

Standard K

ATK - 3.0
SPD - 3.0
SIZ - 2.0
TIM - 2.0
DWN - 5.0

Features basic functions.

Flies in an arc toward target.

Launches one bomb at a time.

Always koncks target down on impact.

Advisory: Constantly launch bombs to run your opponent out of hiding.

Standard X

ATK - 2.0
SPD - 3.0
SIZ - 2.0
TIM - 2.0
DWN - 3.0

Features basic functions.

Arcs toward target.

Launches one bomb at a time.

Blows target diagonally upward high into the air.

Advisory: Launch frequently to prevent your opponent from hiding behind walls.

Wave

ATK - 3.0
SPD - 2.0
SIZ - 2.0
TIM - 3.0
DWN - 3.0

Emits three blasts that can pass through walls.

Launches one bomb at a time.

Blows target to the side at a low trajectory.

Advisory: If your opponent is hiding behind a wall, fire directly toward them.

Straight G

ATK - 2.0
SPD - 4.0
SIZ - 2.0
TIM - 2.0
DWN - 3.0

Flies quickly straight ahead.

Launches one bomb at a time.

Blows target upward.

Advisory: Launch frequently at your opponent from close range.

Straight S

ATK - 2.0
SPD - 4.0
SIZ - 2.0
TIM - 2.0
DWN - 2.0

Flies quickly straight ahead.

Launches one bomb at a time.

Briefly immobilizes target.

Advisory: Launch frequently at your opponent from close range.

Straight T

ATK - 1.0

SPD - 4.0
SIZ - 2.0
TIM - 2.0
DWN - 3.0

Flies quickly straight ahead.
Launches one bomb at a time.
Blows target upward.
Advisory: Launch frequently at your opponent from close range.

Left Flank H

ATK - 3.0
SPD - 3.0
SIZ - 4.0
TIM - 2.0
DWN - 3.0

Launches left then turns right.
Blows target slowly sideways.
The direction of the bomb changes when launched from the air.
Advisory: Adjust to your foe's movement and fire from both the ground and air.

Right Flank H

ATK - 3.0
SPD - 3.0
SIZ - 4.0
TIM - 2.0
DWN - 3.0

Launches right then turns left.
Blows target slowly sideways.
The direction of the bomb changes when launched from the air.
Advisory: Adjust to your foe's movement and fire from both the ground and air.

Left Wave

ATK - 2.0
SPD - 2.0
SIZ - 2.0
TIM - 3.0
DWN - 3.0

Launches left then turns right.
Explodes in three continuous blasts than can clear walls.
Launches one bomb at a time.
Blows target sideways.
The direction of the bomb changes when fired from the air.
Advisory: Fire from both the ground and air.

Right Wave

ATK - 2.0
SPD - 2.0
SIZ - 2.0

TIM - 3.0
DWN - 3.0

Launches right then turns left.
Explodes in three continuous blasts than can clear walls.
Launches one bomb at a time.
Blows target sideways.
The direction of the bomb changes when fired from the air.
Advisory: Fire from both the ground and air.

Burrow D

ATK - 4.0
SPD - 3.0
SIZ - 4.0
TIM - 5.0
DWN - 3.0

Explodes after a short period of time when it descends.
Launches one bomb at a time.
Blast lingers for a while.
Blows target diagonally upward.
Advisory: Try to scatter bombs to block your opponent's path.

Burrow P

ATK - 4.0
SPD - 3.0
SIZ - 4.0
TIM - 5.0
DWN - 3.0

Explodes after a short period of time when it descends.
Launches one bomb at a time.
Blast lingers for a while.
Blows target upward.
Advisory: Try to scatter bombs to block your opponent's path.

Freeze

ATK - 1.0
SPD - 3.0
SIZ - 2.0
TIM - 4.0
DWN - 1.0

A bomb with basic functions.
Travels in an arc toward target.
Launches on bomb at a time.
Briefly immobilizes target.
Advisory: Since the bomb won't directly hit your opponent, fire it as you approach.

Tomahawk B

ATK - 3.0

SPD - 2.0
SIZ - 4.0
TIM - 4.0
DWN - 3.0

Travels in an arc toward target.
Launches one bomb at a time.
Blast lingers for a while.
Blows target sideways.
Advisory: Use it on opponents whole like to stay in the air.

Tomahawk G

ATK - 3.0
SPD - 2.0
SIZ - 3.0
TIM - 3.0
DWN - 3.0

Travels in a high arc.
Launches one bomb at a time.
Blows target upward.
Advisory: Use it on opponents who like to stay in the air.

Gemini B

ATK - 2.0
SPD - 3.0
SIZ - 2.0
TIM - 3.0
DWN - 2.0

Ground fire: Launches a split bomb toward either side of your foe.
Aerial fire: Launches a split bomb toward the front and back of your foe.
Launch two bombs at a time.
Blast lingers for a while.
Blows target sideways.
Advisory: Fire frequently to trap your opponent.

Gemini P

ATK - 2.0
SPD - 3.0
SIZ - 2.0
TIM - 4.0
DWN - 2.0

Ground fire: Launches a split bomb toward either side of your foe.
Aerial fire: Launches a split bomb toward the front and back of your foe.
Can launch two bombs at a time.
Blast lingers for a while.
Blows target sideways.

Submarine D

ATK - 5.0

SPD - 1.0
SIZ - 4.0
TIM - 5.0
DWN - 3.0

Slowly travels straight ahead.
Launches one bomb at a time.
Blast lingers for a while.
Blows target up and backward.
Advisory: Fire near your foe then block their way.

Submarine P

ATK - 5.0
SPD - 1.0
SIZ - 3.0
TIM - 5.0
DWN - 3.0

Slowly travels straight ahead.
Launches one bomb at a time.
Blast lingers for a while.
Blows target upward.
Advisory: Fire near your foe then block their way.

Submarine K

ATK - 4.0
SPD - 1.0
SIZ - 3.0
TIM - 3.0
DWN - 5.0

Slowly travels straight ahead.
Launches one bomb at a time.
Always knocks target down on impact.
Advisory: Fire in unexpected directions to block your opponent's path.

Crescent P

ATK - 3.0
SPD - 1.0
SIZ - 3.0
TIM - 4.0
DWN - 3.0

Travels in a slow arc toward target.
Launches one bomb at a time.
Blast lingers for a while.
Blows target upward.
Advisory: Try to fire it constantly to keep your opponent from jumping.

Crescent C

ATK - 2.0
SPD - 1.0

SIZ - 3.0
TIM - 4.0
DWN - 3.0

Travels in a slow arc toward target.
Launches one bomb at a time.
Blast lingers for a while.
Blows target slightly upward.
Advisory: Try to fire it constantly to keep your opponent from jumping.

Crescent K

ATK - 4.0
SPD - 1.0
SIZ - 3.0
TIM - 3.0
DWN - 5.0

Travels in a slow arc toward target.
Launches one bomb at a time.
Always koncks target down on impact.
Advisory: Try to fire it constantly to keep your opponent from jumping.

Dual

ATK - 3.0
SPD - 3.0
SIZ - 3.0
TIM - 4.0
DWN - 3.0

Explodes twice.
Capable of creating blasts both in front of and behind your opponent.
Launches one bomb at a time.
Blows target diagonally upward.
Advisory: Use it on opponents who try to stay far away from you.

Dual C

ATK - 2.0
SPD - 3.0
SIZ - 3.0
TIM - 4.0
DWN - 3.0

Explodes twice.
Capable of creating blasts both in front of and behind your opponent.
Launches one bomb at a time.
Blows target slowly upward.
Advisory: Use it on opponents who try to stay far away from you.

Acrobat

ATK - 0.0
SPD - 5.0
SIZ - 4.0

TIM - 2.0
DWN - 1.0

Explodes at your feet.
Does not inflict damage.
Launches one bomb at a time.
Blows your robo high into the air.
Advisory: Use it when you want to jump very high.

Delta

ATK - 2.0
SPD - 4.0
SIZ - 1.0
TIM - 2.0
DWN - 2.0

Traps target by launching three bombs: to the left, right, and front.
Blows target sideways.
Advisory: Launch frequently to keep your foe at a distance.

Wall

ATK - 4.0
SPD - 4.0
SIZ - 3.0
TIM - 4.0
DWN - 3.0

Detonates a huge explosion in front of you.
Launches one bomb at a time.
Blows target diagonally upward.
Advisory: Fire away from your foe to block their way.

Smash

ATK - 4.0
SPD - 5.0
SIZ - 3.0
TIM - 4.0
DWN - 3.0

Explodes above your head.
Launches one bomb at a time.
Blows target diagonally upward.
Advisory: Use it when your opponent tries to attack from the air.

Double Mine

ATK - 2.0
SPD - 3.0
SIZ - 3.0
TIM - 3.0
DWN - 1.0

Launches and splits to the left and right sides.

Explodes after a short period of time if it lands on the ground.

Launches two bombs at a time.

Blows target diagonally upward.

Advisory: Try to cover the area near your foe in bombs.

Geo Trap

ATK - 4.0

SPD - 4.0

SIZ - 4.0

TIM - 4.0

DWN - 3.0

Flies in an arc toward target.

Launches one bomb at a time.

Blows target diagonally upward.

Advisory: Since the bombs are fast and powerful, use them to chase your foe into the open.

Titan

ATK - 1.0

SPD - 1.0

SIZ - 5.0

TIM - 3.0

DWN - 5.0

Slowly flies in the air.

Emits an enormous blast.

Launches one bomb at a time.

Blows target diagonally high into the air.

Advisory: Don't worry about where your opponent is and launch repeatedly.

Treble /!\

ATK - 4.0

SPD - 3.0

SIZ - 3.0

TIM - 3.0

DWN - 3.0

Illegal part.

A Delta Bomb with upgraded firepower and a larger blast radius.

splits into three bombs.

Blows target on a low trajectory.

Wyvern /!\

ATK - 2.0

SPD - 3.0

SIZ - 3.0

TIM - 2.0

DWN - 3.0

Illegal part.

An upgraded Standard Bomb X with a larger blast radius and longer range.

Launches one bomb at a time.
Blows target diagonally upward.

Waxing Arc /!\

ATK - 3.0
SPD - 3.0
SIZ - 3.0
TIM - 3.0
DWN - 3.0

Illegal part.
An upgraded Right Wave Bomb with higher firepower and a larger blast radius.
Launches one bomb at a time.
Blows target diagonally upward.

Waning Arc /!\

ATK - 3.0
SPD - 3.0
SIZ - 3.0
TIM - 3.0
DWN - 3.0

Illegal part.
An upgraded Right Wave Bomb with higher firepower and a larger blast radius.
Launches one bomb at a time.
Blows target diagonally upward.

Grand Cross /!\

ATK - 5.0
SPD - 3.0
SIZ - 4.0
TIM - 3.0
DWN - 3.0

A bomb that has been merged with an unknown living being.
Emits four enormous blasts within your robo's range.
Launches one bomb at a time.
Blows target diagonally upward.

Can (C)

ATK - 2.0
SPD - 3.0
SIZ - 2.0
TIM - 2.0
DWN - 3.0

The weakest bomb, this is a Standard bomb with less firepower and blast strength.
Launches one bomb at a time.
Blows target diagonally upward.

POD \

ATK - Attack	How much damage a pod gives upon impact
SPD - Speed	How fast the pods move when deployed
HMG - Homing	How long a fired round will follow the target
SIZ - Blast Size	How long the blast stays before disappearing
TIM - Blast Time	How fast a bomb can down the opponent

Standard

ATK - 3.0
SPD - 3.0
HMG - 3.0
SIZ - 3.0
TIM - 3.0

Features basic functions.
Fires straight in the direction it is deployed.
Can deploy two pods at a time.
Blows target diagonally upward.
Advisory: Fire one to the left and one to the right to trap your opponent.

Standard F

ATK - 2.0
SPD - 3.0
HMG - 3.0
SIZ - 4.0
TIM - 4.0

Features basic functions.
Flies straight ahead.
Can deploy two pods at one time.
Blows target back on a low trajectory.
Advisory: Trap your opponent by deploying one pod to either side.

Seeker F

ATK - 2.0
SPD - 1.0
HMG - 5.0
SIZ - 3.0
TIM - 3.0

Slowly chases your opponent.
Can deploy two pods at one time.
Blows target back on a low trajectory.
Advisory: Deploy pods in all directions to confuse your foe.

Seeker G

ATK - 2.0
SPD - 1.0
HMG - 5.0
SIZ - 3.0
TIM - 3.0

Slowly chases your opponent.
Can deploy two pods at one time.
Blows target upward.
Advisory: Deploy pods in all directions to confuse your foe.

Speed D

ATK - 3.0
SPD - 5.0
HMG - 1.0
SIZ - 4.0
TIM - 5.0

Quickly flies straight ahead.
Can deploy two pods at one time.
Blast lingers for a while and blows target diagonally upward.
Advisory: Deploy directly at your foe to defend yourself.

Speed P

ATK - 3.0
SPD - 5.0
HMG - 1.0
SIZ - 4.0
TIM - 5.0

Quickly flies straight ahead.
Can deploy two pods at one time.
Blast lingers for a while and blows target upward.
Advisory: Deploy directly at your foe to defend yourself.

Cockroach G

ATK - 2.0
SPD - 4.0
HMG - 4.0
SIZ - 3.0
TIM - 3.0

Normally flies slowly but quickly increases its speed when it spots its target.
Can deploy two pods at one time.
Blows target upward.
Advisory: Deploy one pod left and one pod right to trap your opponent.

Cockroach H

ATK - 2.0
SPD - 4.0
HMG - 4.0
SIZ - 3.0
TIM - 3.0

Normally flies slowly but quickly increases its speed when it spots its target.

Can deploy two pods at one time.

Blows target slowly sideways.

Advisory: Deploy one pod left and one pod right to trap your opponent.

Dolphin

ATK - 3.0

SPD - 4.0

HMG - 2.0

SIZ - 3.0

TIM - 3.0

Arcs toward target.

Can deploy two pods at one time.

Blows target diagonally upward.

Advisory: Deploy when your opponent hides behind a wall or tries to approach
by air.

Dolphin G

ATK - 3.0

SPD - 4.0

HMG - 2.0

SIZ - 3.0

TIM - 3.0

Arcs toward target.

Can deploy two pods at one time.

Blows target upward.

Advisory: Deploy when your opponent hides behind a wall or tries to approach
by air.

Spider

ATK - 2.0

SPD - 3.0

HMG - 2.0

SIZ - 5.0

TIM - 3.0

Remains in place when deploy, then homes in when a target approaches.

Can deploy three pods at one time.

Blows target diagonally upward.

Advisory: Surround yourself with pods for protection.

Spider G

ATK - 2.0

SPD - 3.0

HMG - 2.0

SIZ - 5.0

TIM - 3.0

Remains in place when deploy, then homes in when a target approaches.

Can deploy three pods at one time.

Blows target upward.

Advisory: Surround yourself with pods for protection.

Sky Freeze

ATK - 1.0
SPD - 2.0
HMG - 3.0
SIZ - 4.0
TIM - 4.0

Hangs in the air once deployed, then homes in when a target approaches.
Can deploy two pods at one time.
Briefly immobilizes target.
Advisory: Use it on foes when they try to attack from the air.

Ground Freeze

ATK - 1.0
SPD - 2.0
HMG - 3.0
SIZ - 4.0
TIM - 4.0

Remains on the ground when deployed, then homes in when a target approaches.
Can deploy two pods at one time.
Briefly immobilizes target.
Advisory: Use it in the area around you to prevent foes from approaching.

Feint F

ATK - 2.0
SPD - 4.0
HMG - 4.0
SIZ - 4.0
TIM - 3.0

Stops in front of its target.
Can deploy two pods at one time.
Blows target sideways.
Advisory: Scatter pods left and right to block your opponent's way.

Feint G

ATK - 2.0
SPD - 4.0
HMG - 4.0
SIZ - 4.0
TIM - 3.0

Stops in front of its target.
Can deploy two pods at one time.
Blows target upward.
Advisory: Scatter pods left and right to block your opponent's way.

Float F

ATK - 2.0
SPD - 2.0
HMG - 4.0
SIZ - 2.0
TIM - 3.0

Circles over target's head then attacks.
Deploys two pods at one time.
Blows target back at a low trajectory.
Advisory: Deploy pods frequently to rattle your opponent.

Jumping B

ATK - 3.0
SPD - 2.0
HMG - 4.0
SIZ - 4.0
TIM - 5.0

Approaches target from the front then flies over it and explodes in the air.
Can deploy two pods at one time.
Blast lingers for a while and blows target back at a low trajectory on impact.
Advisory: Deploy toward your foe to keep them from jumping.

Jumping G

ATK - 3.0
SPD - 2.0
HMG - 4.0
SIZ - 4.0
TIM - 3.0

Approaches target from the front then flies over it and explodes in the air.
Can deploy two pods at one time.
Blast lingers for a while and blows target upward on impact.
Advisory: Deploy toward your foe to keep them from jumping.

Diving

ATK - 2.0
SPD - 3.0
HMG - 4.0
SIZ - 3.0
TIM - 3.0

Flies in the air, homes in on a target, then descends in front of it.
Can deploy two pods at one time.
Blows target diagonally upward.
Advisory: Use it against foes who like to hide behind walls.

Wave

ATK - 2.0
SPD - 4.0
HMG - 2.0

SIZ - 2.0
TIM - 3.0

Emits four continuous blasts that can clear walls.
Deploys one pod at a time.
Blows target to the side at a low trajectory upward.
Advisory: When your opponent is behind a wall, deploy it.

Satellite

ATK - 3.0
SPD - 1.0
HMG - 3.0
SIZ - 3.0
TIM - 3.0

Hangs in the air once deployed, then homes in when a target approaches.
Can deploy three pods at one time.
Blows target diagonally upward.
Advisory: Use it against airborne enemies.

Satellite H

ATK - 3.0
SPD - 1.0
HMG - 3.0
SIZ - 3.0
TIM - 3.0

Hangs in the air once deployed, then homes in when a target approaches.
Can deploy three pods at one time.
Blows target slowly sideways.
Advisory: Use it against airborne enemies.

Beast F

ATK - 2.0
SPD - 2.0
HMG - 4.0
SIZ - 3.0
TIM - 3.0

Hangs in the air once deployed, then homes in when a target approaches and jumps in front of it.
Can deploy three pods at one time.
Blows target back on a low trajectory.
Advisory: Deploy it away from your position.

Trio H

ATK - 4.0
SPD - 3.0
HMG - 3.0
SIZ - 3.0
TIM - 3.0

Cannot travel far, but can deploy multiple pods, up to three at one time.
Blows target slowly sideways.
Advisory: Surround yourself with pods to keep your foe at bay.

Wall

ATK - 3.0
SPD - 5.0
HMG - 1.0
SIZ - 3.0
TIM - 4.0

Deploys three horizontal blasts in front of you.
Can deploy three pods at one time.
Blows target diagonally upward.
Advisory: Aim it straight at your opponents when they charge.

Reflection

ATK - 3.0
SPD - 3.0
HMG - 1.0
SIZ - 3.0
TIM - 3.0

Doesn't chase your opponent, but travels around for a long period of time.
Can deploy three pods at one time.
Blows target diagonally upward.
Advisory: Constantly scatter three pods around the area.

Caboose C

ATK - 5.0
SPD - 3.0
HMG - 3.0
SIZ - 5.0
TIM - 3.0

Flies in the opposite direction of where you aim.
Can deploy two pods at one time.
Blows target slowly upward.
Advisory: Use it to cover your escape while retreating.

Caboose T

ATK - 5.0
SPD - 3.0
HMG - 3.0
SIZ - 5.0
TIM - 3.0

Flies in the opposite direction of where you aim.
Can deploy two pods at one time.
Blows target toward you.
Advisory: Use it to cover your escape while retreating.

Caboose X

ATK - 2.0
SPD - 3.0
HMG - 3.0
SIZ - 5.0
TIM - 3.0

Flies in the opposite direction of where you aim.
Can deploy two pods at one time.
Blows target diagonally high into the air.
Advisory: Use it to cover your escape while retreating.

Twin Flank F

ATK - 3.0
SPD - 3.0
HMG - 2.0
SIZ - 3.0
TIM - 3.0

Deploys one pod left and one pod right.
Deploys two pods at one time.
Blows target back on a low trajectory.
Advisory: Use it when a wall separates you and your foe.

Twin Flank G

ATK - 3.0
SPD - 3.0
HMG - 2.0
SIZ - 3.0
TIM - 3.0

Deploys one pod left and one pod right.
Deploys two pods at one time.
Blows target upward.
Advisory: Use it when a wall separates you and your foe.

Umbrella

ATK - 3.0
SPD - 4.0
HMG - 2.0
SIZ - 4.0
TIM - 1.0

Hovers overhead then explodes.
Deploys three pods at once.
Blows target diagonally upward.
Advisory: Use it against opponents who attack from the air.

Throwing D

ATK - 3.0

SPD - 4.0
HMG - 2.0
SIZ - 3.0
TIM - 5.0

Travels in a high arc.

Can deploy two pods at one time.

Blast lingers a while and blows target diagonally upward on impact.

Advisory: Deploy directly at your foe from behind a wall.

Throwing P

ATK - 3.0
SPD - 4.0
HMG - 2.0
SIZ - 3.0
TIM - 3.0

Travels in a high arc.

Can deploy two pods at one time.

Blast lingers a while and blows target upward on impact.

Advisory: Deploy directly at your foe from behind a wall.

Double Wave

ATK - 2.0
SPD - 3.0
HMG - 1.0
SIZ - 2.0
TIM - 3.0

Deploys pods left and right and emits four blasts capable of clearing walls.

Deploys two pods at one time.

Blows target diagonally upward.

Advisory: Use it to surround a foe hiding behind a wall.

Titan

ATK - 1.0
SPD - 1.0
HMG - 1.0
SIZ - 5.0
TIM - 5.0

Moves slowly and emits an enormous blast.

Deploys one pod at a time.

Blows target diagonally high into the air.

Advisory: Don't worry about your opponent's position and deploy frequently.

Cheetah /!\

ATK - 3.0
SPD - 5.0
HMG - 1.0
SIZ - 4.0
TIM - 5.0

Illegal part.

A Speed Pod P with upgraded firepower, range, and number of rounds.

Can deploy three pods at one time.

Blast lingers a while and blows target upward.

Wolf Spider /!\

ATK - 2.0

SPD - 5.0

HMG - 3.0

SIZ - 5.0

TIM - 3.0

Illegal part.

A Spider Pod G with upgraded speed and a homing device.

Can deploy three pods at one time.

Blows target upward.

Orca /!\

ATK - 3.0

SPD - 4.0

HMG - 4.0

SIZ - 3.0

TIM - 3.0

Illegal part.

A Dolphin Pod G with an upgraded shooting range, a homing device, and more rounds.

Can deploy three pods at one time.

Blows target upward.

Penumbra I /!\

ATK - 2.0

SPD - 3.0

HMG - 5.0

SIZ - 3.0

TIM - 3.0

A pod that was merged with an unknown living being.

A Seeker Pod G with upgraded speed.

Can deploy two pods at one time.

Blows target upward.

Penumbra II /!\

ATK - 2.0

SPD - 4.0

HMG - 5.0

SIZ - 4.0

TIM - 3.0

A pod that was merged with an unknown living being.

A Penumbra I with upgraded firepower and speed.

Can deploy two pods at one time.
Blows target upward.

Penumbra III /!\

ATK - 3.0
SPD - 5.0
HMG - 5.0
SIZ - 4.0
TIM - 3.0

A pod that was merged with an unknown living being.
A Penumbra II with upgraded firepower, faster speed, and more rounds.
Can deploy three pods at one time.
Blows target upward.

Can (C)

ATK - 2.0
SPD - 3.0
HMG - 3.0
SIZ - 1.0
TIM - 3.0

The weakest pod, this is a Standard Pod with very weak firepower and blast radius.
Can deploy three pods at one time.
Blows target diagonally upward.

LEGS\

None | None

Standard

Basic set of legs.
Features no special characteristics.
Possesses no ascent or descent augmentation.
Replace as soon as possible with a different set of legs.

High Jump

Increases jump height.
Features no descent augmentation.
Helps your robo repeatedly attack from the air.

Ground

Decreases jump interval.
Enables sharp turning on the ground and in the air, but decreases jump height.

Advisory: Use this set of legs when you want to shoot while making short jumps.

Formula

Increases turning speed, but does not allow sharp turns while on the ground.
Advisory: Use this set of legs to drastically charge the ground distance between you and your opponent.

Stabilizer

Exhibits good acceleration.
Features no descent augmentation.
Advisory: Since this set works with any other parts, use it when there is nothing better to choose from.

Short Thrust

Decreases your dash distance.
Enables sharp turning while on the ground.
Advisory: Use this set of legs when you want to make difficult turns in the air.

Long Thrust

Increases your dash distance.
Features no descent augmentation.
Advisory: Use this set of legs to drastically increase the ground distance between you and your opponent.

Quick Jump

Increases your dash distance.
Features no descent augmentation.
Advisory: Use this set of legs to drastically increase the ground distance between you and your opponent.

Feather

Decreases jump speed.
Makes you less vulnerable to attacks when landing.
Also helps to make sharp turns on the ground.
Advisory: Use this set of legs when you want to spend a lot of time in the air.

Wide Jump

Makes long jumps possible.

Features no descent augmentation.

Advisory: use this set of legs to move around in midair without using a dash or continuous jump.

Booster

Increases dash speed.

Starts off with a slow dash.

Advisory: Use this set of legs when you want to move fast in the air.

Swallow /!\

Illegal part.

Increases running speed.

Augments dash length.

Raven /!\

Illegal part.

Increases jump height.

Increases dash speed.

Eclipse /!\

Illegal part.

Enables sharp turning in the air.

Increases jump height.

Ultimate /!\

A leg part that was merged with an unknown living being.

Upgrades all abilities.

Can (C)

The weakest leg part.

Weakens all abilities.

=====
8. HOLOSSEUMS

//
//
//

=====
This section will cover all Holosseums you're able to obtain in the game.
Use this is you need it.

Basic Arena

A stage that sets the standard for robo battles. The formation of obstacles is well-balanced and makes this a prime place for normal battles.

Diamond Fences

A stage with a peculiar wall pattern. Try not to get covered.

High-Rise Plaza

A stage distinguished by two wall types: high columns and low, triangular platforms. Use the high walls to evade attacks.

Basic Cell

A Basic Arena with magma pools in its corners. Be careful when using a slide shot.

Diamond Cell

A Diamond Fences stage with magma pools in its corners. Be careful around the molten area.

High-Rise Cell

A High-Rise Plaza with magma pools in its corners. Be careful when fighting near the molten areas.

Crevice Court

An irregular area with haphazardly strewn walls and obstacles. Use the unpredictable cover to help your attack.

L Formation

A stage distinguished by L-shaped walls. Use the cover to your advantage.

Checkmate Foundry

A stage based on a factory. Learn to use the conveyor belts to your advantage.

Castle Keep

A stage based on a castle's inner keep. Use the sprawling walls to your best advantage.

Castle Citadel

A stage based on the inner citadel of a castle. The central wall where the stone lantern stands can be vital to victory.

Lost World

A strange, organic arena with 4 round obstacles. The stage is somewhat large, so fight from an advantageous range.

Flower Garden

An arena based on a pleasant park. Use the central arch to your advantage.

Chinese Bowl

A staged based on a Chinese bowl. Use the inclined environment to your advantage.

Robo's Room

A stage reminiscent of a lavatory. The small area and large number of walls makes it somewhat difficult to move.

Nature Park

A stage designed to mimic the natural world. Use the central bridge to take control of the entire stage.

Little Locomotive

An arean designed to look like a child's play area. Advanced fighters will use the train for both offense and defense.

Merry-Go-Round

A stage designed to look like a merry-go-round. Fire at your foe from between the horses.

Magma Hole

If a robo walks on the middle of this stage, the ground will sink and allow magma to seep through.

Magma Ruins

A stage surrounded by a ring of magma. Over time, the magma slowly melts the stage.

Ice and Snow

An arena covered in ice and snow. Watch your footing on the slippery floors.

Frozen Field

A field entirely covered in ice. Be careful when walking on the ground.

Dead Line

A conveyor belt that constantly feeds into a sea of magma. Don't let your robo drift to its doom.

Double Dead Line

A stage bracketed on both ends by magma. The conveyor belts on the left and right sides move differently, so be careful.

Panic Cubes

An arena filled with vertically oscillating block obstacles. Master the terrain to achieve victory.

Panic Walls

An arena that boasts retracting walls. Time the movement of the walls as you fight.

Scramble Walls

A more difficult version of the Panic Walls stage. The walls here elevate in an odd pattern.

Loading Dock

A stage distinguished by a suspended platform. It's always moving, so be careful.

Battle Gear Station

A cog-wheel-themed arena. Use the platforms atop the spinning cogwheels to gain the advantage.

Impact Craters

An arena based on a ruined region. The ground splits and moves over time.

Sudden Death

The smallest stage. Short-range battles here are always intense.

Gigantix Sprawl

The largest stage. Figure out your optimal distance and fight from afar.

No-Man's Land

A stark area with absolutely no walls. Attacks that don't normally hit your opponent may work here.

Practice Stage

A stage designed for target practice and tactics training.

Dark Star

An arena that mystifies the senses. Be careful. It's difficult to gauge the distance between you and your foe.

===== //
9. TIPS/FAQ //
===== //

This section covers all the tips and definitions given to you during the game. These can be viewed when the game is paused, and the "Strategic Advice", "Glossary", or "Grand Battle Rules" options are selected. These may also include answers to questions you may have, so read carefully.

The final part of this section is courtesy of Hyper Omega. It tells you tips given to you in-game by the commanders themselves.

STRATEGIC ADVICE \

BASIC INSTRUCTIONS

Robo VS. Robo.

Attack your enemy's robo and reduce its energy to zero to win.

CONTROLS 1

Use the Control Stick to move.

Press the B Button to shoot your robo's gun, the R Button to fire its bomb, and the L Button to launch its pod.

CONTROLS 2

Press the A Button to jump. After a jump, press the A Button to air dash twice (using Ray 01).

Press the X Button to charge into your opponent's robo. You can knock your opponent down with a single blow, but you can't charge while you are in the air.

THE ROBO CANNON

Once a battle starts, a cube discharge machine called the robo machine appears. Your robo is launched from the red tube on the left.

The robo cube rolls on the ground and transforms wherever it stops. The first to transform gets to attack first.

FIRING THE ROBO CANNON

Use the Control Stick to change the direction of the robo cannon. Once your robo cube lands, the number that appears on the cube shows how long it will take for your robo cube to transform. When the countdown hits zero, your robo is ready for action! Press the A, B, X, or Y button rapidly to speed up the countdown.

GENERATING NEW PARTS

You receive access to new robo parts every time you win a battle. Pick up your new parts at any Parts Generator, conveniently located throughout the town. You can use your new parts in your next battle.

TEST MODE

Press the R Button on the customization screen to enter Test Mode. Try out new parts here, and see how they work.

CUSTOMIZATION TIPS

Equipping a new part does not necessarily make your robo stronger. Plan out your battle by customizing your robo to suit your opponent and your battlefield. Stick with parts you know until you learn their strengths and weaknesses.

ROBO MODELS

There are many different robo models, each possessing different abilities. For example, a Shining Fighter can dash in the air if you press the A Button after a jump. An Aerial Beauty, however, will do a single, continuous jump.

ROBO STYLES

Sometimes, the same model of robo will come in a variety of different styles. These styles may have entirely different abilities. For example, the Shining Fighter model comes in three different styles: Normal, Armor, and Speed.

ROBO STYLE VARIATIONS

Normal:

A well-balanced style that sets the standard for robo combat.

Armor:

A style with extra armor plating that costs it some speed.

Speed:

A style with greater speed due to its reduced armor load.

ROBO MODEL STATUS DETAILS 1

DWN: Endurance

Indicates how much abuse the robo can take before its system fails, and it falls down. The higher the bar, the harder it is to be knocked down.

DEF: Defense

Indicates how much damage a robo deflects when hit by a gun or bomb. The higher the bar, the less damage it takes from attacks.

ROBO MODEL STATUS DETAILS 2

SPD: Speed

Indicates the robo's speed. The higher the bar, the faster the robo.

SKY: Air Ability

Indicates the robo's air performance. This affects skills like jumping and air dashing.

ROBO MODEL STATUS DETAILS 3

DWN: Knockdown Power

Indicates the gun's capacity to knock an opponent down. The higher the

bar, the greater the knockdown power.

GUN STATUS DETAILS 1

ATK: Attack

Indicates how much damage the gun inflicts.

SPD: Round Speed

Indicates the gun's firing speed. The higher the bar, the faster the gun fires.

GUN STATUS DETAILS 2

HMG: Homing

Indicates how long a fired round will follow its target. The higher the bar, the longer it pursues its target.

RPD: Rapid Fire

Indicates how fast it can fire. The higher the bar, the more quickly it fires.

GUN STATUS DETAILS 3

DWN: Knockdown Power

Indicates the gun's capacity to knock down an opponent. The higher the bar, the greater the knockdown power.

BOMB STATUS DETAILS 1

ATK: Offense

Indicates how much damage the bomb deals upon impact.

SPD: Speed

Indicates how quickly the bomb moves once fired.

BOMB STATUS DETAILS 2

SIZ: Blast Radius

Indicates the blast radius of the bomb. The higher the bar, the bigger the blast radius.

TIM: Blast Duration.

Indicates the duration of the blast. The higher the bar, the longer the blast effects remain.

BOMB STATUS DETAILS 3

DWN: Knockdown Power

Indicates the bomb's capacity to knock an opponent down. The higher the bar, the greater the knockdown power.

POD STATUS DETAILS 1

ATK: Offense

Indicates how much damage the pod deals upon impact.

SPD: Speed

Indicates how quickly the pod moves once fired.

POD STATUS DETAILS 2

HMG: Homing

Indicates how long the pod will follow its target. The higher the bar, the longer it pursues its target.

SIZ: Blast Radius

Indicates the blast radius of the pod. The higher the bar, the bigger the blast radius.

POD STATUS DETAILS 3

TIM: Blast Duration

Indicates the duration of the blast. The higher the bar, the longer the blast effects remain.

SYSTEM FAILURE 1

If a robo is hit by a strong attack or receives a great deal of damage in a short time, its systems shut down temporarily, and it will collapse.

A robo cannot move while it is down, but when it recovers, it is momentarily invincible while its systems go online again.

SYSTEM FAILURE 2

If your robo is knocked down, you can reboot your system and stand up quickly by tapping the buttons on your controller repeatedly.

MOVING ON THE GROUND

It takes a while for a robo to pick up speed from a complete stop. If you stop moving, you will be vulnerable to attack.

FIRING YOUR GUN

After their guns fire, robos cannot move for a brief moment. Take advantage of this by firing at your opponent's robo after it has fired at you. Your opponents will use this tactic against you, too, so time your attacks well.

SLIDE SHOT

After firing your gun, your robo pauses momentarily. Use a slide shot to protect yourself: press the B Button while moving, and you will slide while firing your gun. Using this slide shot, you can maneuver your robo so that you come to a halt behind some defensive cover once your final round fires.

USING OBSTACLES 1

Open areas leave your robo vulnerable to attack. Plan a strategy that takes advantage of your terrain. Hide behind walls, dodge shots, and look for ways to attack your opponent without fear of a counterattack.

USING OBSTACLES 2

Never just charge your opponent. Use your environment wisely, and attack from behind obstacles. Use a wall for cover and lob bombs at your foe or make short jumps and attack with your gun. Your opponent won't be able to exploit your vulnerabilities, because you will be protected behind the wall.

AVOID THE CORNERS

Be careful around the holosseum's four corners. If your opponent fires a pod and a bomb from both sides, you will be trapped in the blast.

JUMP HEIGHT

How high your robo jumps is determined by how long you press the A Button. Tap on the A Button for a shorter jump.

JUMP VULNERABILITY

The higher you jump, the more open to attacks you become. If you do an air dash, you will be vulnerable when you land as well. Target your landing behind a wall to protect yourself when you are vulnerable.

POD VULNERABILITY

Unlike with the gun and the bomb, you experience no moment of vulnerability when you fire a pod. Use the pod as often as possible. Just make sure you don't run into your own explosions!

FIRING PODS

Press the L Button while tilting the Control Stick in the direction you want the pod to go. If you do not tilt the Control Stick, it automatically targets your opponent.

USING PODS

Before you fire a pod, think about where you want it to go. Do you want to hit your opponent or just block its path? Try forcing it into one of the holosseum's four corners, and then blast away!

SETTING PODS

Certain pods need to be placed in a triangle formation (like the spider and satellite pods). Place the three pods somewhere your opponent will cross, but don't place them too close together or too far apart. Place them well, and your opponent will be pinned.

FIRING BOMBS 1

You can change the location your bomb will target by tilting the Control Stick while pressing the R Button. Some bombs are well suited for blocking your opponent's movement.

FIRING BOMBS 2

If you tilt the Control Stick toward your opponent and press the R Button, your bomb will go far. Also, try holding the R Button for a short time.

BLAST TYPES 1

Standards models of targets blast the target diagonally upward. Models with the initials following their names have different effects.

G: Gazer

Blasts the target upward.

H: Horizon

Blasts the target slowly to the side.

BLAST TYPES 2

B: Burst

Blasts the target sideways, close to the ground. Leaves a blast zone.

D: Destroy

Blasts the target diagonally upward. Leaves a blast zone.

S: Stun

Temporarily paralyzes the target.

P: Pillar

Blasts your opponent straight up. Leaves a blast zone.

BLAST TYPES 3

F: Flipper

Blasts the target sideways.

C: Cyclone

Blasts the target slowly upward.

T: Traction

Blasts the target toward the robo that fired the bomb.

K: Knockdown

Knocks the target down.

X: Explosion

Blasts the target diagonally upward.

USING THE AIR DASH

There are a number of ways to use the air dash effectively. Use it as a feint while pretending to land, or use it to approach your opponent quickly. It is also useful for dodging, but you will still be vulnerable to attacks.

LOW AIR DASH

You can do a low air dash if you repeatedly tap the A Button while on the ground. Use this to move quickly from one wall to another without losing too much of your cover.

CHARGE INVINCIBILITY TIME

Press the X Button to charge your opponent. Your robo will be invincible during your charge. (It will turn red to indicate this). If you charge correctly, you can approach your enemy while dodging his shots. However, you will be vulnerable before and after you charge, so be careful.

CHARGE VARIATIONS

Every robo has a different charge attack:

Attack: Charge directly into your foe.

Air: Charge upward into the air.

Movement: Clear walls, etc.

Evasion: Avoid damage.

Try out different robos to learn which charge suits your fighting style.

BATTLE TIPS 1

If you want the best results, learn to use your gun, bomb, and pod weapons in combination. Otherwise, your own attacks will be so predictable that your opponent will be able to dodge them with ease. When you attack, decide whether you want to hit your opponent or just stop it or block its path.

BATTLE TIPS 2

First, trap your opponent by firing two pods on either side of it. Then, block its escape route and fire a bomb. Finish your foe off with the gun. This is a basic strategy, but not every weapon is well suited to it. Experiment, and develop a strategy that suits your style.

COMBOS

Blow your opponent into the air with a pod or bomb, and finish it off with your gun. Chaining your attacks together like this makes a combo. For example, when Jumping Pod B explodes above your opponent's head, hit it with a Straight Bomb G.

SYSTEM OVERLOAD

When two robos fire their guns at one another and one of the robos is knocked down, that robo's gun rounds disappear because of a system overload. Try to knock your opponent down to avoid being hit by its gun.

GUNNING FOR AN OVERLOAD

If your opponent has a gun that fires slowly, try for an overload so that its attack doesn't hit you. For example, opponents armed with a hornet gun, rayfall gun, or bubble gun are easier to overload.

WEAPONS WITH AERIAL ABILITIES

Certain guns and bombs (the rayfall gun, for example) change abilities when fired from the air. The time it takes for a round to hit your opponent changes drastically depending on where you fire it from. Learn these weapons, and plan your strategy accordingly.

SHORT-JUMP FIRING

If you want to shoot from the air without jumping high and exposing yourself to return fire, press the A and B Buttons at the same time. Your robo will make a short hop, letting you fire from above.

DODGE WITH CONTINUOUS JUMPS

If you are using a robo with a continuous jump, you can dodge enemy gun rounds. While you are in the air, wait until the rounds have almost hit you, then press the A Button to dodge. If you jump recklessly, your enemy will simply wait for you to land and exploit your moment of vulnerability. Think before you jump!

DODGING HOMING ROUNDS

Some rounds possess a strong homing ability, but they move more slowly than other rounds. Dodge them by letting them approach and then jumping at the last second. Remember, though, that you will be vulnerable when you land!

DODGING FAST ROUNDS

Some rounds move at a higher speed than others. Dodge guns with a high rate of fire, like the gatling gun, by moving in a circle around your opponent. The rounds won't be able to home in on your position.

APPROACH FROM THE AIR

When approaching an opponent from the air, circle around it. You make an easy target if you approach directly, but you will be able to dodge your enemy's shots if you circle in on it.

TAG BATTLE 1

You and your partner fight against two other robos. If either of your robos' energy reaches zero, you lose. Change your target by pressing the Y Button. Be careful, though: you cannot change targets while firing your gun.

TAG BATTLE 2

You cannot receive damage from your partner's gun or collision during a 2-on-2 battle. However, you still receive damage if you are hit by your partner's bomb or pod.

GLOSSARY \

CUSTOM ROBO

The robo, averaging about 30 cm tall, is the realization of years of work in robot technology and engineering. Commanders control their robos with their minds.

COMMANDER

A person skilled in robo control and operation.

COMMAND

The act of controlling a robo.

EYE-SCAN REGISTRATION

A robo will only respond to the commander to whom it has been registered. An eye scan is required to register a robo. After the eye scan is complete, the robo responds to no one but that commander. The eye-scan registration has become a ritual among commanders when they first receive a new robo.

DIVE

When a commander merges his or her thoughts with a robo in order to control it in a holosseum. If a commander dives for too long, his or her brain waves become unstable and erratic.

ROBO BATTLE

Typically, a one-on-one battle between robos that takes place in a holosseum. At the end of the robo battle, the winner gains access to the loser's parts data. Download the new parts at a parts generator.

ROBO CUBE

The form a custom robo takes when it is not fighting in a holosseum. This small, easy-to-carry cube contains all the parts data you've downloaded, as well as the robo itself.

ROBO CANNON

The deployment system that launches robos into battle inside of the holosseum.

HOLOSSEUM

A holographic battle environment roughly 3.6 square meters in size. Skilled commanders can construct their own holosseums from their thoughts and memories. For those who can't, there are prebuilt holosseums in each robo. The machine that projects the holosseum is called a holosseum deck.

PARTS

The custom robo is made up of 5 parts:

Body (the robo's chassis)

Gun (the right arm)

Bomb (the left arm)

Pod (the backpack)

Leg (the robo's legs).

You can change any of these parts to create your own custom robo.

PARTS GENERATOR

A machine that transfers downloaded parts data into robo cubes. You can find one in just about any building, public or private. They are essential to customization of robos.

POLICE SQUAD

Members use high-performance custom robos to protect themselves and to fight criminals.

BOUNTY HUNTER

A freelance mercenary who hunts criminals and receives rewards for their capture from law enforcement officials.

STEEL HEARTS HQ

The small bounty-hunter office where you work.

Although the employees of Steel Hearts want to return some dignity to the job of bounty hunter, most people just call them "bottom-feeders," common mercenaries who will do any job for the right price.

RAY 01

Your very first robo!

A Shining Fighter model.

A standard, yet versatile, robo.

RESEARCH LAB

The official robo research laboratory, where new robo models and parts are developed and tested before hitting the market. Linda is the lab's director and chief researcher.

DEPARTMENT OF LICENSING

The robo licensing center.

Commanders-in-training must pass a test to receive their robo operator's license. The tests are administered by slightly obsolete testing machines that utilize archaic and, at times, irritating AI programs. Commanders must wait one year between each rank-advancement test.

LICENSE

A document required by all robo commanders before diving into their first robo. Licenses are ranked in classes. Class D is the lowest, then C, B, and A. Mercenaries need a Class D license, while the police force requires a

Class A license.

EXAM MACHINE

A license-test machine located inside the Department of Licensing test hall. To take a test, insert an exam card and your robo cube into the exam machine.

HUB PARK

A lovely park, considered by many to be both a restful garden and a good place for a romantic rendezvous.

SAFETY SWITCH

A fail-safe switch that keeps commanders from being hurt by the stress and mental feedback of robo battles.

TAG BATTLE

A two-on-two battle in which two commanders team up against two opponents.

TRAINING GYM

A robo-battle training facility that provides commanders both real and AI opponents against whom they can improve their skills. Membership is cheap but still somehow outside of the Steel Hearts employee budget.

BOGEY'S CAFE

A dodgy cafe owned by the equally dodgy Bogey. Ernest, chief of the Steel Hearts, is a regular customer, often seen with a nice cup of really warm tea and a notebook full of poetry.

BATTLE WAGER

A bet placed on a robo battle. Betting on robo battles in any form is illegal.

BATTLE SHOW

A secret robo-battle tournament that takes place in Bogey's Cafe. These battles have been deemed illegal because of the number of battle wagers placed on them.

DAIMON

A Chinese restaurant owned by Dendai Don. They serve everything from trustworthy standards to very elaborate and exotic dishes.

DARK BLUE

A team of wealthy, if unscrupulous, mercenaries. They are the main reason bounty hunters have a bad name, and they have fashioned themselves as Steel Hearts' rivals.

Z SYNDICATE

A mysterious organization whose motives, whereabouts, and members are unknown. One thing that IS certain is that they are illegally modifying robos for some dire and, no doubt, sinister purpose.

TAKUMA UNIVERSITY

An elite university training in both technical and robo-piloting skills. Ernest, chief of Steel Hearts, and Linda, director of the Robo Research Labs, both graduated from this elite university. In fact, Ernest graduated in the top of his class.

HALF-DIVE

A unique ability. Marcia alone possesses the power to dive into someone else's robo and read that robo's most recent battle. This allows her to see

whatever its commander saw in that battle. The stress of a half-dive prevents Marcia from using this ability often.

MARV

A criminal wanted for crimes that have at least for now, not been disclosed.

POLICE SQUAD HQ

Just your standard police headquarters. Nothing to see here. Move along, move along.

STEALTH FUNCTION

The ability some robos possess to vanish momentarily during an air dash or charge.

FATHER'S WATCH

The watch given to you by your late father. It is the only memento you have of him.

AUTONOMOUS ROBO

A robo that can move without a commander controlling it. Currently used only for menial tasks and heavy labor assignments.

CLASS-S RATING

The license above Class A. Currently, the highest license the public can attain is Class A, but one can take the Class-S exam if three Class-S commanders give endorsements. Class-S commanders possess skills and mental prowess far beyond those of normal commanders. The government disavows knowledge of the Class-S license.

RAHU

A living being capable of integrating evolutionary enhancements from both living and nonliving objects around it. Hundreds of years ago, it all but annihilated the entire human race.

THE OUTSIDE WORLD

A world that exists beyond the boundaries of the known world.

MEMORY-ERASURE DEVICE

A device hidden within your father's watch. It has the ability to erase Rahu's genetic memory, stopping Rahu from growing more powerful. It only works when activated by a chip that Sergei possesses.

ILLEGAL PART

A part constructed in violation of the robo-development ordinances. All parts must conform to certain regulations when they are constructed. Parts that do not conform are considered dangerous, and commanders who use them stand in violation of the law.

GRAND BATTLE RULES\

THE GRAND BATTLE 1

The second part of the Story mode, available once you've completed A New Journey. Essentially, the Grand Battle is a series of highly competitive tournaments. At first, only one tournament is available, but as you finish more battles, other buildings and other tournaments will open up.

THE GRAND BATTLE 2

Your opponents in the Grand Battle are harder than those from A New Journey.

They will also use a greater variety of parts, so you will experience a wide array of battle styles. These battles will earn you many parts you couldn't get in A New Journey, so have fun!

MAKE THE MOST OF YOUR PARTS

Use the robo parts and chassis you obtain in the Grand Battle to give yourself even more challenge in A New Journey. Any parts you earn in the Grand Battle will be available to you in A New Journey, as well.

UNLIMITED BATTLE

You are free to use any part or robo chassis you have.

SINGLE-USE BATTLE

You can only use a part or robo chassis in one of the battles. As you win battles, you temporarily lose access to the parts you used to win. If you win, you lose access only to the weapon parts and robo chassis you used. You do not lose access to leg parts. If you lose, you do not have to give up anything.

SCORING

Battle scores from the Great Battle are recorded and saved.

Energy: 300 points for every percentage point.

Time: 100 points for every second remaining.

Losses: Score drops by 10% per loss.

Handicap: Score drops for every 25% handicap.

Illegal Parts: Reduces score by 50%.

SCORING 2

Fulfilling certain requirements earns you bonus points.

Perfect Bonus (win without taking any damage): 5,000 pts.

Destruction Bonus: 10,000 points for each opponent you defeat.

TASK SCORE

A set of three different score thresholds that vary from building to building. If your score in a match beats the task scores, you will receive a gold, silver, or bronze trophy, depending on your final score. Find out what happens if you collect trophies from all of the tournaments!

TAG BATTLE 1

Use two robos, swapping them mid-battle as needed. If you reduce either of your opponent's robos to 0 energy, you win.

TAG BATTLE 2

Swap robos with the Y Button.

After changing your robo, you have to wait seven seconds to change again.

You can change while you're down. If you change while you're down, you will be momentarily invincible.

TAG BATTLE 3

When a robo is not fighting in the holosseum, its energy will slowly increase if it is below 150. However, it will not increase above 150.

2-ON-2 BATTLE 1

A battle where you partner up with another robo and fight against two opponents. Even if your partner is still fighting, you lose the match if your energy reaches 0. Change targets with the Y Button. You cannot change targets while firing your gun.

2-ON-2 BATTLE 2

You cannot receive damage from your partner's gun or collision during a

2-on-2 battle. However, you will receive damage if you are hit by your partner's bomb or pod.

COMMANDER'S HELP \

DEFINITION OF COMMANDER

Given by: ???
Situation: Before leaving for employment
Location: Hero's House
Day One: Employment

A commander is a person who controls a custom robo.

ABOUT HOLOSSEUMS

Given by: Linda
Situation: Explaining to ??? during burglary
Location: Lab
Day One: Employment

Yes. A holosseum is a fighting arena created in a digital environment. The custom robos fight within that virtual battlefield.

ROBO CUBES

Given by: Linda
Situation: Explaining to ??? during burglary
Location: Lab
Day One: Employment

Well, a custom robo remains in cube form until it is released into the holosseum to---

EYE-SCAN REGISTRATION

Given by: Harry
Situation: After ??? picks up Ray 01 cube
Location: Lab
Day One: Employment

Eye-scan registration is when you look into the robo's sensor while pressing that button... The point is, now you're the only one who can control that robo!

ROBO TRANSFORMATION

Given by: Harry
Situation: After ??? picks up Ray 01 cube
Location: Lab
Day One: Employment

Now listen. Your robo'll shoot out from the robo cannon on the left side. It's a machine that shoots out the robo cube. The robo cube transforms once it's been fired. When the robo cube counts down to 0, it completes the transformation.

MOVING AND SHOOTING

Given by: Harry
Situation: Before battling Burglar
Location: Lab
Day One: Employment

After that, press the B button to fire your gun Use your gun to BLAM BLAM BLAM your enemy's energy down to 0, and you win! Use the Control Stick to ZOOM ZOOM ZOOM around, and use the B button to fire! ZOOM ZOOM ZOOM BANG BANG!

BOMBS AND PODS

Given by: Harry
Situation: Before battling Burglar
Location: Lab
Day One: Employment

Use the R button to fire bombs and use the L button to launch an attack pod. Firing your pod doesn't stop you from being able to move freely. Run at your opponent, and keep on pressing the L button! Use the R button to drop the bombs and use the L button to blast the pod! Ok. One more thing: If you get caught in your own pod blast, you'll take damage! Drop the bomb! Blast the pod!

JUMPING, AIR-DASHING, AND CHARGING

Given by: Harry
Situation: Before battling Burglar
Location: Lab
Day One: Employment

Try using the A button to jump. You can do an air dash twice with the robo you're using. Just press the A Button during a jump. You can charge with the X Button. You'll be able to knock your opponent down with one hit. A robo can't move when it's down, because its systems need to reboot. Use the A Button to jump and the X Button to charge. CRAAAASH! You can only do a charge when you're on the ground. It won't work if you're in the air! Jump and craaaash!

CHANGING THE DIRECTION AND SPEED OF THE ROBO CANNON

Given by: Harry
Situation: Before fighting Burglar
Location: Lab
Day One: Employment

Use the Control Stick to change the direction of the robo cube when it launches. When the cube hits the ground, the number shows how long it needs to charge for the transformation. To speed up the charge, tap the Controller buttons rapidly. If you transform before your opponent, you get to attack first! Use the Control Stick to aim to robo cannon where you want to and then tap the buttons! Turn, tappity-zoom zoom, jumpity-jump, bang bang, boom, blam, craaaaaash!

PARTS GENERATORS, PRACTICE MODE, AND THE GLOSSARY

Given by: Harry
Situation: After foiling the burglary
Location: Lab
Day One: Employment

A parts generator registers new part data into your robo cube. When you buy a robo, it only comes with the standard parts. You won't have access to a lot of parts if you don't collect enough battle experience. When a robo gets battle experience, the internal computer records the battle information. The parts generator automatically reads the record and gives you the new part. Any new parts you get, you can use them in the next battle. Whatever parts you want to use, is up to you. You can customize as much as you like. That's it for the hard stuff. It's best to check the parts generator after

every battle. Your opponent's not gonna wait for you while you make a quick run to the parts generator. And, obviously, you can't slip out during a battle. That's why it's best to check with the parts generator after every battle. Even if you forget to check after a battle, you can still get the part afterwards...However, if it's just waiting for you to pick it up, why not go get it as soon as possible? The more parts, the more you can customize your robo. It gives you a real advantage in battle. So make sure you check the parts generator after every battle. Also, open the customize screen before a battle. If you press the R Button in that menu, you can practice with your new part. When you want to get out of Practice mode, press START and then select RETIRE. Well, if you don't understand, press START while you're walking around to check the glossary.

THE LAB

Given by: Lab Tech
Situation: After foiling the burglary
Location: Lab
Day One: Employment

...You want to know about the lab? This is a government-funded robo research and development lab. You've already met Linda, right? She's the director of our lab.

THE ABILITY TO OPERATE NEW PARTS

Given by: Lab Tech
Situation: After foiling burglary
Location: Lab
Day One: Employment

Most commanders become better by fighting, by mastering each of their robo's abilities. By fighting, robos customize their programming and develop the ability to operate new parts. That's why robos don't come preinstalled with all the parts. That custom robo needs battle experience in order to alter its code and "learn" new parts. Parts generators read your robo's battle log and install any parts your robo is able to use. That's why you should check the nearest parts generator after you finish a battle. After all, you don't want to miss an opportunity to get a new part!

DEFINITION OF COMMANDER

Given by: Lab Tech
Situation: After foiling burglary
Location: Lab
Day One: Employment

By the way, did you know that people who are trained to pilot robos are called "commanders"? You did? Well, I guess you just know it all, don't you!?

EYE-SCAN REGISTRATION

Given by: Lab Tech
Situation: After foiling burglary
Location: Lab
Day One: Employment

Whoever makes eye contact with the robo first is its registered commander, the only one it obeys. That's what eye-scan registration is all about.

THE "CUSTOM" IN CUSTOM ROBO

Given by: Lab Tech
Situation: After foiling burglary
Location: Lab

Day One: Employment

Custom robos are composed of five parts: a body, a gun, a bomb, a pod, and a leg unit. Commanders have the freedom to customize any of these five parts in any way they want. The "custom" part comes from planning your robo design based on your battle situation.

DIVING

Given by: Lab Tech

Situation: After foiling burglary

Location: Lab

Day One: Employment

Remember, even though it's a robo, once you dive into it, it's an extension of your own body. During a dive, a commander's thoughts merge with the robo's CPU, giving maximum control! When a robo receives damage, the commander experiences a kind of mental trauma. It's a side effect of the dive.

HOLOSSEUMS

Given by: Lab Tech

Situation: After foiling burglary

Location: Lab

Day One: Employment

Robos usually remain in their cube form, but when they enter the holosseum, they transform into full-fledged robos. A holosseum is a virtual battlefield generated by a commander's mind and memories. Sometimes, your opponent will be the ones whose memories are generating the holosseum. However, some commanders are simply unable to generate a holosseum. It's not that they're weaker or that they're worse commanders. It's an ability you either have or you don't. Just like how some people are tall and some people are short... There's not much you can do to change genetics. Commanders who can't generate a holosseum just use ones that are available on the market. They use a basic holosseum that comes preinstalled into the robo. There's even a machine called a holosseum deck that can create a holosseum.

STRATEGY TIPS, THE GLOSSARY, AND GUN RANGES

Given by: Lab Tech

Situation: After foiling burglary

Location: Lab

Day One: Employment

You see that parts generator? Well, there are others like it all over the place... If you press START/PAUSE while you're moving around, you can see strategy tips and the glossary. Different guns have different ranges, from short to medium to long...

WHAT BOUNTY HUNTERS DO

Given by: Hero

Situation: Talking to Lucy before work

Location: Hero's House

Day Two: Training

It's hard to explain, but basically, we hunt down criminals whose crimes involve robos. We take requests that the police squad considers too small to bother with.

HOLOSSEUM DECKS

Given by: Harry

Situation: Before fighting Harry

Location: Gym
Day Two: Training

This table here's called a holosseum deck. It's a machine that projects a holosseum. Some commanders, like me, can create their own holosseum. Some can't. Just the way it is. Commanders who can't just use a holosseum that's built into their custom robo... or they use holosseum decks like these to make one for them.

CHANGING THE DIRECTIONS YOUR PODS FIRE

Given by: Harry
Situation: Before fighting Harry
Location: Gym
Day Two: Training

You've probably noticed, but you can change the direction the pod fires in. Tilt the Control Stick so it aims where you wanna shoot, and press the L Button. If you don't tilt the Control Stick, it'll automatically fire in the direction of your opponent.

USING NEW PARTS

Given by: Girl
Situation: Training in Gym
Location: Gym
Day Two: Training

Just because you get a new part doesn't mean it's going to make you stronger when you use it. A strong commander knows his opponent, his environment, and the best weapons for the battle. Don't change your parts on a whim. Find a part you like, use it for a while, and master it. You'll have lots of time to work out your favorite customization. But, of course, you WILL want to experiment with new parts every now and then. So after you're done with your battle, don't forget to check the parts generator, OK?

GETTING KNOCKED DOWN/REBIRTH MODE

Given by: Computer
Situation: Before fighting Computer
Location: Gym
Day Two: Training

You should take caution to prevent your robo from being knocked down. If you receive a powerful attack or repeated attacks in a short period of time, your robo will overload. When it overloads, it is knocked down and vulnerable to attacks for a short time. However, you will be invincible for a short time after you get up, while your robo's systems reboot. If you tap the buttons quickly, your robo will rise more rapidly.

TRICK FLYER MODELS

Given by: Computer
Situation: Before fighting Computer
Location: Gym
Day Two: Training

Allow me to explain the Trick Flyer model. My robo utilizes this body type. The Trick Flyer has excellent aerial abilities. However, it moves slowly on the ground. It doesn't jump far, but it can do a quick air dash up to 3 times. When using a Trick Flyer, you should approach your opponent with an air dash and then attack.

KEEP MOVING

Given by: Computer
Situation: Before fighting Computer
Location: Gym
Day Two: Training

Once a robo stops moving, it takes time for it to reach full movement speed again. As a result, it can be dangerous to stop moving.

SLIDE SHOTS

Given by: Computer
Situation: Before fighting Computer
Location: Gym
Day Two: Training

You become vulnerable after you fire a gun. Use a slide shot to cover this. If you press the B Button while moving, you can fire your gun while sliding in that direction. If you use this skill properly, you can shoot while moving behind a wall for cover.

HEIGHT OF JUMPS

Given by: Harry
Situation: Before fighting Anthony/Thomas
Location: Hub Park
Day Two: Training

The longer you hold the A Button, the higher you jump. Tap the A Button to do a short jump.

TO BE A BOUNTY HUNTER...

Given by: Hero
Situation: Talking to Lucy
Location: Hero's Home
Day Three: Getting Licensed

In order to work as a bounty hunter, you need a Class-D License. I'm gonna take that test.

TO TAKE THE TEST...

Given by: Harry
Situation: Before taking Class-D License Test
Location: Test Hall
Day Three: Getting Licensed

To put it simply, press the A Button while you're in front of the exam machine.

KEEP MOVING

Given by: Computer
Situation: Before fighting Computer
Location: Test Hall
Day Three: Getting Licensed

Never just run into an open area without a reason. You always want to be hiding behind walls, dodging shots, and looking for ways to attack.

ROBO TYPES

Given by: Girl
Situation: In the Test Hall, the day you get your license
Location: Test Hall
Day Three: Getting Licensed

Let me tell you about the types of robo. Each type is just a different robo model, like the Shining Fighter or Aerial Beauty... The type is what makes the robos different from one another. That Ray 01 of yours is a Shining Fighter model. Different types have different abilities. For example, a Shining Fighter can air dash if you press the A Button after a jump. But an Aerial Beauty will do an air jump if you press the A Button in the air. The Little Raider model runs really fast... and the Metal Grappler has a high endurance, making it difficult to knock it down... There's lots of other ones too.

ROBO STYLES

Given by: Girl

Situation: In the Test Hall, the day you get your license

Location: Test Hall

Day Three: Getting Licensed

Now, let me tell you about robo styles. Each type of robo is broken into a number of different models. Ask the girl next to me. She knows more about robo types. Basically, the style is just a more specialized robo model. For example, there are a bunch of different robo styles within the Shining Fighter model. Actually, there are only three different style variations: normal, armor, and speed. The normal style is a well-balanced robo that sets the standard for robos everywhere. Armor has higher defense than normal, but its speed is slow. Speed is faster than normal, obviously, but it sacrifices a bit of defense as a result. So, choose a style that best suits the way you fight. Once you start getting a lot of robos, then you'll have to worry about choosing one. Oh, and each robo has a different X Button charge. That should also help you select a robo.

THE SAFETY SWITCH

Given by: Harry

Situation: Before breaking up Walt and Carmen's battle

Location: Walt's House

Day Four: The Problem Next Door

It's a switch that decreases your robo's power. It's to prevent you from hurting your opponent. The switch is on the robo cube. If you turn the safety switch on and dive, the safety mechanism will automatically kick in. It won't look any different though...

METAL GRAPPLER MODELS

Given by: Carmen

Situation: Before fighting Carmen

Location: Walt's House

Day Four: The Problem Next Door

The Metal Grappler has extremely high defense. It's hard for it to get knocked down, but since it moves slow, I have a hard time dodging attacks. I can only do one air dash. I usually focus on attacking, rather than worrying about a little damage.

INTRODUCTION TO 2-ON-2 BATTLES

Given by: Harry, (Hero)

Situation: Before fighting Carmen and Walt

Location: Walt's House

Day Four: The Problem Next Door

You've never had a 2-on-2 battle before, have you? It's when two people team up on two others. Hey, Hero. Listen carefully. I'll explain 2-on-2 battles

to you. The basic controls are the same as the one-on-one battles, but there's one difference. The arrow on top of your robo's head locks on to one of your opponents. If you want to change your target, press the Y Button. Remember, press the Y Button to change your target. Got it?! Oh, and your robo'll still launch from the red robo cannon. I'll shoot from the blue robo cannon. Our opponents launch from the green and yellow robo cannons. The colors of the robo cannons indicate the colors of the robos battling in the match. For example, you're red and I'm blue, and our opponents are green and yellow. Every time you press the Y Button, the colored arrow above you changes to either green or yellow. (Hero: But not blue?) I told you. I'm blue! What good does it do you to shoot your partner? Watch out though--you can't fire your gun hwhile you'r changing targets. Your opponents have colored arrows over their heads, too. When those arrows turn red, that means they're locked on to you. Look carefully at the colored arrows and see who's locked on to whom... Keep that in mind while you fight, OK?!

THE GUY DIED OF STRESS

Given by: Ernest
Situation: After seeing dead man
Location: Daimon
Day Five: Don and Bogey

Looks like mental shock killed him. You can take real, physical damage in a robo battle... But it takes a tremendous amount of stress to actually kill someone!

DEFINITION OF AUTONOMOUS ROBO

Given by: Harry
Situation: After Mira says an autnomous robo killed the man
Location: Daimon
Day Five: Don and Bogey

An autonomous robo moves itself without having any commander dive into it. They were designed for manual and repetitive labor. I've never heard of one that fights, though.

MARCIA'S SPECIAL ABILITY

Given by: Harry
Situation: Before Marcia half-dives
Location: Daimon
Day Five: Don and Bogey

It's when Marcia dives partway into a robo. She's the only person who can do this. Remember what I told you a while back? Marcia's had this special power since she was young. Marcia can dive into a robo that's already been registered by eye contact. It doesn't mean she can control a preregistered robo, though. However, she is able to read the commander's remaining cognition. So whatever the commander saw through his robo's eyes, she sees. She can even read that guy's last thoughts. Kinda gruesome, huh? Only thing is, when she does this...

MORE ON MARCIA'S POWER

Given by: Harry, (Hero)
Situation: Waiting for Marcia
Location: Steel Hearts HQ
Day Five: Don and Bogey

I don't know much about it. It's a rare talent. I've never met anyone else who can do a half-dive. (Really? But there might be others? I've never even HEARD about half-dives before now.) Well, according to my sis... Marcia's

the only commander alive today who can do a half-dive. (Wow... She's pretty extraordinary, isn't she?) Well, she's somethin', all right. But it doesn't sound all that great. Her power makes her extremely sensitive. Emotionally speaking, I mean. (How so?) For example, you ever have times when there's something on your mind? Don't you get worried? Well, in Marcia's case... Take those worries and multiply them by a hundred. She gets so stressed out, she just freezes. (That's pretty sensitive.) Yeah. She's been like that since she was a child. That's why she seems so distant. She needs the distance to keep from getting hurt by people. See, it's like this: Marcia's big brother always used to protect her. (That's rough. Being that sensitive and losing both your parents and your brother...) Yeah, she really sorta hit rock bottom. It took a lot of work for Marcia to get where she is now.

MORE ON 2-ON-2 BATTLES

Given by: Harry
Situation: Before fighting Evil and Lackey
Location: Bogey's Cafe
Day Five: Don and Bogey

Let me tell you a little more about 2-on-2 battles. In a 2-on-2 battle, your partner's gun shots and charges won't hurt you. However, you still take damage if you get hit by your partner's pod or bomb blasts.

STRIKE VANISHER MODELS

Given by: Harry
Situation: Before fighting Paulie
Location: Bogey's Cafe - Back Room
Day Five: Don and Bogey

This guy's using a Strike Vanisher model. Let me explain. Like the Shining Fighter, the Strike Vanisher model's abilities are well-balanced. But the biggest difference is that it has a stealth function built into it. If you do an air dash, this function will make your robo disappear, dodging incoming gunfire. But compared to a Shining Fighter model, it moves slowly. If you're going to use a Strike Vanisher, take advantage of its stealth ability to dodge gunfire.

THE DIAMOND CELL HOLOSSEUM

Given by: Harry
Situation: Before fighting Paulie
Location: Bogey's Cafe - Back Room
Day Five: Don and Bogey

There's a holosseum called a Diamond Cell that the police squad uses. There's a magma zone in that holosseum, so be careful. (Magma zone?) Yeah, it's the red area. You'll take a lot of damage if you go into that area.

POD STRATEGIES

Given by: Harry
Situation: Before fighting Walt
Location: Bogey's Cafe - Back Room
Day Five: Don and Bogey

Think where you're going to fire when you use the pod. You can do all kinds of things with the pod. You can block your foe's way by firing ahead of 'em. Also, use the corners of the holosseum to corner your foe.

VULNERABILITY AFTER JUMPING

Given by: Harry
Situation: Before fighting Harry

Location: Bogey's Cafe - Back Room

Day Five: Don and Bogey

The higher you jump, the more vulnerable you become. Same goes for an air dash... You'll be vulnerable when you land after an air dash. So when you do jump or air dash, try to land behind a wall. The wall will protect you from attacks.

LIGHTNING SKY MODELS

Given by: Harry

Situation: Before fighting Shiner

Location: Bogey's Cafe - Back Room

Day Five: Don and Bogey

The Lightning Sky model is the newest addition to the custom robo line. It can attack and change directions while doing an air dash. It can only air dash once, but it travels for a long time. It almost looks like it's flying! However, it moves really slowly on the ground. It's got a low defense, and that's its weakness.

AVERAGE SIZE OF A HOLOSSEUM

Given by: Computer

Situation: Wandering around

Location: Gym

Day Five: Don and Bogey

The custom robo battles always take place inside a holosseum. A holosseum is four square meters.

THE POD GRAPH

Given by: Sophie

Situation: Before the tournament

Location: Gym

Day Six: Tournament at the Gym

Right, so let's chat about... the pod graph! It's on the Customize Robo screen. ATK is attack. You could probably have figured that out on your own. It shows how much damage your pod does when it hits. The higher the bar, the more damage. Got it? Oh, and SPD is speed. It shows how fast your pod moves. The higher the bar, the faster the pod.

THE GUN GRAPH

Given by: Walt

Situation: Before the tournament

Location: Gym

Day Six: Tournament at the Gym

Let's talk about the gun graph. That should be interesting. It's on the Customize Robo screen. ATK shows how much damage the gun will inflict. The higher the ATK bar, the more damage the gun does. SPD shows the speed of the fired rounds. The higher the bar, the more quickly the gun's rounds move.

MORE ON THE GUN GRAPH

Given by: Woman

Situation: Before the tournament

Location: Gym

Day Six: Tournament at the Gym

Let me tell you about the gun graph. There's nothing more interesting than the gun graph! HMG stands for homing. It shows how long the round follows

its target. The higher the bar, the longer it pursues its target. RPD is short for "rapid fire," which is just a fancy way of saying how fast the gun fires. The higher the bar, the faster the gun's rounds fire. DWN is the gun's knockdown power. That's how good the gun is at knocking robos down. The higher the bar, the more force the gun's rounds have.

SIZE OF A CUSTOM ROBO

Given by: Girl
Situation: Before the tournament
Location: Gym
Day Six: Tournament at the Gym

You've probably noticed, but custom robos remain in cube form until they go into battle. Once a robo transforms, it's only about 30 centimeters tall. Just so you know.

THE BOMB GRAPH

Given by: Girl
Situation: Before the tournament
Location: Gym
Day Six: Tournament at the Gym

...All right, I'll tell you something more useful. Have you seen the bomb graph? Check on the Customize Robo screen. You'll see ATK, which is how much damage a bomb does. Obviously, the higher the bar is, the more damage your bomb does. SPD shows the speed at which the bomb moves. The higher the bar, the faster the bomb moves toward its target.

MORE ON THE BOMB GRAPH

Given by: Girl
Situation: Before the tournament
Location: Gym
Day Six: Tournament at the Gym

Let me tell you a bit about the bomb graph. It's on the Customize Robo screen! SIZ refers to a bomb's blast radius. That's how big the area affected by the bomb will be. The higher the bar, the bigger the blast radius. TIM refers to the blast time. That's how long the blast effect will remain after the bomb explodes. Same deal here, too. The higher that bar is, the longer the blast sticks around. DWN is the bomb's knockdown power. That's sort of like how much force the bomb has. The higher the bar, the more knockdown force the explosion has, you know what I mean?

MORE ON THE POD GRAPH

Given by: Boy
Situation: Before the tournament
Location: Gym
Day Six: Tournament at the Gym

Do you know much about the pod graph on the Customize Robo screen? HMG means "homing." That's how far a pod will chase its target. The higher the bar, the longer it chases its target. SIZ refers to the size of the pod's blast. A higher bar means a bigger blast. TIM is the amount of time the blast remains after the bomb detonates. Again, the higher the bar is, the longer the blast lasts.

THE ROBO GRAPH

Given by: Boy
Situation: Before the tournament
Location: Gym

Day Six: Tournament at the Gym

Mmm? Oh, yeah... Let me tell you a little something about the robo customization. On the robo graph, SPD stands for speed. The higher the bar, the faster your robo can move. SKY means your robo's aerial abilities. That's how well it moves in the air. Same deal here--the higher the bar, the better its maneuverability in the air. ATK stands for attack. It's your robo's base attack strength. The higher the bar, the more damage your robo can do.

MORE ON THE ROBO GRAPH

Given by: Boy
Situation: Before the tournament
Location: Gym
Day Six: Tournament at the Gym

I'll explain the robo graph on the Customize Robo screen. DWN is endurance. It shows how much abuse a robo can take before it's knocked down. The higher the bar, the harder it is for the robo to get knocked down. DEF is defense, the amount of damage a robo can take. The higher the bar, the less damage your robo takes from attacks.

ADVANCED CHARGE STRATEGIES

Given by: Harry
Situation: Before fighting Will
Location: Gym
Day Six: Tournament at the Gym

When you charge by using the X Button, your robo is invincible while it is lit up. If you time your charge right, you can approach your opponent while dodging his attacks. Watch out, though--you'll be vulnerable to attacks right before and after you charge.

ADVANCED AIR DASH STRATEGIES

Given by: Harry
Situation: Before fighting Don
Location: Gym
Day Six: Tournament at the Gym

You can use the air dash in a bunch of different ways. You can pretend you're gonna land and then fool 'em with a feint, or you can charge right in! You can also dodge bullets if you time it right, but you'll be vulnerable when you land.

AERIAL BEAUTY MODELS

Given by: Harry
Situation: Before fighting Mary
Location: Gym
Day Six: Tournament at the Gym

The Aerial Beauty model moves excellently in the air. It can't do an air dash, but it can do something called a continuous jump. It can move quicker than a Shining Fighter, but its offense and defense are lower. If you're using an Aerial Beauty, you're not going to attack directly. Instead, you'll probably spend a lot of time dodging and moving to get the best position. Marcia's Milky Way is also an Aerial Beauty model. She's told me that's how she fights.

ADJUSTING WHERE YOUR BOMBS FALL

Given by: Harry

Situation: Before fighting Evil
Location: Gym
Day Six: Tournament at the Gym

To change where your bomb is targeting, hold the R Button and move the Control Stick. Some bombs change their drop zone. You can use them to block your opponent's path.

COMBOS

Given by: Harry
Situation: Before fighting ???
Location: Bogey's Cafe - Back Room
Day Nine: First Encounter

It won't do you any good if you use the gun, bombs, and pods separately. Your opponent'll be moving fast. It's gonna try to dodge your attacks. You have to figure out a way to block your opponent, stop him from moving, or hit him! Surround him with a pod, then fire a bomb and finish him off with the gun. It's easy. Sorta. 'Course, this all depends on what weapons you've outfitted your robo with, you know.

FUNKY BIG HEAD MODELS

Given by: Harry
Situation: Before fighting Will and Wendy
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

The Funky Big Head model has excellent defense and aerial capabilities. It can also do a continuous jump. However, it moves really slow on the ground. That's why when you use this type, you should jump constantly and attack from the air.

DODGING RAPID SHOTS

Given by: Harry
Situation: Before fighting Anthony and Thomas
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

I'm gonna tell you how to deal with rapid fire, like from the gatling gun. Move as though you're drawing a circle around your opponent.

MAKING BOMBS FLY FARTHER

Given by: Harry
Situation: Before fighting Police and Police
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

If you tilt the Control Stick toward your opponent and press the R Button, the bomb will fly far. Hold the R Button while tilting the Control Stick.

DIFFERENT CHARGES

Given by: Harry
Situation: Before fighting Carmen and Walt
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

Every robo has a totally different charge ability when you press the X Button. You should try out all kinds of robo charges and plan them out.

LITTLE RAIDER MODELS

Given by: Harry
Situation: Before fighting Waiter and Bogey
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

The Little Raider model can move real quickly on the ground. It's aerial abilities are high, too, but its defense is unbelievably low. It gets knocked down easily. When you're using this type of robo, it's best to move as much as you can. Don't ever stop.

CIRCLE AROUND YOUR FOE

Given by: Harry
Situation: Before fighting Mira and Roy
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

When you approach enemies from the air, circle around them. Never fly straight toward them. That way, you can dodge any incoming fire while you're circling.

GROUND AND AERIAL ATTACKS

Given by: Evil
Situation: Before fighting Evil
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

Some guns and bombs change abilities when they're fired during a jump. You didn't know, did you? Give yourself a little variety by switching between ground and air attacks. Take it from me. Aren't you happy I shared that?

DIFFERENT BLAST EFFECTS

Given by: Harry
Situation: Before fighting Ernest
Location: Police Squad HQ - Training Room
Day Ten: Tournament at Police Squad HQ

You'll see a letter marker, like D or C, next to the names of bombs and pods. That indicates what type of blast effect that weapon has. Got it?

LOW-AIR DASHES

Given by: Harry
Situation: Before fighting Police
Location: Police Squad HQ - Training Room
Day Eleven: The Truth

While you're on the ground, press the A Button rapidly to do a low-air dash. It's a good way to move quickly without having to move too high into the air.

USE OBSTACLES TO YOUR ADVANTAGE

Given by: Harry
Situation: Before fighting Police
Location: Police Squad HQ - Training Room
Day Eleven: The Truth

Be sure to use the holosseum's obstacles to your advantage when you're attacking. Lob bombs over walls, or try shooting from behind a wall while doing a short jump. You're vulnerable right after you fire your gun, so it's good to hide behind a wall until it passes.

DODGING HOMING ROUNDS

Given by: Harry
Situation: Before fighting Linda
Location: Police Squad HQ - Training Room
Day Eleven: The Truth

Dodge slow rounds with strong homing abilities by letting them come in really close to you. Once it closes in on you, just jump over the incoming attack! Don't forget, though: you'll be vulnerable right when you land, so try to be careful.

SYSTEM OVERLOAD

Given by: Harry
Situation: Before fighting Roy
Location: Police Squad HQ - Training Room
Day Eleven: The Truth

When two robos fire guns at one another and one of the robos is knocked down, that's called a system overload. What that means is, if you fire your gun and knock his robo down before he hits you... The other robo's rounds vanish, and you won't get hit by his rounds! If you use the system overload to your advantage, you'll stand a good chance of winning. Don't forget, though... You can only overload a robo's system with your gun...

AVOIDING MIRA'S BOMB-POD COMBO

Given by: Harry
Situation: Before fighting Mira
Location: Police Squad HQ - Training Room
Day Eleven: The Truth

Be careful around the four corners of the holosseum. If she fires pods from both sides and a bobm from above, you'll have nowhere to run. Make sure you keep moving, and stay away from the corners.

MORE ON THE SYSTEM OVERLOAD

Given by: Harry
Situation: Before fighting Chief
Location: Police Squad HQ - Training Room
Day Eleven: The Truth

If your opponent has a gun with a slow rate of fire, it's best to rush in directly and go for a system overload. For example, if your opponent has a hornet or a rayfall gun, that's a good time for an overload.

DODGING GUNFIRE WITH A CONTINUOUS JUMP

Given by: Harry
Situation: Before fighting Z Lackey
Location: Z's Hideout - Lounge
Day Thirteen: Attack on Z's Lair

If you want to dodge gunfire from a continuous jump, let the shots come in real close and jump once. If you're constantly jumping, you won't be able to dodge any other shots fired at you.

LIGHTNING SKY STRATEGY

Given by: Harry
Situation: Before fighting Shiner
Location: Z's Hideout - Hallway
Day Thirteen: Attack on Z's Lair

Let me tell you a little about Shiner's Lightning Sky model. With the

Lightning Sky model, you can rush your opponent aggressively with an air dash. However, when you land after an air dash, you become extremely vulnerable. Also, you can only do one air dash. If you see him dashing around a lot, you'll have a chance to hit him when he lands. And if you're ever going to use a Lightning Sky model... Be sure to hide behind a wall after an air dash.

COMBOS

Given by: Z Lackey
Situation: Before fighting Z Lackey
Location: Z's Hideout - Training Room
Day Thirteen: Attack on Z's Lair

A combo is a chained attack. Blow your opponent away with a bomb or pod and finish with a gun. For example, hit your opponent with a Straight Bomb G and fire your Vertical Gun. This will knock your opponent down right away.

SHORT-JUMP SHOOTING

Given by: Z Lackey
Situation: Before fighting Z Lackey
Location: Z's Hideout - Training Room
Day Thirteen: Attack on Z's Lair

Sometimes, don't you just want to attack as soon as you're in the air? When you want to do that, lightly tap the A Button for a short jump. When you want to do a quick aerial shot, press both the A and B Button simultaneously.

PLACING PODS

Given by: Mira
Situation: Before fighting Z Lackey
Location: Z's Hideout - Training Room
Day Thirteen: Attack on Z's Lair

When using pods that need to be set, such as the Spider and Satellite, spread them out... Your opponent'll have a hard time moving around if you place three pods in his way... Don't place them too close or far from each other.

That's practically all of the tips you'll find in-game. Good luck!

10. CLOSING/CREDITS

//
//
//

The FAQ/Walkthrough ends here. Thank you so much for reading!

Credit will be given as follows...

The following users have given me help in some way. (Info, Corrections, etc.)
Hyper Omega (GameFAQs) - Info
Foxphoenix (GameFAQs) - Info
DiddyKong (CheatHappens) - Corrections
E101mk2 (GameFAQs) - Info

An EXTRA special thanks to Hyper Omega, who had some of the information in A New Journey and Tips sections, so I didn't have to type it up myself. It saved me hours of time, so he deserves a little extra credit.

Thanks to my brother for playing through the entire game, so I was able to

make this walkthrough.

Thanks to the Custom Robo board (GameFAQs) for giving me support.

=====
11. COPYRIGHT INFORMATION
=====

//
//
//

This FAQ is Copyright 2007 Ryan Chiang. It is not, under any circumstances, to be duplicated in any way.

The following websites have automatic permission to use this FAQ. Even if they do not post this FAQ on their website, they still have my permission to do so. If a website doesn't appear on this list, they should not have this FAQ.

- CheatHappens (<http://www.cheathappens.com>)
- GameFAQs (<http://www.gamefaqs.com>)
- NeoSeeker (<https://www.neoseeker.com>)
- Super Cheats (<http://www.supercheats.com>)
- GameRevolution (<http://www.gamerevolution.com>)

If a website not listed here contains this FAQ, it should be reported immediately. Instances such as this are considered plaigarism, and therefore a violation of copyright. If these instances are found, please contact me immediately at GiantYoshi@cox.net.

=====
12. CONTACT INFO
=====

//
//
//

Contact information for contacting me. This section is to give you some options on how to contact me. These can be used for comments, suggestions, or simply just to chat. It can also be to report problems, such as incorrect information that must be fixed, hints that longer work/help, or even typos. Any person who's problems are reported, and I find to be the right correction will have their name in the Closing/Credits section. I will need a sort of username provided, however, to complete this task, otherwise, I can't put you on.

You may also contact me if you would like to publish this FAQ on your website.

If you would like to contact me, please use one of the following methods.

E-MAILS

E-mail - GiantYoshi@cox.net

WEBSITES

- CheatHappens - Ryan-
- GameFAQs - SpikeDragon
- NeoSeeker - MoltenDragon
- SuperCheats - SpikeDragon
- GameRevolution - SpikeDragon

OTHER

Private Message - <http://yoshiland.proboards36.com/>

I do not have AIM. Don't try contacting me there.

This document is copyright MoltenDragon and hosted by VGM with permission.