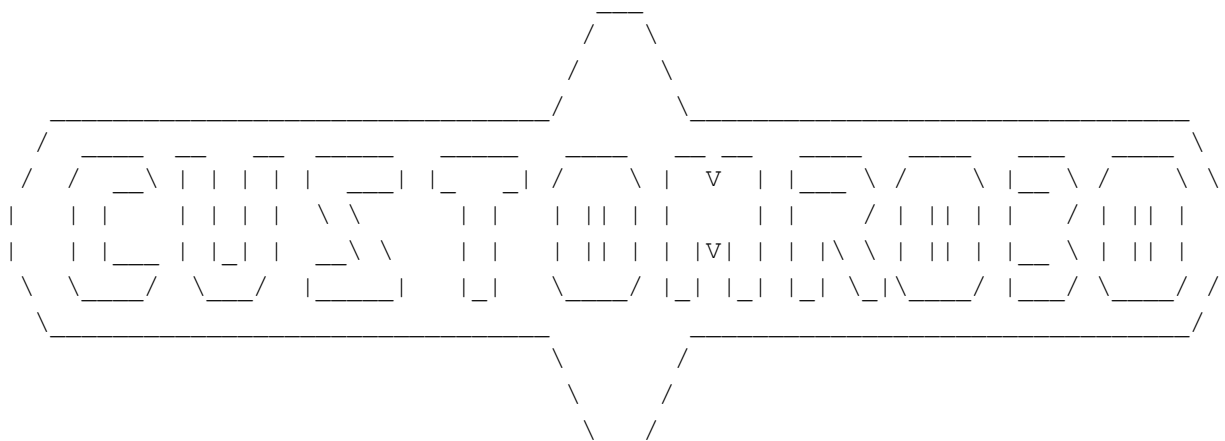


Custom Robo FAQ/Walkthrough

by tjquick

Updated to v0.6 on Jun 17, 2004



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| Custom Robo FAQ |
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01. Introduction

Hey everyone! As very few of you know, I'm Jason, a.k.a. tjquick here on

GameFAQs. This is my first FAQ that I've ever made, let alone submitted to anyone! I'm trying really hard to make this guide worth reading for everyone, so any advice you can give me would be greatly appreciated! Well, on to the FAQ!

Note: I would have this FAQ done already, but summer school stuff is eating up my time, so just bare with me, I'll get this done as fast as I can.

02. Frequently Asked Questions

(Coming Soon)

03. Controls

This section contains a list of the controls for the various modes of play.

Control Stick:

Story Modes= Move character.
Menus= Move cursor and make selections.
Customization Screen= Make selections.
Viewer Mode= Rotate Camera.
Battle= Move Robo.

Control Pad:

Story Modes= N/A
Menus= N/A
Customization Screen= <--Left: Enter Viewer Mode from Customization Screen.
Viewer Mode=-->Right: Return to Customization Screen from Viewer Mode.
Battle=N/A

Start/Pause Button:

Story Modes= Display Story menu.
Menus= N/A
Customization Screen= Finish Customization.
In story and arcade modes, this brings up the battle preparation screen.
In Vs. Mode, this begins the battle.
Viewer Mode= N/A
Battle= Pause the game. Retire from battle.

L Button:

Story Modes= N/A
Menus= N/A
Customization Screen= N/A
Viewer Mode= N/A
Battle= Attack with Pods

R Button:

Story Modes= N/A
Menus= N/A
Customization Screen= Enter Practice Mode
Viewer Mode= N/A
Battle= Attack with bombs. Hold to target with the Control Stick then release.

Z Button:

Story Modes= N/A
Menus= N/A

Customization Screen= Press Z+A to choose random parts for your robo.

Viewer Mode= N/A

Battle= N/A

Y Button:

Story Modes= N/A

Menus= N/A

Customization Screen= Display part information in vs. and Story modes.

Viewer Mode= Zoom In

Battle: Switch targets in multi-enemy modes of play.

Switch robos in tag team battles.

X Button:

Story Modes= N/A

Menus= N/A

Customization Screen= Display help screen.

Viewer Mode= Zoom Out

Battle= Use your robos collision.

A Button:

Story Modes= Speak with characters. Investigate objects.

Menus= Confirm Menu Selections.

Customization Screen= Confirm Customization

Viewer Mode= N/A

Battle= Jump

B Button:

Story Modes= Cancel Selections.

Menus= Cancel Selections.

Customization Screen= Cancel Selections.

Viewer Mode= N/A

Battle= Attack with Gun

Note: Practice Mode is another version of Battle Mode.

04. Prologue

There are worlds slightly different from our own.

This is the story of one of them.

Small, powerful robots have become the number-one tool of criminals around this world.

These tiny, remote-controlled robotic weapons operate within restricted virtual battlefields known as holosseums. The ability to mix and match the different parts of these mechanical marvels earned them the name "custom robos."

The people who control custom robos are known as commanders. The only people who can battle and defeat commanders are other commanders.

The Police Squad, the law enforcement officials of this world, faced with this new crime wave, formed their own corps of elite commanders. They saw many brave people step forward and join then. However, the number of robo-related crimes increased with such speed that the police were quickly and severely outnumbered.

It was at this point that society saw the rebirth of an old profession: the bounty hunter.

Our story follows a young man acting on the last words of his long-lost father---he must become a custom-robo commander. With his father's final words on his mind, he joins up with the bounty hunters of Steel Hearts.

At first, our hero is a raw recruit with no training, but he soon finds that he has a talent for his chosen profession. Spending his days battling crime with his coworkers Harry and Marcia, he quickly hones his skills to a high degree.

One day, our hero learns of a strange, autonomous robo of tremendous power. As he and his friends strive to unravel the mystery of this robo, they unearth hints of a greater secret concerning a catastrophic event that transpired centuries ago...

05. Walkthroughs

This section will contain walkthroughs for both story modes.

Since the Game won't let you save whenever you please, I'll be sure to mark where it saves so if you don't have time to get to the next one, just pick it up later.

My battle information will look like this:

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Battle #  
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Difficulty: 1-10, 10 being the hardest

Type: The kind of battle it is, determined by how many robos are involved

Enemy Robo:

Body: Which Body your opponent is using.

Gun: Which Gun your opponent is using.

Bomb: Which Bomb your opponent is using.

Pod: Which Pod your opponent is using.

Legs: Which Legs your opponent is using.

Holosseum: The field on which the battle will take place

Suggested Build:

Body: Which Body I think you should use.

Gun: Which Gun I think you should use.

Bomb: Which Bomb I think you should use.

Pod: Which Pod I think you should use.

Legs: Which Legs I think you should use.

Battle Reward: What you get for completing the battle, if anything.

Battle Tips: My comments and suggestions for the battle.

05a. A New Journey

As the story begins, you hear the telephone ring...

After a long series of mumbles between you and your father, you are awoken by Lucy, your landlord and alarm clock, who informs you to get to your job interview at Stale Horse...I mean Steel Hearts...right now!

Day 1

After you get moving, leave your room. Go left and experience the first of many forced conversations with Lucy. After talking about your watch and the fact that your dad wants you to become a commander, you can head off to your interview. Leave the yard and get your butt to Steel Hearts!

Turns out, Steel Hearts is a Bounty Hunter organization that use Custom Robos.

Once inside, go talk to the bald guy in the back behind the desk. His name is Ernest, and he's your potential boss, so go ahead and answer his questions. How you answer his questions makes no real difference, so answer them however you please. Harry runs up and decides that his opinion should be heard, but no one really cares. Since your inexperienced, Ernest is reluctant about hiring you. Just then the phone rings, and Steel Hearts gets a job over at the Research Lab. Ernest tells Harry to drag you along, so lets head over to the Lab. Tell Harry whatever you want when he asks you a question and keep moving.

The scene at the Lab is....kinda funny. Buncha guys, huddled around each other. Anyway, the cops don't seem too happy to see you, calling you bottom-feeders, but soon Linda, the director of the Lab appears and tells the cops off. Harry jumps into action at a stray burglar, and huddles over like the rest. By now, your character is thoroughly confused as to what 痴 going on, but Linda explains how robo battles work.

Once she 痴 done educating you, go bug Harry. Your momentary distraction causes to loose the battle and crash into a pile of boxes. After a bout of complaining go pick up the little blue box 2 inches from your foot. Eventually, your going to press the button on the box anyway, so go ahead and just push it. After Harry yells at you, talk to the burglar. Harry will try to help, and his green text can sometimes yield useful information, but its mostly just common sense. Tell Harry that you got it, and your first battle will ensue!

Finally, just as you were about to throw down your controller in disgust, you can do something other than read. Well, let 痴 get to the battles...

Battle 1

Difficulty: 1

Type: 1-on-1

Enemy Robo:

Body: Splendor

Gun: Basic
Bomb: Standard
Pod: Standard
Legs: Standard

Holosseum: Basic Arena

Suggested Build:

Body: Ray 01
Gun: Basic
Bomb: Standard
Pod: Standard
Legs: Standard

Battle Reward: Nothing

Battle Tips: Unfortunately, your selection of parts is basically non-existent, but so is your opponent's, so you're on an equally crappy playing field. Since this is your first battle, I would go ahead and try out the practice mode by pressing R on the Customize Robo screen to get a feel for how the game works. Once you think you're ready, go ahead and start the battle. Don't worry, there is no real consequence for losing any battles in A New Journey except that you have to do them over again. But don't worry, this battle shouldn't be too hard. Just don't forget to tap the controller buttons to speed up your robo's boot time from the cube. And remember that moving targets are harder to hit.

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(((((Game Saves))))))

As soon as you clobber that robber, one of the police falls to a burglar near the Lab. Head on over there, talk to the burglar, and enter your second battle.

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Battle 2

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Difficulty: 2

Type: 1-on-1

Enemy Robo:
Body: Metal Ape
Gun: Basic
Bomb: Standard
Pod: Standard
Legs: Standard

Holosseum: Basic Arena

Suggested Build:

Body: Ray 01
Gun: Basic
Bomb: Standard
Pod: Standard
Legs: Standard

Battle Reward: Nothing

Battle Tips: This time it's a little different. Now your opponent won't go down

quite as easy, and their firepower has gone up a bit. But now their slower, and that makes them a lot easier to hit. Use walls to hide from attacks and aerial dashes to close the gap and make your attack. While your limited resources can make this battle a little harder, this still shouldn't cause you many problems.

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The cops continue to drop like flies. Talk to the now lonely burglar and enter your third battle.

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Battle 3

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Difficulty: 1

Type: 1-on-1

Enemy Robo:

Body: Splendor

Gun: Basic

Bomb: Standard F

Pod: Standard

Legs: Standard

Holosseum: Basic Arena

Suggested Build:

Body: Ray 01

Gun: Basic

Bomb: Standard

Pod: Standard

Legs: Standard

Battle Reward: Twin Flank Pod F

Battle Tips: Whoa! The burglar has a part you've never seen! Don't worry, there isn't much difference between your weapons, and he should be just as easy to take down as the first guy, if not easier now that you've weathered a few battles now.

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OMG you finally got a new part! Strut your way to the parts generator and pick up your fly new part. Confront the last burglar and begin your final battle by the Lab.

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Battle 4

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Difficulty: 2

Type: 1-on-1

Enemy Robo:

Body: Metal Bear

Gun: 3-Way

Bomb: Standard F

Pod: Feint F

Legs: Standard

Holosseum: Basic Arena

Suggested Build:

Body: Ray 01

Gun: Basic

Bomb: Standard

Pod: Twin Flank Pod F

Legs: Standard

Battle Reward: 3-Way Gun

Battle Tips: Apparently, this guy is the leader of the crooks. But don't let that fool you, he's really quite weak. His only real advantage he has is his 3-Way Gun. His pods stop right next to you, so don't run into them. This is another slow robo with high firepower, so avoid his attacks. Use your new pods behind walls to distract him, then let him have it and he will fall.

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((Game Saves))

Now that the burglars have been stopped, a woman named Mira begins to talk to Harry. Apparently, she wants Harry to become a cop, but you have to get a Class-A license to do that. The cops clear out, and you discover that Mira is Harry's older sister. Linda seems impressed with your skill and decides to put in a good word with Ernest. After all this time, someone finally cares what your name is! For this guide, I shall call the main character Bob, for when I have to refer to the main character from the third-person perspective. Harry explains the parts generator to you.

Now you get to enjoy being forced to talk to every scientist cleaning up the mess, and while you're at it, run by the parts generator and pick up your shiny new 3-Way Gun. The scientists all have basic info that you probably figured out on your own anyway, so finish with them, talk to Harry, and head back to Steel Hearts.

Linda put in the good word, and Ernest signs you up for the job. Go on and head home, since hanging around after a day's tasks are done gets you nothing except tiny, unimportant story tidbits. Just head home whenever your asked what your going to do and save yourself the walk to your house.

((Game Saves))

Day 2

Lucy awakes you with a yell and your first day of work begins. Once again a mandatory chat with Lucy is required to continue. Finish with her and head over to Steel Hearts.

Check with Ernest for instructions. Harry complains about a third member of Steel Hearts named Marcia. But anyway, its time to train you up! Harry takes you to the Gym for a robo workout. Harry decides you and him should have a quick battle together, but don't worry, he'll go "easy" on you.

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Battle 5

Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Glory
Gun: Gatling
Bomb: Crescent P
Pod: Speed P
Legs: Standard

Holosseum: Diamond Fences

Suggested Build:
Body: Ray 01
Gun: 3-Way
Bomb: Standard
Pod: Twin Flank F
Legs: Standard

Battle Reward: Standard Bomb S

Battle Tips: Harry will be harder than any of the crooks at the Lab. His main strength is his Gatling Gun, which can pummel you into the ground with just one good hit. Try not to stay in his line of fire for too long, and keep launching those pods from behind walls to keep him guessing. Not too hard, but his gun can make the difference.

((Game Saves))

Remember to keep checking the Parts Generator after battle to increase your arsenal of weapons. Now that Harry is beaten, you have to defeat the four CPU opponents before you can leave. We'll go counter clockwise for this, starting with the CPU just above the table where you and Harry fought. Let the training begin!

Battle 6

Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Peregrine
Gun: Gatling
Bomb: Standard
Pod: Cockroach H
Legs: Ground

Holosseum: High-Rise Plaza

Suggested Build:
Body: Ray 01
Gun: 3-Way

Bomb: Standard Bomb S
Pod: Twin Flank F
Legs: Standard

Battle Reward: Speed Pod D

Battle Tips: Peregrine is a Little Raider type, which means it moves extremely fast on the ground. This combined with the Gatling Gun can be pretty annoying. Also, the Cockroach H pods will home in on you fast if you get close enough. But being so small makes the Little Raiders easy to knock down. Keep up the pressure with all you weapons, and this little annoyance should fall with relative ease.

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Head over to the parts generator, get your pod, and move on to the next CPU.

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Battle 7

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Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Peregrine
Gun: 3-Way
Bomb: Standard S
Pod: Dolphin
Legs: Standard

Holosseum: Diamond Fences

Suggested Build:

Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Speed D
Legs: Standard

Battle Reward: Criminal Body

Battle Tips: A little less intense than the last battle, just watch out for the dolphin pods as they tend to jump over walls. Use the same strategy as the last fight, and this should go fast.

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Once again, run to the Parts Generator, head back, and take on the next CPU.

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Battle 8

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Difficulty: 3

Type: 1-on-1

Enemy Robo:

Body: Buggy
Gun: 3-Way
Bomb: Standard F
Pod: Standard
Legs: Wide Jump

Holosseum: High-Rise Plaza

Suggested Build:

Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Speed D
Legs: Standard

Battle Reward: Gemini Bomb P

Battle Tips: The Trick Flier bodies have a tendency to dodge your attacks more than you would think, but their still not too hard to hit. You could go with the new body you got if you want, since it痴 also a Trick Flier, but I prefer to stick with good old Ray 01 for a while. Anyway, your opponent "should" spend most of his time in the air, and with three aerial dashes, who can blame him? But he doesn't go aerial, which takes away his one advantage. Whatever. But if he does go aerial, just wait for him to land, because he'll be temporarily immobile, and that痴 the perfect time to strike. Keep the pressure up and he should be no problem at all.

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Go to generator, get parts, go fight last CPU.

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Battle 9

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Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Buggy
Gun: Basic
Bomb: Standard
Pod: Dolphin
Legs: Short Thrust

Holosseum: Diamond Fences

Suggested Build:

Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Speed D
Legs: Standard

Battle Reward: Cockroach Pod H

Battle Tips: Gemini P just isn't that great, so I wouldn't suggest using it. If you found the last battle easy, than this one should be a breeze. It's just like the last battle, only your opponent couldn't afford any parts worthwhile.

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(((((Game Saves))))))

Right after your last battle ends, your phone rings. Ernest is trying to get a hold of Harry. Go to the Parts Generator, then talk to Harry, he's trying to pick up a girl named Sophie behind the desk at the front of the Gym. After Ernest apparently throws a few insults Harry's way, Afterwards, you and Harry are told to go to Hub Park to deal with some kind of disturbance.

Apparently, a girl named Mary scheduled a date with two different guys on the same day! Once your there to deal with the squabbling boys, the girl simply walks off, leaving the two guys high and dry. Time for you and Harry to calm them down a bit.

At this point, you get to choose which one to fight. I'll map out a strategy for both, but for your reference, the one on the left is Anthony, and the one on the right is Thomas.

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Battle 10 Anthony

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Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Criminal
Gun: Gatling
Bomb: Crescent P
Pod: Feint G
Legs: Long Thrust

Holosseum: Flower Garden

Suggested Build:
Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Cockroach H
Legs: Standard

Battle Reward: Reflection Pod, Long Thrust Legs

Battle Tips: Anthony is actually slightly intelligent. He spends quite a bit of his time in the air, which goes along with his robo. As usual, watch out for that Gatling Gun, and remember that when he lands, he's temporarily stalled.

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Battle 10 Thomas

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Difficulty: 2

Type: 1-on-1

Enemy Robo:

Body: Splendor
Gun: Gatling
Bomb: Straight G
Pod: Speed D
Legs: Standard

Holosseum: Flower Garden

Suggested Build:

Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Speed D
Legs: Standard

Battle Reward: Reflection Pod, Long Thrust Legs

Battle Tips: Thomas is a little more standard than Anthony. Just watch for the Gatling Gun and keep up the heat, never stop moving, and Thomas should fall with little effort.

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The boys threaten you with vengeance after their defeat, then run off. You finally meet the third employee of Steel Hearts, Marcia. Marcia tells you that she has a Class-B license, and is troubled that you don't have a license at all. Apparently, operation a Custom Robo without a license is illegal, so all three of you return to Steel Hearts. After this is brought to Ernest's attention, he agrees to pay for you to get a license tomorrow.

The day is done and you can go home.

(((((Game Saves))))))

Day 3

Once again, Lucy is burdened with dragging your sorry butt out of bed. After yet another forced interaction with Lucy outside, head off to the Department of Licensing Test Hall, it痴 just below the Gym on the map.

You find Harry, once again trying to pick up a chick behind a counter, this time its Trish. But don't underestimate the allure of idiocy, because Harry managed to acquire her phone number! Anyway, Harry has registered you to take the license test, but first go to the Parts Generator in the back to pick up your new parts from yesterday, then head over to the vacant CPU right of the front desk. Press A to start the exam.

Exam Part 1: Knowledge

Answers

1. 2-Commander
2. 1-A Dive
3. 3-Robo Cube
4. 3-Laboratory
5. 1-Class A
6. 3-Holosseum
7. 3-Parts Generator
8. 1-Pod
9. 2-Department of Licensing

10. 3-10th question

Exam Part 2: Skill

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Battle 11
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Difficulty: 2

Type: 1-on-1

Enemy Robo:
Body: Buggy
Gun: 3-Way
Bomb: Gemini B
Pod: Cockroach G
Legs: Quick Jump

Holosseum: Crevice Court

Suggested Build:
Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Cockroach H
Legs: Long Thrust Legs

Battle Reward: Feather Legs

Battle Tips: Lets put it this way. If you think the AI system on this game is kinda dim, then imagine the AI of the AI on this game. Needless to say, this exactly the most difficult battle you'll encounter. As usual, keep the heat and burn your feet.

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Whoop-di-doo. Now you have the lowest level license possible. Enjoy. Anyway, check the Parts Generator for your new legs, then go tell Harry you passed the test. Once you tell Harry, it's time to head back to Steel Hearts to inform Ernest so he doesn't fire you.

After you let Ernest know you passed, he has Harry escort you to your home. According to him, if you池 to be partners, you need to spend more time together, but we all know he痴 just a control freak. Regardless, the reluctant Harry follows you home, then runs off to call Trish. As he runs off, a small piece of paper fall out of his back pocket. Duun-duun-DUUN!

(((((Game Saves))))))

Day 4

That darn Lucy wakes you once again. That痴 the problem with renting a room from someone, they always have a key. It must be nice to nag people to get to there jobs when your only job is to make them pay you money.

As you walk across the yard to the unavoidable chat with Lucy, you overhear a loud argument between two people happening in the room next to yours. After

that little event, you then realize that you aren't being forced to speak to Lucy! Oh, happy day! Now get you butt to work!

Harry is mysteriously depressed, apparently he lost something important to him. Before you can investigate, Ernest tells you to go back to your apartment. The married couple that lives next to you, Walt and his wife, are having a huge fight with each other. After you get back, that ever-present gossiping with Lucy sneaks up on you, causing a small part of you to die inside. After that, you enter the apartment and find the two fighting with robos. Harry tells you to take on the wife, aka the scariest woman you'll ever meet in this life or the next. Once you've directed her rage in your direction, the battle begins.

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Battle 12
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Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Metal Ape
Gun: Blade
Bomb: Straight T
Pod: Feint F
Legs: Long Thrust

Holosseum: Magma Hole

Suggested Build:
Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Speed D
Legs: Long Thrust

Battle Reward: Vertical Gun

Battle Tips: Another slow powerhouse opponent. Keep stepping on the center panel when it's up to limit her mobility. Avoid her abundant attacks and try to lure her into the center pit when the panel is down to take a chunk out of her health, and keep up the offence when she's not down.

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((Game Saves))))))))))))))))))))))))))))))))))))))

After the lovebirds have been defeated at the hands of you and Harry, the miraculously make up in a split second and decide to attack Harry. While I think it would be very entertaining to watch Harry get pulverized, your character helps him anyway, introducing you to your first 2-on-2 battle.

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Battle 13
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Difficulty: 4

Type: 2-on-2

Enemy Robo 1:
Body: Metal Ape
Gun: Blade
Bomb: Gemini P
Pod: Wave
Legs: Long Thrust

Enemy Robo 2:
Body: Dour Head
Gun: Left 5-Way
Bomb: Dual
Pod: Diving
Legs: High Jump

Holosseum: Basic Arena

Partner Robo:
Body: Glory
Gun: Vertical
Bomb: Crescent P
Pod: Cockroach H
Legs: Standard

Suggested Build:
Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Reflection
Legs: Long Thrust

Battle Reward: Metal Ape Body, Spider Pod

Battle Tips: Well well well, some people find these battles harder than the normal ones, some find them easier. My suggestion would be to keep track of who Harry is targeting, and do the same. That way, once that opponent has been massacred, it's a 2-on-1 in your favor, which is just too easy. The Dour Head model is of the Funky Big Head variety. These robos are hard to knock down like the Metal Grapplers, but don't pack quite the same punch. Instead, they move surprisingly well in the air, which can make them hard to hit. You may not have a problem with this battle, depending on your style of fighting.

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After a heavy breathing fest following the battle, Marcia enters the apartment, you try to find out what started all this trouble. Apparently, Walt's wife found a note with a girl's number on it. This convinced her that her husband was cheating on her with another woman. Apparently, Walt found the note outside this morning, and simply stuck it in his pocket for later exploring. His wife believes him and is sorry she reacted so harshly.

Marcia asks to see the note that started all of this. As the three of you look at the note, Harry makes a WA HA HAAA noise, and plucks the note swiftly from Marcia's hand. Then Marcia goes over to the scared children to calm them down. You learn that Marcia's parents passed not too many years ago, and that her brother, who was a member of the police force, just vanished one day, leaving her alone. She's always been the quiet type because of a special gift she has, and the loss of her family didn't help her quiet personality. Marcia wants to earn a Class-A license so she can join the police, hoping to find a trace of where her brother went.

((Game Saves))

Well, time to head back to Steel Hearts once again. But just as you're about to leave, Marcia's phone rings. Ernest wants all three of you to get over to Bogey's Cafe right away, an infamous criminal named Marv was sighted there. If you manage to catch him, there is a large reward and Steel Hearts would gain quite a reputation. After a bout of questioning and yelling, you head over to Bogey's Cafe.

Prepare to meet one of the most annoying characters in the game, Evil. What ever could have inspired the game programmers to give him THAT name, Hmmm? But anyway, apparently Evil and his gang of lackeys managed to catch Marv before you even got there. Evil is a member of another rival bounty hunters team, called Dark Blue. Bogey had called them in when he saw Ernest writing poetry in the corner, tearing at the eyes every now-and-then. Bogey's confidence wasn't exactly boosted by this sight, so he didn't call Steel Hearts this time.

Suddenly, Evil recognizes you. While you were out job searching, Dark Blue was one of the places that you applied to that turned you down. Evil seems to find it funny that Steel Hearts hired you, even though you were an obvious amateur. After a few insults are thrown back and forth between Harry and Evil, you all agree to go back to Steel Hearts to inform Ernest of the unfortunate news. As Ernest begins to yell at the group for not nabbing Marv, Harry hints that you all know of his poetry session in Bogey's today. Once he realizes this, he makes his escape, dismissing you all for the remainder of the day. Go on home and nap.

((Game Saves))

Day 5

An early phone call wakes you up before Lucy gets a chance to. It's Harry, and he says that there is some action at Daimon Chinese restaurant, and Ernest wants them there ASAP. Be sure to get your parts at the generator incase you didn't yesterday. Then head outside.

Muahahahaha! You scared Lucy with your being awakeness. Then, once the rest of this forced chat is finished, leave and go to Daimon, near the top-right corner of the map.

When you arrive, you'll notice a guy taking a nap on the restaurant floor. He's dead, and it apparently was caused by a robo battle being too intense. The police arrive, and after a pathetic argument from Harry, you find out that the robo responsible for the mans death is believed to be an autonomous robo, a robo that operates without a commander. Then Mira asks Marcia a favor...

Remember that it was suggested that Marcia had some kind of special "power"? Well, she can dive into other people's robos, and review the most recent thoughts of the commander, in this case, his last thoughts. This is called a half-dive, because while she can dive into it, she can't control the robo.

Apparently, the man came into contact with a robo she has never seen before. It appeared to be a living thing, within the holosseum. Apparently, Marcia can feel that this mystery robo had immense power, more than she has ever felt before. After the half-dive, Marcia goes with the police to make a sketch of the robo, and you, Ernest and Harry return to Steel Hearts.

((Game Saves))

Once your back at the office, Harry explains some of the drawbacks of Marcia's half-dive ability. And with those draw-backs, and the loss of her family, Marcia has had to strive to get where she is today. Suddenly, Ernest gets a call from Bogey. Apparently, since he gave yesterdays job to Dark Blue, he痴 giving Steel Hearts this new job. So head on over to Bogey's Cafe.

Upon your arrival, Evil makes his presence known. Apparently, Evil just "happened" to be at Bogey's at the right time. Had it not been for Bogey, they would have already taken care of the situation, but they agreed to give you a fair chance to screw up. Evil offers a 2-on-2 match for the privilege of taking on the job Bogey gave to you. Harry gets ticked, and agrees to the pointless bout, considering the job is already yours.

++++
Battle 14
++++

Difficulty: 5

Type: 2-on-2

Enemy Robo 1:
Body: Juggler
Gun: Right Pulse
Bomb: Left Flank H
Pod: Speed P
Legs: Stabilizer

Enemy Robo 2:
Body: Metal Ox
Gun: Gatling
Bomb: Submarine D
Pod: Feint G
Legs: Quick Jump

Holosseum: Checkmate Foundry

Partner Robo:
Body: Glory
Gun: 3-Way
Bomb: Standard F
Pod: Dolphin
Legs: Standard

Suggested Build:
Body: Ray 01
Gun: 3-Way
Bomb: Standard S
Pod: Reflection
Legs: Long Thrust

Battle Reward: Left Flank Bomb H, Feint Pod F

Battle tips: Well, with two opponents both wielding Gatling-type weapons, this match promises to hurt if your not careful. Keep you distance from Evil, the Juggler, because his gun has a limited range, but excellent homing in short range situations. The other guy is just a slow powerhouse, and easy to his as usual. Keep targeting the same opponent as Harry like the last battle, and this shouldn't take too long.

+++++

Congrats! You punched Evil in is oversized pointy nose! Although he seems less than willing to admit to it, and attempts to pawn off his excuse by claiming purposeful loss. Him and his little lackeys walk off, and you and Harry are left to the task that you came to complete in the first place.

You discover that Bogey holds illegal robo betting matches in a hidden back room of his cafe. Get your parts from the generator, be forced to talk to everyone in the room once again, check with the guy behind the desk, and begin your first battle tournament!

+++++

Battle 15

+++++

Difficulty: 4

Type: 1-on-1

Enemy Robo:

Body: Javelin

Gun: Gatling

Bomb: Straight S

Pod: Satellite

Legs: Standard

Holosseum: Diamond Cell

Suggested Build:

Body: Ray 01

Gun: Vertical

Bomb: Standard S

Pod: Spider

Legs: Long Thrust

Battle Reward: Javelin Body

Battle tips: Ah, good old Strike Vanisher models have a distinct advantage when it comes to aerial dashes. When it air-dashes it becomes temporally invisible and can dodge intense fire during these dashes. By the way, have you noticed that everyone in the world except you has that awesome Gatling Gun? Oh well.... When your opponnet moves in the air, it will be fast and hard to tell where he痴 going. I'd actually suggest the Vertical Gun, because it痴 homing is the best you have right now.

+++++

(((((Game Saves))))))

Get your new body, then return to the arena for your next match.

+++++

Battle 16

+++++

Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Dour Head
Gun: Right 5-Way
Bomb: Crescent P
Pod: Feint G
Legs: Standard

Holosseum: Ice and Snow

Suggested Build:
Body: Javelin
Gun: 3-Way
Bomb: Standard S
Pod: Spider
Legs: Long Thrust

Battle Reward: Left 5-Way Gun

Battle tips: This battle takes a downgrade from the last. The Dour Head is slow and east to hit, but hard to knock down. Take that to your full advantage and his as often as possible. Another match that shouldn't take much effort.

+++++

Back to the generator, then on to the next match.

+++++

Battle 17

+++++

Difficulty: 4

Type: 1-on-1

Enemy Robo:
Body: Glory
Gun: Vertical
Bomb: Standard S
Pod: Cockroach H
Legs: Short Thrust

Holosseum: Checkmate Foundry

Suggested Build:
Body: Javelin
Gun: 3-Way
Bomb: Standard S
Pod: Spider
Legs: Long Thrust

Battle Reward: Caboose Pod C

Battle tips: Harry痴 back, and this time he isn't brandishing that blasted Gatling Gun of his. Watch out for the homing of the Vertical Gun. Other than that, there isn't much unique to this battle. Just take him down.

+++++

Wahoo! Yeehaw! Whatever. Run by the parts generator, and prepare to face the

the training Gym. Ernest wants one of you to win to raise the reputation of Steel Hearts. Leave for the Gym.

Have fun talking to everyone again! The information that you'll receive in this room can all be found simply on page 21 of the instruction booklet, so just skim through it and get to the tournament. Harry suggests that he get first, Marcia gets second, and you come in third. Ya right! Lets start the tournament.

++++
Battle 19

Difficulty: 4

Type: 1-on-1

Enemy Robo:
Body: Seal Head
Gun: 3-Way
Bomb: Standard F
Pod: Seeker F
Legs: Quick Jump

Holosseum: Little Locomotive

Suggested Build:
Body: Javelin
Gun: 3-Way
Bomb: Standard S
Pod: Caboose C
Legs: Long Thrust

Battle Reward: Twin Flank Pod G

Battle tips: The kid is hard to knock down and the train will probably get in your way. Use the train as a moving obstacle between you and his fire and this battle shouldn't be too difficult.

++++
Get your new part, and head back for your next match.

++++
Battle 20

Difficulty: 4

Type: 1-on-1

Enemy Robo:
Body: Shrike
Gun: Drill
Bomb: Straight G
Pod: Twin Flank F
Legs: High Jump

Holosseum: Chinese Bowl

Suggested Build:

Body: Javelin
 Gun: 3-Way
 Bomb: Standard S
 Pod: Speed D
 Legs: Long Thrust

Battle Reward: High Jump Legs

Battle tips: Back to the Little Raider strategy. Watch out for that Drill Gun, its an evil little device that pulls you in with its attack, allowing it to hit you even more. But it does have a short range, so keep your distance and you should do just fine.

++++
 (((Game Saves))

Get you new treads, the prepare for the next match.

++++
 Battle 21
 +++++

Difficulty: 3

Type: 1-on-1

Enemy Robo:
 Body: Earth
 Gun: Vertical
 Bomb: Gemini P
 Pod: Ground Freeze
 Legs: Quick Jump

Holosseum: Flower Garden

Suggested Build:
 Body: Javelin
 Gun: 3-Way
 Bomb: Standard S
 Pod: Spider
 Legs: Long Thrust

Battle Reward: Earth Body

Battle tips: Enter the Aerial Beauty. Other than several jumps in the air, this robo isn't very exceptional. It's weak when on the ground, so pummel her with every chance you get.

++++
 Haha. Harry has to face Marcia in the semi-finals. Anyway, get your new body, and start the next match after you see Harry fall after 2 seconds against Marcia.

++++
 Battle 22
 +++++

Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Juggler
Gun: Right Pulse
Bomb: Burrow D
Pod: Dolphin G
Legs: Short Thrust

Holosseum: Diamond Fences

Suggested Build:
Body: Javelin
Gun: 3-Way
Bomb: Standard S
Pod: Spider
Legs: Long Thrust

Battle Reward: Gatling Gun

Battle tips: Watch out for Evil's short range Gatling weapon, it packs quite a whollop. Keep you distance and take him down, not too hard.

+++++

Sweet Jesus, YES!! Pick up your brand spankin' new Gatling gun and prepare for a match with Marcia.

+++++

Battle 23

+++++

Difficulty: 4

Type: 1-on-1

Enemy Robo:
Body: Milky Way
Gun: Homing Star
Bomb: Wave
Pod: Spider
Legs: Booster

Holosseum: L Formation

Suggested Build:
Body: Javelin
Gun: Gatling
Bomb: Standard S
Pod: Spider
Legs: Long Thrust

Battle Reward: Booster Legs

Battle tips: Marcia is very good at what she does. Having that demonic Homing Star Gun at this point in the game helps too. I know I've said keep up the heat to beat you opponent, but this reaches a whole new level. If Marcia is getting pummeled by you Gatling Gun, then she can't fire her Homing Star Gun, and then the battle gets easier. Just don't let up and you should do fine.

+++++

(((((Game Saves))))))

Marcia is quite impressed with your skills. Oh, and by the way, your the CHAMPION!!! Wooooohooooo! Go ahead and give credit to Steel Hearts, it's the right thing to do. After the tournament, go home and sleep.

(((((Game Saves))))))

Day 7

Arg! Once again you phone wakes you up early! It's Ernest this time, and you need to head over to the Lab as soon as possible for your next job. Get up, get your new part, and head out the door.

Yay! Once again you've scared Lucy by getting up without her! After another thankfully brief talk with her, you may run off to the Lab.

Once in the Lab, go to the room in the back for the next part of the story. It seems that ever since that attempted burglary of the Lab, Linda has employed the services of Dark Blue to guard the Lab. But apparently (what a surprise) Evil and his lackeys aren't quite up to the job on their own, although Evil argues with that, since he sent off his lackeys to guard the place on his own. Anyway, you池e to help him guard the Lab, since it seems to have been target for attack night after night.

Well, now you get to talk to EVERYONE in the facility, so have fun! You池e to gather clues and make a guess as to the nature of these crimes. All evidence points to an inside job, so just about everyone is a suspect. Once you can move again, go check out the Presentation Room with the BIG screen. Check the button by the locked door in the back of the room.

You hear the sound of glass being broken. Head back to the reception room to find everyone, including Evil, looking around the room. Apparently, Evil seems to think that a bomb was planted in this room by whoever broke the glass. Run around examining stuff until Bob seems curious if anyone else found something. Talk to Marcia, and everyone decides to check the rest of the Lab.

You leave the Reception Room to find the Lab in shambles! Apparently, the crooks broke the window as a diversion for you. Head back to the Presentation Room to find one of the baddies snooping around. It's a Z Lackey, and its time you took them down!

+++++

Battle 24

+++++

Difficulty: 3

Type: 1-on-1

Enemy Robo:

Body: Glaive

Gun: Gatling

Bomb: Right Flank H

Pod: Throwing D

Legs: Stabilizer

Holosseum: High-Rise Plaza

Suggested Build:

Body: Javelin

Gun: Gatling

Bomb: Standard S

Pod: Spider

Legs: Long Thrust

Battle Reward: Throwing Pod D

Battle tips: Ah-ha! A different type of Strike Vanisher! Shake off you jealously and remember that he probably stole it. Not a extremely difficult battle, but as always watch out for that Gatling Gun.

+++++

Grab your part, then exit the room. Another thief is waiting outside the room for you, so its time to fight again!

+++++

Battle 25

+++++

Difficulty: 3

Type: 1-on-1

Enemy Robo:

Body: Criminal

Gun: Vertical

Bomb: Double Mine

Pod: Seeker F

Legs: Quick Jump

Holosseum: Crevice Court

Suggested Build:

Body: Javelin

Gun: Gatling

Bomb: Standard S

Pod: Spider

Legs: Long Thrust

Battle Reward: Double Mine Bomb

Battle tips: Not exactly up to par with the last battle. Keep an eye on his firing pattern and watch out for those Vertical Gun bullets.

+++++

(((((Game Saves))))))

After that lackeys run away, go check out the Reception Room to find yet another bad guy, staring pointlessly out one of the windows. Time to teach him a lesson.

+++++

Battle 26

+++++

Difficulty: 3

Type: 1-on-1

Enemy Robo:
Body: Glaive
Gun: Shotgun
Bomb: Straight T
Pod: Speed D
Legs: Long Thrust

Holosseum: Ice and Snow

Suggested Build:
Body: Javelin
Gun: Gatling
Bomb: Double Mine
Pod: Spider
Legs: Long Thrust

Battle Reward: Straight Bomb T

Battle tips: Keep you distance, because that Shotgun of his packs quite a punch. Other than that, this battle should be a piece of cake.

+++++

Once that loser runs off, go back into the Presentation Room, pick up your new parts, then head out to the front of the Lab.

Marcia apparently just lost to a mystery woman. Marcia warns you of the difficulty of the mystery woman, but don't let that hold you back! Challenge her against all odds, so that you may protect Marcia! *Heroic look in eyes*

+++++

Battle 27

+++++

Difficulty: 6

Type: 1-on-1

Enemy Robo:
Body: Athena !
Gun: Waxing Arc !
Bomb: Right Wave
Pod: Dolphin
Legs: High Jump

Holosseum: Panic Cubes

Suggested Build:
Body: Javelin
Gun: Gatling
Bomb: Straight T
Pod: Speed D
Legs: Long Thrust

Battle Reward: Nothing

Battle tips: WOAHA! What the crap is an Illegal Part, you say? Well, it usually means that the battle will now become more difficult than your used to, and that痲 pretty much right with this battle. Her robo can jump too many times for its own good, and her gun has amazing homing and damage stats. Basically, just keep your distance and pummel her with all your distance weapons you now have equipped.

+++++

The mystery woman is surprised with your abilities, and comments on your ability to stand up to the Z Syndicate after all. Then she just strolls off into the distance, but your more concerned about Marcia. After the three of you are reunited, Harry gives Marcia a Robo Cube left behind by one of the criminals. Marcia attempts a half-dive, and finds out that Z's old boss died and there is now separation within the Z Syndicate. Unfortunately, you find out nothing about why they were hitting the lab except that they were looking for something. (DUH)

Linda decides it would be best to report this to the police, and your day ends on that note.

(((((Game Saves))))))

Day 8

Once again, our hero has forgotten to turn off his phone, so he is once again disturbed by that accursed device. Apparently, Lucy didn't wake you up as usual, so it痲 her fault that you池e late. Ernest tells you to get over to Bogey's right away, a strange robo is making a scene. Get up, get dressed, and get going.

Lucy has decided to stop waking you up, leaving it up to you to get up on time. NOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO!!!!!! Meh, whatever. Get yourself over to Bogey's NOW!

You arrive at the scene with Harry and Marcia waiting for you. It sounds like that robo that killed the man at Daimon's is back. The robo is reeking havoc in Bogey's back room, so you head that way. You see a surprisingly large robo, blasting away at nothing. Go over to it and press A to start the battle.

+++++

Battle 28

+++++

Difficulty: 5

Type: 1-on-1

Enemy Robo:

Body: Rahu 1 !

Gun: Rahu 1 !

Bomb: Grand Cross !

Pod: Penumbra 1 !

Legs: Ultimate !

Holosseum: Nature Park

Suggested Build:

- Body: Javelin
- Gun: Gatling
- Bomb: Straight T
- Pod: Spider
- Legs: Long Thrust

Battle Reward:

Battle tips: Holy Illegal Parts Batman! Really, this fight isn't as hard as the Illegal Parts your opponent has equipped make it look. Pelting your opponent with bullets still works, just watch out for the seeking pods your opponent likes to send out, loose sight of them and they'll sneak up on you. This battle isn't exactly easy, but it's not that hard either.

+++++

(((((Game Saves))))))

After you've put the rampaging robo out of commission, Harry asks you what the holosseum was like. Trees not made of metal? Grass that was soft? I wonder what it was made of...

Suddenly, a man named Oboro appears accompanied by the mystery man that Marcia freaked out over awhile back. Apparently, they were attempting to lure that robo here by making all the gamblers angry, filling the room with negative energy, from which it feeds. Marcia freaks once again, and Harry tells you to go after the blue haired guy.

+++++

Battle

+++++

Difficulty: 7

Type: 1-on-1

- Enemy Robo:
- Body: Ruhiel !
- Gun: Raptor !
- Bomb: Standard
- Pod: Spider G
- Legs: Booster

Holosseum: L Formation

Suggested Build:

- Body: Javelin
- Gun: Gatling
- Bomb: Gemini P
- Pod: Throwing D
- Legs: Long Thrust

Battle Reward:

Battle tips: Another Lightning Sky model. This guy has a gun that is powerful and annoying, yet easy to dodge if you pay attention. Be careful, because that gun of his will cream your health like nothing you've experienced before. Use

your bomb to block his path while whittling away at his health with your
Gatling Gun, and this shouldn't be too long a battle.

+++++

The blue haired guy now understands how you were able to beat Shiner. Just as
those words leave his mouth, the strange robo floats up, up, and away! Oboro
seems disappointed about the escape of the robo, and runs off with his blue
haired cohort. You and Harry discuss the battle, and Harry says it felt like
Oboro was just toying with him. Your character wonders why the blue haired guys
holosseum looked just like Marcia's. Harry's sister Mira pops in, accompanied
by Linda from the Lab. Apparently, the police got a report of the strange
happenings around Bogey's, and Mira came to investigate. Linda and Mira begin
to speak of several things, but your out of the loop, and they're not dropping
you any hints. It's time to head home for the night.

(((((Game Saves))))))

Day 9

Holy fo' shizzle! You managed to get out of bed on your own! Lucy may have been
only moment's away from waking you, but that痴 better than nothing! Her
surprise is the forced babbling for today, so run screaming into the night, or
at least to your job, ya know, whatever.

05b. The Grand Battle

(Coming Soon)

06. Parts List

This section of the FAQ lists all 187 custom robo parts available in the game.

All part descriptions will follow this standard layout:

Name

Legality

Statistics*

Description

Note*: All part statistics are rated 1-5, 5 being the greatest.

Item Legality Key:

-Legal-= These parts can be used freely in all modes of play

-Illegal-= These parts will reduce your score by 1/2 when used in Grand Battle, and can be turned on or off for arcade and vs. mode in the options menu.

-Can-= The can parts are listed separately, because using them will not reduce your score in Grand Battle, but are turned on and off with the illegal parts in the options menu. (Though why you would ever use them is beyond me.)

06a. Body Parts

Body Part Statistics:

DWN: How difficult it is to knock the robo down

DEF: The degree to which damage taken is reduced

SPD: The robo's ground speed

SKY: How well the robo moves while jumping

ATK: The robo's attack strength

Ray 01

-Legal-

DWN: 2.5

DEF: 3

SPD: 2.5

SKY: 2.5

ATK: 3.5

A Shining Fighter mode.

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

-Legal-

DWN: 2.5

DEF: 3.5

SPD: 2

SKY: 2.5

ATK: 4

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

-Legal-

DWN: 2.5

DEF: 2.5

SPD: 3

SKY: 2.5

ATK: 4

A Shining Fighter mode.

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

-Legal-

DWN: 2

DEF: 2

SPD: 3

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: Charges toward its opponent with a short jump.

Able to clear walls.

Earth

-Legal-

DWN: 2

DEF: 2.5

SPD: 2.5

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: Rises diagonally and attacks. Able to clear walls.

Sol

-Legal-

DWN: 2

DEF: 1.5

SPD: 3

SKY: 3.5

ATK: 3

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

-Legal-

DWN: 5

DEF: 4

SPD: 1.5

SKY: 1.5

ATK: 2

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

-Legal-

DWN: 5

DEF: 4.5

SPD: 1

SKY: 1.5

ATK: 5

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

-Legal-

DWN: 5

DEF: 3.5

SPD: 2

SKY: 1.5

ATK: 4

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

-Legal-

DWN: 0.5

DEF: 1

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

-Legal-

DWN: 0.5

DEF: 1.5

SPD: 4

SKY: 2.5

ATK: 2

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

-Legal-

DWN: 0.5

DEF: 0.5

SPD: 5

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

-Legal-

DWN: 2.5

DEF: 3

SPD: 2

SKY: 2

ATK: 1

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 invisibility time.

Glaive

-Legal-

DWN: 2.5

DEF: 3.5

SPD: 1.5

SKY: 2

ATK: 2

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

-Legal-

DWN: 2.5

DEF: 2.5

SPD: 2.5

SKY: 2

ATK: 4

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

-Legal-

DWN: 2.5

DEF: 2.5

SPD: 1.5

SKY: 4

ATK: 3

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

-Legal-

DWN: 2.5

DEF: 3

SPD: 1.5

SKY: 3.5

ATK: 4

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

-Legal-

DWN: 2.5

DEF: 2

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

-Legal-

DWN: 1.5

DEF: 1.5

SPD: 1.5

SKY: 4

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

-Legal-

DWN: 1.5

DEF: 2

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-dash and slowly descends.

Collision: Ascends slightly as it charges its foe.

Breaker

-Legal-

DWN: 1.5

DEF: 1

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

-Legal-

DWN: 3.5

DEF: 4.5

SPD: 1.5

SKY: 4.5

ATK: 3

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

-Legal-

DWN: 3.5

DEF: 5

SPD: 1.5

SKY: 3.5

ATK: 3

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

-Legal-

DWN: 3.5

DEF: 4

SPD: 1.5

SKY: 5

ATK: 4

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.

Rakansen

-Illegal-

DWN: 2.5

DEF: 2.5

SPD: 4

SKY: 3

ATK: 4

A Strike Vanisher model with better ground mobility and more air-dashes.

Collision: Ascends backward then immediately charges straight at its opponent.

Ruhiel

-Illegal-

DWN: 2.5

DEF: 2

SPD: 2.5

SKY: 4.5

ATK: 4

A Lightning Sky model with upgraded defensive and aerial abilities.

Collision: Ascends quickly and flies straight ahead.

Athena

-Illegal-

DWN: 2.5

DEF: 2.5

SPD: 2.5

SKY: 5

ATK: 4

An Aerial Beauty model with upgraded aerial abilities and additional jumps.

Collision: Ascends quickly.

Ray Legend

-Illegal-

DWN: 1.5

DEF: 0.5

SPD: 5

SKY: 5

ATK: 3

An obsolete version of Ray created during the early years of custom robo.

Imbalanced with good offence and poor defense.

Collision: Attacks by jumping backwards.

Ray Warrior

-Illegal-

DWN: 4.5

DEF: 4.5

SPD: 2.5

SKY: 2.5

ATK: 5

A Shining Fighter model with upgraded offense and defense.

Collision: Stops in place then charges toward its opponent

Oil Can

-Can-

DWN: 0.5

DEF: 1.5

SPD: 2.5

SKY: 2.5

ATK: 4

A Shining Fighter model with lower defense.

Weakest of the robos.

Collision: Charges toward its opponent.

Rahu I

-Illegal-

DWN: 2.5

DEF: 3

SPD: 2.5

SKY: 4

ATK: 4.5

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-

DWN: 3.5

DEF: 3
SPD: 2.5
SKY: 4.5
ATK: 5

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
-Illegal-

DWN: 5
DEF: 5
SPD: 2
SKY: 5
ATK: 5

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 ascends.

Chickenheart

-Legal-
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.

06b. Gun Parts

Gun Part Statistics:

ATK: The damage the gun inflicts when striking opponents.
SPD: The speed at which the gun's rounds fly.
HMG: How much the gun's rounds home in on opponents.
RPD: The speed at which rounds can be fired consecutively.
DWN: How easily the gun knocks opponents down.

Basic
-Legal-

ATK: 3
SPD: 2
HMG: 1
RPD: 2
DWN: 2

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 Gun

-Legal-

ATK: 3

SPD: 3

HMG: 2

RPD: 3

DWN: 2

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 your opponent when firing.

Gatling Gun

-Legal-

ATK: 2

SPD: 3

HMG: 1

RPD: 3

DWN: 3

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 Gun

-Legal-

ATK: 2

SPD: 3

HMG: 3

RPD: 2

DWN: 4

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 Gun

-Legal-

ATK: 3

SPD: 5

HMG: 1

RPD: 1

DWN: 4

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 Gun

-Legal-

ATK: 2

SPD: 5

HMG: 1

RPD: 5

DWN: 4

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 Gun

-Legal-

ATK: 3

SPD: 2

HMG: 4

RPD: 2

DWN: 3

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 Gun

-Legal-

ATK: 3

SPD: 3

HMG: 2

RPD: 3

DWN: 4

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 Gun

-Legal-

ATK: 4

SPD: 2

HMG: 3

RPD: 1

DWN: 4

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 Gun

-Legal-

ATK: 1

SPD: 2

HMG: 1

RPD: 5

DWN: 2

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 Gun

-Legal-

ATK: 3

SPD: 4

HMG: 2

RPD: 2

DWN: 3

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 shooting from both the ground and the air.

Right Arc Gun

-Legal-

ATK: 3

SPD: 4

HMG: 2

RPD: 2

DWN: 3

Fires two rounds to the right 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 shooting from both the ground and the air.

Shotgun

-Legal-

ATK: 5

SPD: 5

HMG: 1

RPD: 1

DWN: 5

Fires three short, yet powerful rounds 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 Gun

-Legal-

ATK: 3

SPD: 3

HMG: 4

RPD: 2

DWN: 2

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 firing positions.

Bubble Gun

-Legal-

ATK: 2

SPD: 1

HMG: 5

RPD: 3

DWN: 4

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

-Legal-

ATK: 2

SPD: 4

HMG: 2

RPD: 3

DWN: 3

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 Gun

-Legal-

ATK: 3

SPD: 4

HMG: 1

RPD: 3

DWN: 4

Fires a quick, laser-like round.

Ground fire: Rounds follow 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 Gun

-Legal-

ATK: 4

SPD: 5

HMG: 1

RPD: 1

DWN: 5

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 Gun

-Legal-

ATK: 2

SPD: 3

HMG: 1

RPD: 4

DWN: 4

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 Gun

-Legal-

ATK: 2

SPD: 3

HMG: 2

RPD: 4

DWN: 2

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 Gun

-Legal-

ATK: 3

SPD: 2

HMG: 5

RPD: 3

DWN: 1

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 Gun

-Legal-

ATK: 3

SPD: 3

HMG: 4

RPD: 2

DWN: 2

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 Gun

-Legal-

ATK: 3

SPD: 3

HMG: 2

RPD: 4

DWN: 1

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 Gun

-Legal-

ATK: 3

SPD: 5

HMG: 2

RPD: 3

DWN: 4

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 Gun

-Legal-

ATK: 1

SPD: 1

HMG: 1

RPD: 2

DWN: 3

Fires an extremely large shot.

Aerial and ground shots are the same.

Range: Medium

Advisory: Since its firepower is weak, try to fire this gun as quickly as possible.

Claw Gun

-Legal-

ATK: 1

SPD: 3

HMG: 5

RPD: 4

DWN: 1

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 low firepower, so draw your foe toward you and use a bomb or collision.

Knuckle Gun

-Legal-

ATK: 5

SPD: 5

HMG: 1

RPD: 5

DWN: 5

Fires extremely short-range rounds.

Ground fire: Blows your opponent upwards.

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 Gun

-Legal-

ATK: 4

SPD: 4

HMG: 2

RPD: 2

DWN: 3

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 foe's shooting range and fire from the ground and air to change which direction they fly.

Blade Gun

-Legal-

ATK: 1

SPD: 3

HMG: 1

RPD: 5

DWN: 1

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 in between bomb and pod attacks.

Meteor Storm

-Legal-

ATK: 2

SPD: 3

HMG: 2

RPD: 3

DWN: 1

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

-Legal-

ATK: 4

SPD: 4

HMG: 3

RPD: 3

DWN: 2

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 Gun

-Legal-

ATK: 4

SPD: 3

HMG: 1

RPD: 4

DWN: 4

Fires shots that grow large and become immobile.

Ground fire: Rounds move straight ahead.

Aerial fire: Rounds ascend diagonally.

Range: Medium

Advisory: Your fire will be blown upward when shot from the ground, so fire some aerial shots first.

Phoenix Gun

-Legal-

ATK: 3

SPD: 5

HMG: 2

RPD: 4

DWN: 3

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 on the ground, fire from the air.

Left Pulse Gun

-Legal-

ATK: 2

SPD: 3

HMG: 4

RPD: 3

DWN: 2

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 Gun

-Legal-

ATK: 2

SPD: 3

HMG: 4

RPD: 3

DWN: 2

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 Gun

-Legal-

ATK: 3

SPD: 5

HMG: 2

RPD: 4

DWN: 3

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 Gun

-Legal-

ATK: 2

SPD: 2

HMG: 5

RPD: 4

DWN: 2

Fires two 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 Gun

-Legal-

ATK: 4

SPD: 4

HMG: 2

RPD: 3

DWN: 3

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 Gun

-Legal-

ATK: 2

SPD: 4

HMG: 1

RPD: 4

DWN: 3

Fires five rounds that spread to the left side.

The rounds turn in the opposite direction when fired from the air.

Range: Medium

Advisory: Spread your fire from both the ground and the air.

Right 5-Way Gun

-Legal-

ATK: 2

SPD: 4

HMG: 1

RPD: 4

DWN: 3

Fires five rounds that spread to the right side.

The rounds turn in the opposite direction when fired from the air.

Range: Medium

Advisory: Spread your fire from both the ground and the air.

Halo Gun

-Legal-

ATK: 3

SPD: 3

HMG: 4

RPD: 3

DWN: 3

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 Laser

-Illegal-

ATK: 1

SPD: 5

HMG: 1

RPD: 5

DWN: 1

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

-Illegal-

ATK: 4

SPD: 5

HMG: 4

RPD: 3

DWN: 4

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

-Illegal-

ATK: 5

SPD: 4

HMG: 4

RPD: 4
DWN: 4
Fires large rounds continuously.
Ground fire: Stops in midair then chases the target.
Aerial fire: Flies straight.
Range: Long

Wurm

-Illegal-

ATK: 5
SPD: 4
HMG: 3
RPD: 2
DWN: 3
A Dragon Gun with upgraded speed and additional rounds.
Ground fire: Fires four continuous rounds.
Aerial fire: Fires one quick round.
Range: Medium

Raptor Gun

-Illegal-

ATK: 4
SPD: 4
HMG: 4
RPD: 4
DWN: 3
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 Gun

-Illegal-

ATK: 4
SPD: 4
HMG: 4
RPD: 2
DWN: 4
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 Gun

-Illegal-

ATK: 4
SPD: 4
HMG: 4
RPD: 2
DWN: 4
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 Gun

-Illegal-

ATK: 4

SPD: 4

HMG: 4

RPD: 3

DWN: 4

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 Gun

-Illegal-

ATK: 5

SPD: 4

HMG: 3

RPD: 4

DWN: 4

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 Gun

-Illegal-

ATK: 5

SPD: 4

HMG: 2

RPD: 3

DWN: 5

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.

Range: Medium-Long

Can Gun

-Can-

ATK: 3

SPD: 1

HMG: 1

RPD: 2

DWN: 2

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 Part Statistics:

ATK: The damage the bomb inflicts when striking opponents.

SPD: The speed at which the bomb flies.

SIZ: The area the bomb's detonation covers.

TIM: The duration of the bomb's detonation.

DWN: How easily the bomb knocks opponents down.

Standard Bomb

-Legal-

ATK: 4

SPD: 3

SIZ: 3

TIM: 2

DWN: 3

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 Bomb F

-Legal-

ATK: 4

SPD: 3

SIZ: 3

TIM: 2

DWN: 3

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 Bomb S

-Legal-

ATK: 3

SPD: 3

SIZ: 2

TIM: 2

DWN: 2

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 Bomb K

-Legal-

ATK: 3

SPD: 3

SIZ: 2

TIM: 2

DWN: 5

Features basic functions.

Flies in an arc toward target.

Launches one bomb at a time.

Always knocks target down on impact.

Advisory: Constantly launch bombs to run your opponent out of hiding.

Standard Bomb X

-Legal-

ATK: 2

SPD: 3

SIZ: 2

TIM: 2

DWN: 3

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 Bomb

-Legal-

ATK: 3

SPD: 2

SIZ: 2

TIM: 3

DWN: 3

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 Bomb G

-Legal-

ATK: 2

SPD: 4

SIZ: 2

TIM: 2

DWN: 3

Flies quickly straight ahead.

Launches one bomb at a time.

Blows target upward.

Advisory: Launch directly at your opponent from close range.

Straight Bomb S

-Legal-

ATK: 2

SPD: 4

SIZ: 2

TIM: 2

DWN: 2

Flies quickly straight ahead.

Launches one bomb at a time.

Briefly immobilizes target.

Advisory: Launch directly at your opponent from close range.

Straight Bomb T

-Legal-

ATK: 1

SPD: 4

SIZ: 2

TIM: 2

DWN: 3

Flies quickly straight ahead.

Launches one bomb at a time.

Blows target upward.

Advisory: Launch directly at your opponent from close range.

Left Flank Bomb H

-Legal-

ATK: 3

SPD: 3

SIZ: 4

TIM: 2

DWN: 3

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 movements and fire from both the ground and air.

Right Flank Bomb H

-Legal-

ATK: 3

SPD: 3

SIZ: 4

TIM: 2

DWN: 3

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 movements and fire from both the ground and air.

Left Wave Bomb

-Legal-

ATK: 2

SPD: 2

SIZ: 2

TIM: 3

DWN: 3

Launches left then turns right.

Explodes in three continuous blasts that can clear walls.

Launches one bomb at a time.

Blows target sideways.

The direction of the bomb changes when launched from the air.

Advisory: Fire from both the ground and air.

Right Wave Bomb

-Legal-

ATK: 2

SPD: 2

SIZ: 2

TIM: 3

DWN: 3

Launches right then turns left.

Explodes in three continuous blasts that can clear walls.

Launches one bomb at a time.

Blows target sideways.

The direction of the bomb changes when launched from the air.

Advisory: Fire from both the ground and air.

Burrow Bomb D

-Legal-

ATK: 4

SPD: 3

SIZ: 4

TIM: 5

DWN: 3

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 Bomb P

-Legal-

ATK: 4

SPD: 3

SIZ: 4

TIM: 5

DWN: 3

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 Bomb

-Legal-

ATK: 1

SPD: 3

SIZ: 2

TIM: 4

DWN: 1

A bomb with basic functions.

Travels in an arc toward target.

Launches one bomb at a time.

Briefly immobilizes target.

Advisory: Since the bomb won't directly hit your opponent,
fire it as you approach.

Tomahawk Bomb B

-Legal-

ATK: 3

SPD: 2

SIZ: 4

TIM: 4

DWN: 3

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 who like to stay in the air.

Tomahawk Bomb G

-Legal-

ATK: 3

SPD: 2

SIZ: 3

TIM: 3

DWN: 3

Travels in high arc.

Launches one bomb at a time.

Blows target upward.

Advisory: Use it on opponents who like to stay in the air.

Gemini Bomb B

-Legal-

ATK: 2

SPD: 3

SIZ: 1

TIM: 3

DWN: 2

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 Bomb B

-Legal-

ATK: 2

SPD: 3

SIZ: 1

TIM: 4

DWN: 2

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 Bomb D

-Legal-

ATK: 5

SPD: 1

SIZ: 4

TIM: 5

DWN: 3

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 Bomb P

-Legal-

ATK: 5

SPD: 1

SIZ: 3

TIM: 5

DWN: 3

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 Bomb K

-Legal-

ATK: 4

SPD: 1

SIZ: 3

TIM: 3

DWN: 5

Slowly flies 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 Bomb P

ATK: 3

SPD: 1

SIZ: 3

TIM: 4

DWN: 3

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 Bomb C

-Legal-

ATK: 2

SPD: 1

SIZ: 3

TIM: 4

DWN: 3

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 Bomb K

-Legal-

ATK: 4

SPD: 1

SIZ: 3

TIM: 3

DWN: 5

Arcs slowly toward target.

Launches one bomb at a time.

Always knocks target down on impact.

Advisory: Launch frequently to prevent your opponent from jumping.

Dual Bomb

-Legal-

ATK: 3

SPD: 3

SIZ: 3

TIM: 4

DWN: 3

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 Bomb C

-Legal-

ATK: 2

SPD: 3

SIZ: 3

TIM: 4

DWN: 3

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 Bomb

-Legal-

ATK: 0

SPD: 5

SIZ: 4

TIM: 2

DWN: 1

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 Bomb

-Legal-

ATK: 2

SPD: 4

SIZ: 1

TIM: 2

DWN: 2

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 Bomb

-Legal-

ATK: 4

SPD: 4

SIZ: 3

TIM: 4

DWN: 3

Detonates a huge explosion in front of you.

Launches one bomb at a time.

Blows target diagonally upward.

Advisory: Fire away from you foe to block their way.

Smash Bomb

-Legal-

ATK: 4

SPD: 5

SIZ: 3

TIM: 4

DWN: 3

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 Bomb

-Legal-

ATK: 2

SPD: 3

SIZ: 3

TIM: 3

DWN: 1

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 Bomb

-Legal-

ATK: 4

SPD: 4

SIZ: 4

TIM: 4

DWN: 3

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 Bomb

-Legal-

ATK: 1

SPD: 1

SIZ: 5

TIM: 3

DWN: 5

Slowly flies in an arc.

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 Bomb

-Illegal-

ATK: 4

SPD: 3

SIZ: 3

TIM: 3

DWN: 3

A Delta Bomb with upgraded firepower and a larger blast radius.

Splits into three bombs.

Blows target on a low trajectory.

Wyvern Bomb

-Illegal-

ATK: 2

SPD: 3

SIZ: 3

TIM: 2

DWN: 3

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 Bomb

-Illegal-

ATK: 3

SPD: 3

SIZ: 3

TIM: 3

DWN: 3

An upgraded Left Wave Bomb with higher firepower and a larger blast radius.

Launches one bomb at a time.

Blows target diagonally upward.

Waning Arc Bomb

-Illegal-

ATK: 3

SPD: 3

SIZ: 3

TIM: 3

DWN: 3

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

-Illegal-

ATK: 5

SPD: 3

SIZ: 4

TIM: 3

DWN: 3

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 Bomb

-Can-

ATK: 2

SPD: 3

SIZ: 2

TIM: 2

DWN: 3

The Weakest bomb, this is a Standard Bomb with less firepower and blast strength.

Launches one bomb at a time.

Blows target diagonally upward.

06d. Pod Parts

Pod Part Statistics:

ATK: The damage the pod inflicts when striking opponents.

SPD: The speed at which the pod travels.

HMG: To what degree the pod homes in on opponents.

SIZ: The area the pod's detonation covers.

TIM: The duration of the pod's detonation.

Standard Pod

-Legal-

ATK: 3

SPD: 3

HMG: 3

SIZ: 3

TIM: 3

Features basic functions.

Flies 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 Pod F

-Legal-

ATK: 2

SPD: 3

HMG: 3

SIZ: 4

TIM: 4

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 Pod F

-Legal-

ATK: 2

SPD: 1

HMG: 5

SIZ: 3

TIM: 3

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 Pod G

-Legal-

ATK: 2

SPD: 1

HMG: 5

SIZ: 3

TIM: 3

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 Pod D

-Legal-

ATK: 3

SPD: 5

HMG: 1

SIZ: 4

TIM: 5

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 Pod P

-Legal-

ATK: 3

SPD: 5

HMG: 1

SIZ: 4

TIM: 5

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 Pod G

-Legal-

ATK: 2

SPD: 4

HMG: 4

SIZ: 3

TIM: 3

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 Pod H

-Legal-

ATK: 2

SPD: 4

HMG: 4

SIZ: 3

TIM: 3

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 Pod

-Legal-

ATK: 3

SPD: 4

HMG: 2

SIZ: 3

TIM: 3

Arcs toward target.

Can deploy two pods at one time.

Plows target diagonally upward.

Advisory: Deploy when your opponent hides behind a wall or tries to approach by air.

Dolphin Pod G

-Legal-

ATK: 3

SPD: 4

HMG: 2

SIZ: 3

TIM: 3

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 Pod

-Legal-

ATK: 2

SPD: 3

HMG: 2

SIZ: 5

TIM: 3

Remains in place when deployed, then homes in when a target approaches.

Can deploy three pods at once time.

Blows target diagonally upward.

Advisory: Surround yourself with pods for protection.

Spider Pod G

-Legal-

ATK: 2

SPD: 3

HMG: 2

SIZ: 5

TIM: 3

Remains in place when deployed, then homes in when a target approaches.

Can deploy three pods at once time.

Blows target upward.

Advisory: Surround yourself with pods for protection.

Sky Freeze Pod

-Legal-

ATK: 1

SPD: 2

HMG: 3

SIZ: 4

TIM: 4

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 your foes when they try to attack from the air.

Ground Freeze Pod

-Legal-

ATK: 1

SPD: 2

HMG: 3

SIZ: 4

TIM: 4

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 Pod F

-Legal-

ATK: 2

SPD: 4

HMG: 4

SIZ: 4

TIM: 3

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 Pod G

-Legal-

ATK: 2

SPD: 5

HMG: 5

SIZ: 5

TIM: 3

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 Pod F

-Legal-

ATK: 2

SPD: 2

HMG: 5

SIZ: 2

TIM: 3

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 Pod B

-Legal-

ATK: 3

SPD: 2

HMG: 4

SIZ: 4

TIM: 5

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 Pod G

-Legal-

ATK: 3

SPD: 2

HMG: 4

SIZ: 4

TIM: 3

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 Pod

-Legal-

ATK: 2

SPD: 3

HMG: 4

SIZ: 3

TIM: 3

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 Pod

-Legal-

ATK: 2

SPD: 4

HMG: 2

SIZ: 2

TIM: 3

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 Pod

-Legal-

ATK: 3

SPD: 1

HMG: 3

SIZ: 3

TIM: 3

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 Pod H

-Legal-

ATK: 3

SPD: 1

HMG: 3

SIZ: 3

TIM: 3

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 Pod F

-Legal-

ATK: 2

SPD: 2

HMG: 4

SIZ: 3

TIM: 3

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 Pod H

-Legal-

ATK: 4

SPD: 3

HMG: 3

SIZ: 3

TIM: 3

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 a bay.

Wall Pod

-Legal-

ATK: 3

SPD: 5

HMG: 1

SIZ: 3

TIM: 4

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 change.

Reflection Pod

-Legal-

ATK: 3

SPD: 3

HMG: 1

SIZ: 3

TIM: 3

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 arena.

Caboose Pod C

-Legal-

ATK: 5

SPD: 3

HMG: 3

SIZ: 5

TIM: 3

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 Pod T

-Legal-

ATK: 5

SPD: 3

HMG: 3

SIZ: 5

TIM: 3

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 Pod X

-Legal-

ATK: 2
SPD: 3
HMG: 3
SIZ: 5
TIM: 3

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 Pod F

-Legal-

ATK: 3
SPD: 3
HMG: 2
SIZ: 3
TIM: 3

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 Pod G

-Legal-

ATK: 3
SPD: 3
HMG: 2
SIZ: 3
TIM: 3

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 Pod

-Legal-

ATK: 3
SPD: 4
HMG: 2
SIZ: 4
TIM: 1

Hovers overhead then explodes.
Deploys three pods at one time.
Blows target diagonally upward.
Advisory: Use it against opponents who attack from the air.

Throwing Pod D

-Legal-

ATK: 3
SPD: 4
HMG: 2
SIZ: 3
TIM: 5

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 Pod P

-Legal-

ATK: 3

SPD: 4

HMG: 2

SIZ: 3

TIM: 3

Travels in a high arc.

Can deploy two pods at one time.

Blast lingers a while and plows target upward on impact.

Advisory: Deploy directly at your foe from behind a wall.

Double Wave Pod

-Legal-

ATK: 2

SPD: 3

HMG: 1

SIZ: 2

TIM: 3

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 Pod

-Legal-

ATK: 1

SPD: 1

HMG: 1

SIZ: 5

TIM: 5

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 Pod

-Illegal-

ATK: 3

SPD: 5

HMG: 1

SIZ: 4

TIM: 5

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 Pod

-Illegal-

ATK: 2

SPD: 5

HMG: 3

SIZ: 5

TIM: 3

A Spider Pod G with upgraded speed and a homing device.

Can deploy three pods at one time.

Blows target upward.

Orca Pod

-Illegal-

ATK: 3

SPD: 4

HMG: 4

SIZ: 3

TIM: 3

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

-Illegal-

ATK: 2

SPD: 3

HMG: 5

SIZ: 3

TIM: 3

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

-Illegal-

ATK: 2

SPD: 4

HMG: 5

SIZ: 4

TIM: 3

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 III

-Illegal-

ATK: 3

SPD: 5

HMG: 5

SIZ: 4

TIM: 3

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 Pod

-Can-

ATK: 2
SPD: 3
HMG: 3
SIZ: 1
TIM: 3

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.

06e. Leg Parts

There are no listed leg part statistics, so the descriptions will have to do.

Standard Legs

-Legal-

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 Legs

-Legal-

Increases jump height.

Features no descent augmentation.

Helps your robo repeatedly attack from the air.

Ground Legs

-Legal-

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 Legs

-Legal-

Increases running speed, but does not allow sharp turns while on the ground.

Advisory: Use this set of legs to drastically change the ground distance between you and your opponent.

Stabilizer Legs

-Legal-

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 Legs

-Legal-

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 Legs

-Legal-

Increases your dash distance.

Features no descent augmentation.

Advisory: Use this set of legs to drastically change the ground distance between you and your opponent.

Quick Jump Legs

-Legal-

Augments descent abilities.

Makes you less vulnerable to attacks when landing.

Advisory: Use this set of legs when you don't want to stay in the air for long.

Feather Legs

-Legal-

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 Legs

-Legal-

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 Legs

-Legal-

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 Legs

-Illegal-

Increases running speed.

Augments dash length.

Raven Legs

-Illegal-

Increases jump height.

Increases dash speed.

Eclipse Legs

-Illegal-

Enables sharp turning in the air.

Increases jump height.

Ultimate Legs

-Illegal-

A leg part that was merged with an unknown living being.

Upgrades all abilities.

Can Legs

-Can-

The weakest leg part.

Weakens all abilities.

07. Hidden Parts / Unlockables

This section includes information on all parts not acquired through a battle.

Basically, you have to go where the items are and press A.

Also, special features and such that are unlocked in the game are also included here in this section.

Note: As far as I remember, all hidden parts are found only in Grand Battle.

Hidden Parts:

-Chickenheart Body: In the Z Bosses Room, stand above the pillar on the left, face down and hit A.

-Crystal Strike Gun: In the Test Center, enter the tournament and upon beating computer #04 press A several times and scroll through the dialog until it gives you the Crystal Strike.

-Wave Laser Gun: In the Research Lab, go to lab 01 and enter the tournament without skipping the scenario. In between rounds, go to the bottom-right corner and press A.

-X Laser Gun: Enter Bogey's Cafe, Walk behind the counter before going to the back and press A in the center of the long wall on the right.

-Ray Legend Body: Beat all tournaments in the Z Headquarters with a Gold Trophy, then talk to Oboro at the front.

-Ray Warrior Body: Beat all tournaments in the amusement park with a Gold Trophy, then talk to the policemen at the front.

-Rahu I Set Parts: In Isabella's Room, move to the left just under the containment tank on the left, then move up and to the right until you are visible in the tank and press A.

-Rahu II Set Parts: During the Bronze Handicap Match, when Lucy comes out, talk to her until she gives you the set.

-Rahu III Set Parts: During the Silver Battle Royal, walk inside the cart on the right just below the holosseum and press A.

Other Unlockables:

Arcade Mode: Beat A New Journey

First Person Mode: Beat A New Journey

Grand Battle: Beat A New Journey

Parts Index: Beat A New Journey

Dark Star Holosseum: Finish 50+ Versus Matches without using the "retire" option

08. Version History

Coming up next: More of the A New Journey Walkthrough, hopefully all of it.

Version 0.6

-Cheat Code Central, Neoseeker, and IGN permissions added to the list, part of A New Journey Walkthrough added.

Version 0.5

-FAQ Submitted

-Table of Contents added, Parts List added, Version History section added, Credits/Disclaimer/Copyright section added, Thanks to... section added, Controls section added, Prologue section added, Contacting Me section added, Hidden Parts/Unlockables section added.

09. Contacting Me

If you have any questions, comments, corrections, praise, death threats, etc... feel free to send them to me at tjquick69@hotmail.com. If I don't reply, its probably because I either didn't get your message, your question was already answered in my FAQ, I felt there was no need to reply, or you threatened me and I didn't want to justify your existence with a reply.

10. Thanks To...

GameFaqs.com: For helping me through out my years of gaming when all seemed bleak or when I needed that certain tip to finish a boss or two, And for hosting this FAQ of mine.

Nintendo: For making Custom Robo, of course!

Noise: For doing whatever they did that applies to Custom Robo.

Custom Robo Instruction Booklet: Statistic information, Prologue, Controls Info, etc...

Custom Robo Part Index: Part Information and descriptions.

You: For reading my FAQ, making all my work worth it.

All GameFAQs Custom Robo Board Contributors: I give all equal credit since none of them have helped me specifically.

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