

# Lagrange Point (Import) Walkthrough

by ritchie

Updated to v1.0 on Apr 20, 2009

Lagrange Point

(c) 1991 KONAMI

+++++

GUIDE

+++++

## About the Game 1

-----  
A coup d'etat is generated in the space colony! The battle is a command format which adopts the game system of the typical field type RPG.

## Story

-----  
In the 22nd century, a large space colony group was built in the symmetry point of Earth which centered on the Sun. The colony was composed of three groups (Land 1, Land 2, and Satellite Base), and the emigrating people built a new society on this "Second Earth."

However, Biohazard attacked Land 2 several years later. A mysterious mutant life-form flowed out from Bio Lab in Land 2. The mutants spread to the entire area of Land 2 in less than no time, and mutated the plants and animals simultaneously while depriving the lives of many citizens. At first, this event was considered to be an accidental incident, but it was not actually so.

The chief executive "President 5" of Tanya, Togo, Oregi, Ledesma, and Waiver were ruling Isis' administration. The three people of Oregi, Ledesma, and Waiver staged a coup d'etat. Biohazard was only a prelude for that.

The three people who staged the coup d'etat call themselves Bionoid Generals by obtaining the bio power. They organize the mutant force, and found the machine army creature force. They form the Bio Army, and imprisoned Tanya.

On the other hand, one of the President 5 Togo organized a resistance force, and called for a do-or-die resistance to the Bio Army. However, a mysterious existence called Bio Caesar was behind the Bio Army...

The Earth Federal Government who heavily saw the situation sent the research team to the colony group one after another. And now, the space ship of the third research team that Gin got on departs...

-----  
Item

-----  
Name                    Price   Effect

-----  
Hand Bomb            |00100| Give damage to the enemy.  
Shulla Bomb         |00100| One enemy is made chaos.  
Dive Bomb            |00100| One enemy mutant is made a state of paralysis.  
Sybiller Bomb       |00100| One enemy creature is made a state of paralysis.  
Squeak Bomb         |00500| Every turn damage is given to one enemy.  
Hand Missile         |01000| Give 500 damage to the entire enemy.  
Launcher Missile    |02000| Give 1000 damage to the entire enemy.  
Multi Missile        |03000| Give 2000 damage to the entire enemy.  
B Pack 500           |00080| Recover 500BP.  
B Pack 1000         |00250| Recover 1000BP.

B Pack 3000	01000	Recover 3000BP.
B Pack 6000	04000	Recover 6000BP.
Super-B Pack	10000	Fully recover BP.
Calorie 500	00080	Recover 500HP of human and cyborg.
Calorie 1000	00250	Recover 1000HP of human or cyborg.
Calorie 2000	01000	Recover 2000HP of human or cyborg.
Calorie 5000	04000	Recover 5000HP of human or cyborg.
Super-Calorie	10000	Fully recover HP of human or cyborg.
Calorie Pack 1	08000	Recover 3000HP of all humans and cyborgs.
Calorie Pack 2	15000	Recover 5000HP of all humans and cyborgs.
Robo HP500	00100	Recover 500 of the robot's HP.
Robo HP1000	00300	Recover 1000 of the robot's HP.
Robo HP2000	01000	Recover 2000 of robot's HP.
Robo HP5000	04000	Recover 5000 of robot's HP.
Super Robo HP	08000	Fully recover the robot's HP.
Paralyze 9	00100	Recover the state of paralysis.
Iron Blood	00100	Recover the state of anemia.
Clear See	00100	Recover chaos.
Repair Rust	00100	Recover the state of rust.
Steroid	-	Raise feelings.
Book	-	Raise brain by 1.
Energy Pack	-	Full recover all HP/BP.

-----  
Special Item  
-----

The hydro-wing can only be used on the field. Besides, movement that exceeds the colony cannot be done. Finally, you will be able to go to 8 places "Fiber City, Ozone City, Ceramic City, Potato Town, Corn Base, Orange Camp, Central City, and Bio Palace."

Name	Remarks
-----	
Recognition Card	The garage and information box can be used. (From the Mayor of Isis City in Vesuta 1)
License Card	You can go to the outer wall in Satellite Base. (From Chairman Togo in Satellite Base)
Pass Card	The save terminal can be used. (From the Mayor of Isis City in Vesuta 1)
Iron Card	Open the door lock in Iron Force. (From an Iron Force member in the Ironworks)
Ceramic Card	The port in Ceramic City can be used. (From Pierre in Isis City's underground)
Gaia Card	The title of a Gaia soldier. (From Chairman Togo in Satellite Base)
Corn Disk	Bio Army's information is recorded. (From commander Wolf in Corn Base)
Orange Disk	Bio Army's information is recorded. (From Rita in Orange Camp)
Potato Disk	Bio Army's information is recorded. (From Virgil in Weapon Depot)
Bio Disk	Open the door lock in Caesar Road. (From Chairman Togo in Satellite Base)
Map File 1	Land 1 map is seen. (From the container in the Dome of Isis City's outskirts)
Map File 2	Land 2 map is seen. (From chairman Togo in Satellite Base).
Morita's Capsule	It becomes the material of the armor only for each character. (From the container in Caesar Road)
Matsushita's Capsule	

It becomes the material of the energy pack.

(A container in Bio Base)

Pie Robot 1 You can control the mobile.  
(From General Dan in Iron City)

Pie Robot 2 You can control the cruiser.  
(From Thunder instruction in Ceramic City)

Pie Robot 3 You can control the hoverplane.  
(From Ledesma in Ozone City underground)

Hydro-wing You can move instantly to a specific location.  
(From the container in Vesuta 2)

Mu's Translation Machine  
You come to understand Mu's word.  
(From the container in Mu's Laboratory)

Kazu's Defense You don't encounter the enemies for a fixed time.  
(From Kazu's mother in Corn Base).

Letter of Introduction  
Doctor Kumi's medical examination is received.  
(From Mayumi in Corn base)

Space Suit It's needed to go out to space.  
(It's obtained automatically in each port)

Oxygen Cylinder It's needed to go out to space.  
(A container in Ozone City)

-----  
Choose "START" + "end (lower right)" + "quick (left)" to begin the game.  
-----

There is a scene.  
-----

#### Land 1

-----

#### Isis City

-----

Speak to the commander who's in bed to get the battle knife. Press the START button to open the menu, choose "equip (#4 counting from left to right)" + "Gin" + "weapon" + "put it on (left)" + "battle knife," press the B button two times to remove the menu. Go thru the door, and go down the stairs to 2F. On 2F, go to the left, and go down the stairs to 1F. On 1F, go down the stairs that's nearby to B1. On B1, go upward, speak to Denis who is blocking the way, choose "yes," Gin gets HP kit 1, Denis (Rank 3) becomes a friend, go to the lower right, and go down the stairs to B2. On B2, stay nearby the stairs while raising Gin's Rank to 2, go back up the stairs to 1F. On 1F, go thru the door that the purple haired girl is standing in front of into the terminal room. In the terminal room, Gin gets colon (money) for defeating the enemies. (The terminal room can also "cure (#1)" the duo's ailments, or save (#2) the game, or "stay (#3)" to recover the duo's HP/BP for 20 colon). Press the B button to leave the terminal room, and go back down the stairs to B2. On B2, stay nearby the stairs while raising Gin's Rank to 4, and then go back up the stairs to 1F to the terminal room, Gin gets colon (money) for defeating the enemies, leave the terminal room, and go back up the stairs to 2F. On 2F, go to the right, and go thru the door into the armor shop. In the armor shop, buy "(top)" + "ceremic knife (65 colon)" + "corona gun (65 colon)" + "rubber helmet (130 colon)" + "rubber arm (90 colon)," leave the armor shop, and go back down the stairs to B2. On B2, go upward, and go down the stairs to B3. On B3, go around to the left, and go thru the door on the left into the shuttle port. In the shuttle port, there is a scene.  
-----

#### Vesta 1

-----

Go thru the door on the right into the tunnel. (Use the A button to pause Gin's movement). In the tunnel, move Gin to the lower right, search the container for B pack 500, move Gin to the upper left, and go thru the door

into the habitation module. In the habitation module, go thru the door on the right, go upward, go thru the door, go thru the door that's nearby on the left into the terminal room, choose "stay" to recover the duo's HP/BP for 20 colon, leave the terminal room, go to the upper left, go thru the door, speak to the mayor to get the recognition card which can be used on garages and information boxes, leave the habitation module, and go back into the tunnel. In the tunnel, move Gin to the lower left, go back thru the door into the port, go thru the door on the left onto the shuttle, and there is a scene.

---

#### Isis City

---

Go back up the stairs to B2, go downward, the duo who is ambushed by the enemies loses the battle, and there is a scene. On 3F, there is a scene, go thru the door, and go down the stairs to 2F. On 2F, buy B tank 1000 (500 colon) for Gin at the armor shop, go down the stairs to 1F to the terminal room, choose "stay (#3)" to recover the duo's HP/BP for 20 colon), leave the terminal room, go to the right, and go thru the door that's nearby into the garage. In the garage, choose "solar car (#1)," and drive the solar car south, east, north to Dome (1). (Raise the duo's rank to 8+).

---

#### Dome (1)

---

Speak to the man to get robo HP2000, leave Dome (1), and then drive the solar car south, east, north, east, east, north, north to Dome (2).

---

#### Dome (2)

---

Search the container for book, press the START button to open the menu, choose "property" + "item" + "book" + "use it" + "Gin" to raise his brain by 1, leave Dome (2), and drive the solar car south, west, north, west, west to Dome (3).

---

#### Dome (3)

---

Search the container for map file 1, leave Dome (3), press the START button to open the menu, choose "list" + "item" + "map file 1" + press the A button twice to see the solar car's location on the map, press the B button twice to remove the map, drive the solar car west, south to the Terminal (1).

---

#### Terminal (1)

---

Gin gets colon for defeating the enemies, choose "stay" to recover the duo's HP/BP for 20 colon, press the B button to leave the Terminal, and drive the solar car south, east, south, east, the solar car will be ambushed by Oregi (Bionoid General), and the duo falls into the wall room structural province of Fiber City.

---

#### Fiber City

---

In the wall room structural province, go to the lower left, search the container for motatsu kit, go to the lower right, and go up the stair into Fiber City. Go thru the door on the right into the terminal room, choose "cure (#1)" to recover Gin or Denis' ailment, "stay" to recover the duo's HP/BP for 50 colon, leave the terminal room, go downward, and go up the stairs to 2F. On 2F, try to go thru the door on the right, Gin gets the ice gun from Matsushita (scientist), and go thru the middle door into the armor shop. In the armor shop, buy "sonic knife (100 colon)" + "silicon helmet (340 colon)" + "rubber body (200 colon)" + "rubber legs (70 colon)" + "B tank 2000 (1000 colon)" for the duo, leave the armor shop, equip the new

equipment on the duo, go back into the armor shop, sell (#2) the old equipment, leave the armor shop, and go back down the stairs to 1F. On 1F, go to the upper left, speak to Morita (scientist) who is blocking the door to the garage to make him become a side character, and go thru the door into the garage. In the garage, choose "solar car (#1)," and drive the solar car south, south, west, west, south to the Library which is Dome (4).

-----  
Dome (4)  
-----

Search the fourth bookshelf that's in the back row for the book, use the book to raise Gin's brain by 1, leave Dome (4), and drive the solar car north, east, east, south, west (Dome 5 is nearby but it cannot be reached as yet because of the forest and two small cracks), south, east, east, north, north (Gin will learn the decision skill [D-skill] of attack after defeating the enemy) to Iron City.

-----  
Iron City  
-----

Go all the way to the right, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the duo's HP/BP for 75 colon, leave the terminal room, go up the stairs that's nearby to 2F. On 2F, go downward, and go into the armor shop. In the armor shop, buy "ceramic saucer (340 colon)" + "silicon arm (240 colon)" + "silicon legs (180 colon)" + "silicon body (540 colon)" for the duo, leave the armor shop, equip the new equipment on the duo, go back into the armor shop, sell (#2) the old equipment, leave the armor shop, and go up the stairs to 3F. On 3F, go the north side of the floor, and go thru the door into General Dan's office. In General Dan's office, speak to General Dan to get Pie Robot 1, Morita leaves the duo, leave General Dan's office, go downward, and go thru the door into the elevator that's nearby to 1F. On 1F, go to the left, go thru the door into the garage. In the garage, choose "mobile (#2)," drive Pie Robot 1 all the way north, drive across the suspension bridge 1 (Iron Force's Front Base is nearby), drive northwest, drive across the suspension bridge 2, and then drive northwest to Electric City.

-----  
Electric City  
-----

There is a scene, Tam becomes a side character, go thru middle door into the terminal, Gin gets colon for defeating the enemies, "stay" to recover the duo's HP/BP for 100 colon, leave the terminal room, and go thru the door on the left into the elevator to B2. On B2, go upward, go thru the door, there is a scene, choose "yes" to make Chris (Rank 10) become a friend, Gin get a reliable kit, go thru the door on the right, search the container for hagemashi kit, leave that room, go thru the door on the left into the power generating system room. In the power generating system room, Gin will learn the D-skill of lariart after defeating the enemy, go upward, there is a scene with Tam, read the message on the machine that's on on the left, leave the power generating system room, go thru the bottom door, go downward, and go back into the elevator to 1F. On 1F, go thru middle door into the terminal, Gin gets colon for defeating the enemies, "stay" to recover the trio's HP/BP for 100 colon, leave the terminal room, go thru the door on the right, raise the trio's rank to 14, go back thru the door into the entrance, go into the terminal, Gin gets colon for defeating the enemies, "stay" to recover the trio's HP/BP for 100 colon, and leave Electric City. In Pie Robot 1, drive to Iron Force's Front Base which is nearby the broken suspension bridge 1.

-----  
Iron Force's Front Base  
-----

There is a scene with Tam, and go down the stairs to B1. On B1, go right,

go thru the door, search the two containers for B pack 1000 x2, leave the room, go left, and go down the stairs to B2. On B2, go right, and go thru the elevator door to B3. On B3, go down, and go thru the elevator door to B2. On B2, go down, left, down, and go up the stairs to 1F. On 1F, go down, search the two treasure chests on the left for calories 1000 and kasoku kit, go right, down, and go up the stairs to Iron City.

---

#### Iron City

---

Go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the trio's HP/BP for 75 colon, leave the terminal room, go up the stairs that's nearby to 2F. On 2F, go into the armor shop. In the armor shop, buy "ceramic saucer (340 colon)" + "silicon legs (180 colon)" + "silicon body (540 colon)" for Chris, leave the armor shop, equip the new equipment on Chris, go back into the armor shop, sell (#2) Chris old equipment, buy "B tank 3000 (2000 colon)" for the trio, leave the armor shop, and go back down the stairs to 1F. On 1F, go to the left, and go thru the door into the garage. In the garage, choose "mobile (#2)," drive Pie Robot 1 to Ironworks which is the middle building (Dome 6).

---

#### Ironworks

---

Go thru the door, go upward, go the door on the right into the elevator to B1. On B1, speak to the Iron Force Member who is nearby to get the iron card, and go back into the elevator to 1F. On 1F, go to the left, search the middle door which locked, there is a scene, Morita becomes a side character, go thru the door on the left into the elevator to B1. On B1, go down the stairs to B2. On B2, search the container for hand bomb, and go back up the stairs to B1. On B1, go to the lower right, go thru the door, go behind the Iron Force Member, search the container for alumina leg (Gin), leave the room, and go back into the elevator to 1F. On 1F, leave Ironworks, and drive Pie Robot 1 back to Iron City.

---

#### Iron City

---

Go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the trio's HP/BP for 75 colon, leave the terminal room, go downward, and go down the stairs to B1. On B1, search the locked door, there is a scene, choose "yes" to get firm kit 2, Astro (Rank 13 - cyborg) beomes a friend, and go back up the stairs to 1F. On 1F, speak to the purple-haired girl to get the solution gun. On 2F, go to the armor shop, buy "ceramic saucer (340 colon)" + "silicon arm (240 colon)" + "silicon helmet (340 colon)" + "silicon body (540 colon)" + "B tank 3000 (2000 colon)" for Astro, leave the armor shop, go into the store, buy calories 1000 (250 colon) x8 to recover HP1000 for humans and cyborgs, leave the store, and go back to 1F. On 1F, go into the garage, choose "mobile (#2)," and drive Pie Robot 1 to the Robot Factory which is the building on the right (Dome 7).

---

#### Robot Factory

---

Search the top door, there is a scene with Tam, go right, speak to Chick (Rank 13 - robot), choose "yes" to get the BP kit 1, Chick is sent to the Satellite Base (warrior's lounge), go right, search the container for calories 500, go to the upper right, go thru the door, search the container for robo parts, go thru the door, go to the left, go thru the door, search the container for HP kit 2, go thru the door, raise the group's rank to 15-17, go to the lower left, go thru the door, leave the Robot Factory, and drive Pie Robot 1 back to Iron City.

---

#### Iron City

-----  
Go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 75 colon, leave the terminal room, go into the garage, choose "mobile," and drive Pie Robot 1 northwest back to Isis City.  
-----

#### Isis City

-----

Go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 20 colon, leave the terminal room, and go down the stairs back to B3. On B3, go to the lower left, speak to the boy of the Ceramic Knight group to get the ceramic card, raise the group's rank to 18-19, and go back to 1F. On 1F, go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 20 colon, leave the terminal room, go into the garage, choose "mobile," drive Pie Robot 1 south to the Library which is Dome (4), drive west, north, drive across the two suspension bridges, and drive southwest to Ceramic Force's Front Base.  
-----

#### Ceramic Force's Front Base

-----

Go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go down the stairs to B1. On B1, go to the lower left, search the container for kimemasa kit, raise the group's rank to 22-23, go to the upper left, and go down the stairs to B2. On B2, go left, go thru the door, search the container for robo parts, go thru the door, go left, and go up the stairs to B1. On B1, go up, go thru the door on the right, search the container for radiation knife (Gin), go thru the door, go up, and there is a scene with Tam who's killed. Now, fight Oregi (HP1500) who is troublesome. In battle, use Astro's D-skill of bomber on Oregi to make it retreat, go left, and go up the stairs to Ceramic City.  
-----

#### Ceramic City

-----

Go thru the door on the left into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 100 colon, leave the terminal room, go downward, speak to the man on the bottom left to make Gin learn the D-skill of smash, and go up the stairs that's nearby to 2F. On 2F, go right, speak to Chiesa (the spikey white-haired man) who is guarding the command room, choose "yes" to get robo HP kit 1 and kanashiba kit, Chiesa (rank 18) is sent to Satellite Base (warrior's lounge), go thru the door into the command room, speak to Thunder (the brown-haired man), leave the command room, go to the armor shop, buy "electric stick (500 colon)" x3 + "alumina helmet (1050 colon)" x4 + "alumina arm (740 colon)" x4 + "alumina leg (550 colon)" x3 + "alumina body (1660 colon)" x4 for the group, leave the armor shop, go into the store, buy "calories 2000 (1000 colon)" x8 to recover HP2000 for humans and cyborgs, leave the store, and go back down the stairs to 1F. On 1F, go to the lower right, go thru the door into the elevator to B1. On B1, go to the upper left, and there is a scene. Now, fight Oregi (HP1500). After defeating Oregi, there is a scene, go thru the door, and go thru the door on the right into the space port. In the space port, choose "Vesta (#4)" + "Vesta 1" + "yes," and there is a scene.  
-----

#### Vesta 1

-----

Go to the upper left, go thru the door, speak to the mayor to get the pass card, go thru the door, go back to the lower left, and go into the space port. In the space port, choose "Satellite Base (#3)" + "yes," and there is a scene.

---

## Satellite Base

---

Morita leaves the group, go thru the door on the top right into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, go thru the door that's on the right side, go right, go thru the door, go thru the door that's on the right side, go right, go thru the door, go to the upper right, and go up the stairs to 2F. On 2F, go to the lower left, speak to Pamil (rank 22 - cyborg), choose "yes" to get HP kit 3 and repair kit, go thru the top door into the chairman's office, speak to Togo to get the license card and map file 2, leave the chairman's office, and go back down the stairs to 1F. On 1F, go thru the door that's on the right side, go right, go thru the door, go thru the door into the armor shop, buy "titanium helmet (2610 colon)" x4 + "titanium arm (1850 colon)" x4 + "B tank 4000 (4000 colon)" x4 for the group, leave the armor shop, go thru the door that's on the right side, go right, go thru the door, and go thru the door into the elevator to B1. On B1, move the elevator right, down, left, press the A button to enter the armor shop, buy "oxide gun (weapon 2 - 250 colon)" x4 + "solution gun (weapon 4 - 250 colon)" x4, press the B button twice to leave the armor shop, move the elevator right, down, down, left, press the A button to enter the factory, choose "oxide gun" + "solution gun" + "yes" + "yes (1600 colon)" to make "metal saucer" x4, press the B button twice to leave the factory, move the elevator right, up, up, up, left, and press the A button to enter 1F. On 1F, equip the group with the metal saucer, go thru the door on the top left into the space port, choose "Land 2" + "Potato Area (#1)" + "yes," and there is a scene.

---

## Land 2

---

### Potato Tower

---

Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "mobile," and drive Pie Robot 1 northwest to Mecha Shop Central Mark.

---

### Mecha Shop Central Mark

---

Go around to the upper left, speak to Tuck (rank 13 - robot), choose "yes" to get mamorena kit, Tuck is sent to Satellite Base (warrior's lounge), and go up the stairs that's nearby to 2F. On 2F, go thru the door, search the two containers for genwaku kit and BP kit 2, go thru the door, go to the upper right, and go up the stairs to 3F. On 3F, go around to the upper right, search the container for robo tect 5, go left, and go up the stairs to 4F. On 4F, go down, right, up, go thru the door on the right, search the container for robo parts, go thru the door, go thru the door on the left, search the container for robo HP 2000, go thru the door, and go back to 1F. On 1F, leave Mecha Shop Central Mark, and drive Pie Robot 1 west, north to Potato Town which is nearby the brownish-red forest.

---

### Potato Town

---

Go thru the door on the top left into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 150 colon, leave the terminal room, go thru the door on the top right into Commander Wolf's room, speak to Commander Wolf, leave Commander Wolf's room, go to the lower left, open the menu, choose "leader" + "Chris," press the B button o remove the menu, go to the lower left, speak to Sally (the blonde-haired girl) to get some information about Mu translation machine, go upward, and go thru the top door into the garage. In the garage, choose "mobile," raise



the group's rank to 25-26, and drive Pie Robot 1 all the way southeast back to Potato Tower.

---

#### Potato Tower

---

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the garage, choose "mobile," and drive Pie Robot 1 south to Kazu's Lookout Hut.

---

#### Kazu's Lookout Hut

---

Chris must be at the front of the group, speak to the blue-haired man to get some information, Gin must be at the front of the group, speak to the blue-haired man, leave Kazu's Lookout Hut, and drive Pie Robot 1 north of Potato Tower, east, south to Bio Fort. (Enroute to Bio Fort, the group will occasionally get anemia from the annoying enemy of Onikazako [Thunberg])

---

#### Bio Fort

---

Go upward, and go down the stairs to B1. On B1, go around to the center of the floor, search the two containers for robo HP kit 2 and fire gun, and go down the stairs to B2. On B2, go all the way right, go thru the door, go right, go thru the door, go all the way right, and go up the stairs to B1. On B1, go thru the door into the elevator to 1F. On 1F, search the container for B pack 3000, go thru the opening at the bottom to exit Bio Fort, and go east, north to Mu Laboratory Mark.

---

#### Mu's Laboratory Mark

---

Go to the upper right, go thru the door, search the container for repair rust, go thru the door, go to the upper left, go thru the door, search the container for naerun kit, go thru the door, go downward, and go thru the door into the elevator to B1. On B1, go right, down, and go thru the door into the elevator to B2. On B2, go all the way down, walk across the green liquid on the floor (that will rust robots), search the container for Mu's translation machine, go all the way up, and go into the elevator back to B1. On B1, go to the upper left, and go into the elevator back to 1F. On 1F, go thru the opening at the bottom to leave Mu's Laboratory Mark, and go southwest back to Bio Fort.

---

#### Bio Fort

---

Go into the elevator back to B1. On B1, go down the stairs back to B2. On B2, go all the way left, go thru the door, go left, go thru the door, go all the way left, and go up the stairs back to B1. On B1, go up the stairs that's nearby back to 1F. On 1F, go downward, go thru the opening to leave Bio Fort, and drive Pie Robot 1 all the way back to Potato Tower.

---

#### Potato Tower

---

Go into the elevator back to B2. On B2, go upward, and go into the space port. In the space port, choose "Satellite Base (#3)" + "yes," and there is a scene.

---

#### Satellite Base

---

Go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, go thru

the door that's on the left side, go left, go thru the door, and go up the stairs to 2F. On 2F, go thru the door that's on the right side, go right, go thru the door, and go thru the top door into the warrior's lounge. In the lounge, choose "rest (#2)" + "Chris" + "yes" + "no," press the B button twice to leave the warrior's lounge, go back to the space port, choose "Land 2" + "Orange Area (#3)" + "yes," and there is a scene.

---

### Land 2

---

#### Potato Tower

---

Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "mobile," and drive Pie Robot 1 north, east, north, west, northwest to Mu's Checkpoint.

#### Mu's Checkpoint

---

Go down the stairs to B1. On B1, go left, down, and go down the stairs to B2. On B2, go left, search the container for B kit 3, go up, and go up the stairs to B1. On B1, go left, and go up the stairs to 1F. On 1F, go thru the door to leave Mu's Checkpoint, and go south to Orange Camp.

#### Orange Camp

---

Speak to the man who is nearby the gray machine to get the firm (shikkari) kit 3, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the trio's HP/BP for 200 colon, leave the terminal room, go to the upper right, speak to Rita, choose "yes" to get the orange disk (1-3), Rita (rank 26) becomes a friend, go to the upper left, go into the armor shop, buy "ceramic helmet (4180 colon)" x3 + "titanium leg (1380 colon)" x4 + "titanium body (4150 colon)" x3 + "B tank 5000 (7000)" x3 for the group, leave the armor shop, speak to the man who is nearby the store to get HP kit 4, go to the lower left, go thru the door into Dr. Kumi's room, speak to Dr. Kumi, leave Dr. Kumi's room, go to the lower right, go back thru the door to leave Orange Camp, and go north back to Mu's Checkpoint.

#### Mu's Checkpoint

---

Go down the stairs to B1. On B1, go all the way right, go up the stairs to 1F. On 1F, go thru the door to leave Mu's Checkpoint, and drive southwest back to Potato Tower. (Raise the group's rank to 28-32)

#### Potato Tower

---

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Land 1" + "yes," and there is a scene.

---

### Land 1

---

#### Ceramic City

---

Go thru the bottom door, go to the lower right, and go back into the elevator to 1F. On 1F, go up the stairs back to 2F. On 2F, go into the command room, speak to Thunder to get Pie Robot 2, leave the command room, speak to the middle Ceramic Knight Member who is nearby walking back and forth to get some information about Cosmo city and Ozone City, and go back to 1F. On 1F, go

into the garage, choose "mobile (#2)," and drive Pie Robot 2 northwest to the Garage (1) which is nearby Ceramic City and the lake.

-----  
Garage (1)  
-----

Choose "cruiser (#2)," and move Pie Robot 2 on the lake south, west, north to the Garage (2).

-----  
Garage (2)  
-----

Choose "mobile (#1)," and drive Pie Robot 2 east, north, west, south (counter clockwise) to Cosmo City.

-----  
Cosmo City  
-----

Speak to Zion (Angel Force) who is nearby to get the titanium body (1-2) [please do not sell titanium body], go to the right, search the container for B pack 1000, go to the lower right, try to go to the left, defeat the enemies, Gin learns the D-skill of bruiser, go left, go thru the door, search the container for the oxygen cylinder, go thru the door, go to the upper left, go thru the door to leave Cosmo City, and drive Pie Robot 2 southeast (clockwise) to Cosmo City.

-----  
Garage (2)  
-----

Choose "cruiser (#2)," and move Pie Robot 2 on the lake south, east, north to the Garage (1).

-----  
Garage (1)  
-----

Choose "mobile (#1)," and drive Pie Robot 2 back to Ceramic City which is nearby the Garage (1).

-----  
Ceramic City  
-----

Go thru the door on the left into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 100 colon, leave the terminal room, and go up the stairs to 2F. On 2F, go into the store, buy B pack 3000 (1000 colon) x4, leave the store, and go back down the stairs to 1F. On 1F, go into the garage, choose "mobile (#2)," and drive Pie Robot 2 back to the Garage (1). (Raise the group's rank to 36-37)

-----  
Garage (1)  
-----

Choose "cruiser (#2)," and move Pie Robot 2 on the lake northwest to the Garage (3).

-----  
Garage (3)  
-----

Choose "mobile (#1)," and drive Pie Robot 2 all the way south to the wall room structural province of Ozone City.

-----  
Ozone City  
-----

In the wall room structural province, search the container for calories 2000, go down the stairs to B1. (The enemy of Fly absorbs the group's BP). On B1, go to the left, and go down the stairs to B2. On B2, go to the upper right, search the container for Gaia's leg (Denis), go to the lower left, and go up the stairs to B1. On B1, go to the lower right, and go down the stairs to B2. On B2, search the container for B pack 3000, and go thru the door into

the elevator to B3. On B3, go to the upper left, and go thru the door into the elevator to B4. On B4, go to the right, and go thru the top door into the colony outer wall. In the colony outer wall, stay in the third column counting from left to right, move Gin upward across 40 white tiles until he reaches the next red block, put Gin onto that block, and press the A button to make him go into B4. On B4, go thru the door on the left into the elevator to B3. On B3, search the two containers for steroid and launcher missile, go up the stairs to B2. On B2, go around to the upper left, and go thru the door into the elevator to B1. On B1, go right, and there is a scene. Now, fight Ledesma (HP5000) who is troublesome. In battle, continue to fight Ledesma to make it retreat, Gin gets Pie Robot 3, go to the lower left, search the container for calorie pack 1, go to the upper right, and go up the stairs to Ozone City. Go to the left, go thru the door on the right into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 300 colon, leave the terminal room, go to the right, go into the armor shop, buy "Gaia helmet (5230 colon)" x4 + "ceramic arm (2950 colon)" x3 + "ceramic leg (2210 colon)" x3 + "ceramic body (6640 colon)" x4 + "B tank 7000 (10000)" x4 for the group, leave the armor shop, and go thru the door on the right into Dr. Order's room. In Dr. Order's room, search the container for the oxygen cylinder which can only be found here in this container, search the recorder which is nearby the container to get some information on Stolte, speak to Dr. Order to get Picot (guide robot) who is a side character, and leave Dr. Order's room. Go to the left, go thru the door into the garage, choose "hoverplane," and fly Pie Robot 3 east, north to the Angel Force Base which is Dome 6. Basically, Angel Force Base is north of Isis City.

-----  
Angel Force Base

-----  
Go to the left, speak to Mitsuyo to get the ceramic body (2-2), leave the Angel Force Base, and fly Pie Robot 3 south to Fiber City.

-----  
Fiber City

-----  
Go up the stairs to 2F. On 2F, go into the armor shop, choose "buy" + "on the word 'weapon' is display with the asterisk, quickly press the A button and the UP key at the same time to make the pointer goes to the word 'next' and then the hidden weapon of heat saber appear" + "heat saber (6173 colon)" x4 + "yes," leave the weapon shop, and go back down the stairs to 1F. On 1F, go back into the garage, choose "hoverplane (#3)," and fly Pie Robot 3 south to Dome (5) which is nearby the forest and two small cracks. (Please make sure that there is a titanium body in the property menu)

-----  
Dome (5)

-----  
Speak to Commander Marguerite (angel force), choose "yes" to let her combine the titanium body + ceramic body to get the shuttle body (don't sell or throw away) for only Gin which is a full body armor that is put on the helmet + arm + body + leg (Gin's Guard only increases to 166), leave Dome (5), and fly Pie Robot 3 southwest back to Ceramic City.

-----  
Ceramic City

-----  
Go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 100 colon, leave the terminal room, go to the lower right, go into the elevator to B1. On B1, go to the upper left, go thru the door, and go thru the door on the right into the space port, choose "Land 2" + "Corn Area (#2)" + "yes," and there is a scene.

-----  
Potato Tower  
-----

Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "hoverplane," and fly Pie Robot 3 south to Cruiser Station.  
-----

Cruiser Station  
-----

Go upward, and go up the stairs to 2F. On 2F, go around to the lower right, and go down the stairs to 1F. On 1F, search the container for yararena kit, and go back up the stairs to 2F. On 2F, go to the upper left, and go back down the stairs to 1F. On 1F, go downward, go back into the garage, choose "cruiser (#2)," and move Pie Robot 3 in the waterway south, west, west to Health Center Mark which is not visible on map file 2.  
-----

Health Center Mark  
-----

Go to the upper right, and go up the stairs to 2F. On 2F, go to the left, search the container for calories 2000, and go back down the stairs to 1F. On 1F, go to the upper left, and go up the stairs to 2F. On 2F, go to the right, search the container for B pack 3000, go to the lower left, search the two containers for steroid and iryou kit, go to the upper left, and go back down the stairs to 1F. On 1F, go to the south side of the floor, go thru the door, go upward, and go down the stairs to B1. On B1, go to the south side of the floor, go thru the door on the right, search the container for robo parts, go thru the door, go thru the door on the left, search the container for repair rust, go thru the door, go to the upper left, go thru the door, search the container for robo HP 2000, go thru the door, go to the upper right, go thru the door, search the container for robo HP kit 3, go thru the door, go to the north side of the floor, and go back up the stairs to 1F. On 1F, go downward, go thru the door, go upward, go back thru the door into the garage, choose "cruiser (#2)," and move Pie Robot 3 in the waterway all the way north to Leisure Central Mark which is on an island.  
-----

Leisure Central Mark  
-----

(The defeated enemy of one Crystal Core will give the EXP of 10000). Go downward, go thru the door on the right, search the container for steroid, go thru the door, go thru the door on the left, search the container for launcher missile, go thru the door, go to the south side of the floor, and go thru the door into the elevator to B1. On B1, go to the north side, search the two containers for tetsu noochi and B pack 1000, and go down the stairs that's nearby to B2. On B2, speak to Ryu (cyborg), choose "yes" to get Matsushita's capsule, Ryu (rank 30) is sent to Satellite Base (warrior's lounge), go to the lower right, go thru the door, search the container for calories 2000, go thru the door, go to the lower left, go thru the door, search the container for robo HP 2000, go thru the door, go back to the north side of the floor, and go back up the stairs to B1. On B1, go to the south side, and go back into the elevator to 1F. On 1F, go the north side of the floor, go thru the opening back into the cruiser, and move Pie Robot 3 in the waterway south, west, south, west, north to the Library Mark.  
-----

Library Mark  
-----

Search the three containers for book x3, go back thru the door into the cruiser, and move Pie Robot 3 in the waterway south, all the way east, south, east, north to Cruiser Station.  
-----

Cruiser Station  
-----

-----  
Go back into the garage, choose "hoverplane (#3)," and fly Pie Robot 3 north to Isis Hotel Mark which is on an island.  
-----

#### Isis Hotel Mark

-----

(Be cautious of Bulldo's attack for it will give large damage to the group). Go to the upper left, and go up the stairs to 2F. On 2F, go down the bottom stairs that's nearby to 1F. On 1F, go right, search the container for Gaia arm, go back up the stairs to 2F. On 2F, go to the lower right, go thru the door on the right, search the container for robo parts, go thru the door, go thru the door on the left, search the container for multi-missile, go thru the door, go up left, and go up the stairs to 3F. On 3F, go to the lower right, go thru the door, search the container for multi-missile, go thru the door, go to the upper left, go thru the door, search the two containers for multi-missile x2, go thru the door, and go back down the stairs to 2F. On 2F, go to the upper left, and go back down the top stairs to 1F. On 1F, go to the south side of the floor, go back thru the opening into the hoverplane, and fly Pie Robot 3 north to Potato Tower.  
-----

#### Potato Tower

-----

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the garage, choose "hoverplane," and fly Pie Robot 3 south, west, northwest to Corn Base. Basically, Corn Base is southwest of the Library Mark.  
-----

#### Corn Base

-----

Go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 300 colon, leave the terminal room, go to the right, go up the stairs to 2F. On 2F, speak to Musuko (Kaz's mother), speak to Nurse Mayumi (the girl with the green dress) to make Gin learn the D-skill of slam and get the letter of introduction, and go back down the stairs to 1F. On 1F, go to the left, go thru the door into the garage, choose "hoverplane (#2)," and fly Pie Robot 3 northeast back to Potato Tower.  
-----

#### Potato Tower

-----

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Land 2" + "Potato Area (#1)" + "yes," and there is a scene. Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "hoverplane (#2)," and fly Pie Robot 3 south to Kazu's Lookout Hut.  
-----

#### Kazu's Lookout Hut

-----

Speak to Kaz (the green-haired man) to get some information, leave Kazu's Lookout Hut, and fly Pie Robot 3 north back to Potato Tower.  
-----

#### Potato Tower

-----

Go back into the elevator to B2. On B2, go upward, and go into the space

port. In the space port, choose "Land 2" + "Corn Area (#2)" + "yes," and there is a scene. Go downward, and go thru the door into the elevator to 1F. On 1F, go back into the garage, choose "hoverplane," and fly Pie Robot 3 south, west, northwest back to Corn Base. Basically, Corn Base is southwest of the Library Mark.

-----  
Corn Base  
-----

Go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 300 colon, leave the terminal room, go to the right, go up the stairs to 2F. On 2F, speak to Musuko (Kaz's mother) to get Kaz's defense which can only be gotten by speaking to Musuko, and go back down the stairs to 1F. On 1F, go to the left, go thru the door into the garage, choose "hoverplane (#2)," and fly Pie Robot 3 northeast back to Potato Tower.

-----  
Potato Tower  
-----

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Land 2" + "Potato Area (#1)" + "yes," and there is a scene. Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "hoverplane (#2)," and fly Pie Robot 3 south to Kazu's Lookout Hut.

-----  
Kazu's Lookout Hut  
-----

Speak to the blue-haired man, Gin will be able to use Kazu's defense (please use it when the group reaches Bio Paradise), leave Kazu's Lookout Hut, and fly Pie Robot 3 north back to Potato Tower.

-----  
Potato Tower  
-----

Go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Land 2" + "Orange Area (#3)" + "yes," and there is a scene. Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "hoverplane (#2)," and fly Pie Robot 3 north, east, north, west, northwest to Mu's Checkpoint.

-----  
Mu's Checkpoint  
-----

Go down the stairs to B1. On B1, go all the way left, go up the stairs to 1F. On 1F, go thru the door to leave Mu's Checkpoint, and go south back to Orange Camp.

-----  
Orange Camp  
-----

Go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the trio's HP/BP for 200 colon, leave the terminal room, go to the lower left, go thru the door into Dr. Kumi's room, speak to Dr. Kumi to get some information, leave Dr. Kumi's room, go to the upper left, go into the store, buy "B pack 6000 (4000 colon)" x4 (Gin will need this in Vesta 2), leave the store, go to the lower right, go back thru the door to leave Orange Camp, and go north back to Mu's Checkpoint.

-----  
Mu's Checkpoint  
-----

-----  
Go down the stairs to B1. On B1, go all the way right, go up the stairs to 1F. On 1F, go thru the door to leave Mu's Checkpoint, and fly Pie Robot 3 southwest back to Potato Tower.  
-----

#### Potato Tower

-----

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Vesta (#4)" + "Vesta 2" + "yes," and there is a scene. (Recommend rank 42 for the group)  
-----

#### Vesta 2

-----

Search the information machine to unlock the door, go thru the door on the right, go thru the door on the right, go thru the bottom door, go thru the bottom door, and go thru the bottom door into the tunnel. (Use the A button to pause Gin's movement). In the tunnel, move Gin up, go thru the door that's nearby, go upward, Rita is lost, go thru the door, move Gin all the way to the right, go thru the last door, go downward, go thru the door, move Gin all the way to the far upper left, go thru the door, go upward, Astro is lost, go thru the door, move Gin to the upper right, go thru the door, go down a little, Denis is lost, go right, up, go thru the door, move Gin all the way down, and go thru the door into the habitation module. In the habitation module, go to the upper left, search the container for hydro-wing, go to the lower left, and go back thru the door into the tunnel. In the tunnel, move Gin all the way up, go thru the door, go left, up, go thru the door, move Gin back to the upper left, go thru the door, go downward, go thru the door, move Gin all the way to the far lower right, go thru the door, go upward, go thru the door, move Gin all the way to the left, go thru the door, go downward, go thru the door, move Gin to the lower left, and go thru the door back into the port. In the port, speak to Rita to make her rejoin Gin, go thru the top door, speak to Astro to make him rejoin Gin, go thru the top door, speak to Denis to make him rejoin Gin, go thru the top door, go thru the door on the left, go thru the door on the left into the space port, choose "Land 2" + "Orange Area (#3)" + "yes," and there is a scene.  
-----

#### Potato Tower

-----

Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, and go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go thru the door into the garage, choose "hoverplane (#2)," and fly Pie Robot 3 west, north, west to Iron City 2.  
-----

#### Iron City 2

-----

Go down the stairs to B1. On B1, go to the upper left, go thru the door, go go to the left, go thru the door, go to the upper left, go up the stairs, go thru the door, and go south to Purple Town.  
-----

#### Purple Town

-----

Go left, up, walk across the green liquid on the floor (that will rust robots), search the container for B pack 3000, go right, and go thru the door into the elevator to B1. On B1, go thru the door on the left, search the container for book, go thru the door, go thru the bottom door into the



elevator to B2. On B2, go downward, speak to General Dan who is a side character, go upward, and go back into the elevator to B1. On B1, go upward, and go back into the elevator to 1F. On 1F, go back to the south side of the floor, go thru the opening, and go north back to Iron City 2.

---

#### Iron City 2

---

Go down the stairs to B1. On B1, go to the lower right, go thru the door, go to the right, go thru the door, go to the lower right, go up the stairs, speak to Corn force member who is blocking the way for he will take General Dan, go thru the door, and fly Pie Robot 3 southeast back to Potato Tower.

---

#### Potato Tower

---

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Land 2" + "Corn Area (#2)" + "yes," and there is a scene. Go downward, and go thru the door into the elevator to 1F. On 1F, upward, go back into the garage, choose "hoverplane," and fly Pie Robot 3 south, west, northwest back to Corn Base. Basically, Corn Base is southwest of the Library Mark.

---

#### Corn Base

---

Go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 300 colon, leave the terminal room, speak to Commander Wolf who is nearby the trees to get the corn disk (2-3), go to the left, go thru the door into the garage, choose "hoverplane (#2)," and fly Pie Robot 3 northeast back to Potato Tower.

---

#### Potato Tower

---

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Land 2" + "Potato Area (#1)" + "yes," and there is a scene. Go downward, and go thru the door into the elevator to 1F. On 1F, upward, go back into the garage, choose "hoverplane," and fly Pie Robot 3 west, west, north, northwest to the Weapon Depot. Basically, Weapon Depot is northeast of Potato Town,

---

#### Weapon Depot

---

Speak to John (Potato Force) to get robo HP 5000, go to the lower left, and go down the stairs to B1. On B1, go to the right, Gin learns the D-skill of magnum after defeating the enemy, search the container for B pack 3000, speak to Gordon (Potato Force) to get calories 5000, go to the right, and go thru the door into the elevator to B2. On B2, speak to Alan (Potato Force) to get the multi-missile, go thru the door, speak to Virgil (Potato Force) to get potato disk (3-3), search the three containers for high speed sword (Astro), Luft bazooka (Denis), ceramic boomerang (Gin), go thru the door, go upward, and go back into the elevator to B1. On B1, go all the way to the left, and go back up the stairs to 1F. On 1F, go thru the door, open the menu, and choose "list" + "item" + "hydro-wing" + "Potato Town" + "departure (left)" to warp to Potato Town.

---

#### Potato Town

-----  
Go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 150 colon, leave the terminal room, go to the lower right, go into the armor shop, buy "Gaia arm (3690 colon)" x4 + "Gaia leg (2770 colon)" x3 + "Gaia body (8300 colon)" x4 + "B tank 9000 (20000)" x4 for the group, leave the armor shop, go into the store, buy "super calories (10000 colon)" x4 + "super B pack (10000 colon)" x10 + "calories pack 2 (15000 colon)" x4, leave the store, go upward, and go thru the top door into the garage. In the garage, choose "hoverplane," and fly Pie Robot 3 all the way southeast back to Potato Tower.  
-----

Potato Tower

-----  
Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Land 1" + "yes," and there is a scene.  
-----

Land 1

-----  
Ceramic City

-----  
Go thru the bottom door, go to the lower right, and go back into the elevator to 1F. On 1F, go back into the garage, choose "hoverplane," open the menu, and choose "list" + "item" + "hydro-wing" + "Ozone City" + "departure (left)" to warp to Ozone City.  
-----

Ozone City

-----  
Go to the right, go thru the door on the right into Dr. Order's room, search the container again for the oxygen cylinder, leave Dr. Order's room, go to the left, go back into the garage, choose "hoverplane," open the menu, and choose "list" + "item" + "hydro-wing" + "Ceramic City" + "departure (left)" to warp back to Ceramic City.  
-----

Ceramic City

-----  
Go to the lower right, go back into the elevator to B1. On B1, go to the upper left, go thru the door, go thru the door on the right into the space port, choose "Satellite Base (#3)" + "yes," and there is a scene.  
-----

Satellite Base

-----  
Go thru the door into the elevator to B1. On B1, move the elevator right, down, down, down, down, left, press the A button to enter the laboratory block, speak to Matsushita (the man on the right) to get the energy pack, go thru the door, move the elevator right, up, up, up, up, left, and press the A button to enter 1F. On 1F, go thru the door that's on the right side, go right, go thru the door, go thru the door that's on the right side, go right, go thru the door, go to the upper right, and go up the stairs to 2F. On 2F, go thru the top door into the chairman's office, speak to Togo to get Gaia card and bio disk, leave the chairman's office, and go back down the stairs to 1F. On 1F, go thru the door that's on the right side, go right, go thru the door, go thru the door that's on the right side, go right, go thru the door, go back into the space port, choose "Land 2" + "Corn Area (#2)" + "yes," and there is a scene.  
-----

Land 2

---

## Potato Tower

---

Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "hoverplane," open the menu, and choose "list" + "item" + "hydro-wing" + "Corn Base" + "departure (left)" to warp to Corn Base.

---

## Corn Base

---

Go back thru the door into the garage, choose "hoverplane," and fly Pie Robot 3 northwest to Caesar Road.

---

## Caesar Road

---

Search the machine to unlock the top door, go thru the top door, go to the lower left, and go thru the door into the elevator to B2 (east). On B2 (east), go to the left, search the two containers for Morita's capsule and B pack 3000, go to the left, and go thru the door into the elevator to the center part. In the center part, go to the left, go thru the door, go left, go thru the door, go to the left, there is a scene with General Dan, go to the left, go thru the door, go left, go thru the door, go to the lower left, and go thru the door into the elevator to B2 (west). On B2 (west), go to the lower left, and go thru the door into the elevator to B1. On B1, go to the left, search the container for B pack 3000, and go up the stairs to 1F. On 1F, go thru the door, and go northwest (clockwise) to Bio Base.

---

## Bio Base

---

Go to the lower right, search the container for Matsushita's capsule (1-2), and go down the stairs that's nearby to B1. On B1, go to the lower left, and go up the stairs to 1F. On 1F, go to the lower right, try to go upward, and there is a scene. Now, fight Ash (HP8000). After defeating Ash, Gin learns the D-skill of spark, search the container for calories 5000, search the waterway control system (gray machine), there is a scene, go down the steps, and go thru the opening into Potato Waterway. In Potato Waterway, go west, north, west into Center City.

---

## Center City

---

Go thru the door that's nearby, go upward, go thru the door, go upward, and there is a scene. Now, fight Ledesma (HP32000). In battle, choose Rita's ability of HP recovery 4 to recover each member's HP. After defeating Ledesma, there is a scene, go upward, search the information machine to unlock the door, go thru the door, go to the left, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 500 colon, leave the terminal room, go to the right, go into the store, buy "super B pack (10000 colon)" x4, leave the store, go to the left, speak to the man with black-haired who is nearby the elevator door to get some information about Chairman Tanya, and go thru the door into the elevator to B1. On B1, go thru the door on the right into the space port, and there is a scene.

---

## Vesuta 3

---

Search the information machine to unlock the door, go thru the door on the right into the tunnel. (Use the A button to pause Gin's movement). In the tunnel, move Gin right, up, right, down, right, right, upper right, lower right, and go thru the door into the habitation module. In the habitation

module, go upward, search the two containers for Matsushita's capsule (2-2) and B pack 3000, speak to Chairman Tanya to get the reflex suit, go downward, and go thru the door back into the tunnel. In the tunnel, move Gin to the upper right, left, all the way down, left, left, up, left, down, and go thru the door into the port. In the port, go thru the door on the left into the space port, and there is a scene.

---

#### Center City

---

Go thru the door into the elevator to 1F. On 1F, go into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 500 colon, leave the terminal room, take off Gin's Gaia's armor x4, go to the store, sell Gin's Gaia's armor x4, leave the store, put the reflect suit on Gin, go thru the bottom door that's nearby the elevator door, go downward, go thru the door, go downward, go thru the door, and go down the stairs into Potato Waterway. In Potato Waterway, go all the way right, go up, and go into Kazu's Lookout Hut.

---

#### Kazu's Lookout Hut

---

Go up the stairs to 1F. On 1F, go thru the door, and fly Pie Robot 3 north back to Potato Tower.

---

#### Potato Tower

---

Go down the stairs on the left or right to B1. On B1, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 80 colon, leave the terminal room, and go back up the stair to 1F. On 1F, go back into the elevator to B2. On B2, go upward, and go into the space port. In the space port, choose "Satellite Base (#3)" + "yes," and there is a scene.

---

#### Satellite Base

---

Go thru the door into the elevator to B1. On B1, move the elevator right, down, down, down, down, left, press the A button to enter the laboratory block, speak to Matsushita (the man on the right) to get the energy pack x2, go thru the door, move the elevator right, up, up, up, up, left, and press the A button to enter 1F. On 1F, go back into the space port, choose "Land 2" + "Potato Area (#1)" + "yes," and there is a scene.

---

#### Land 2

---

#### Potato Tower

---

Go downward, and go thru the door into the elevator to 1F. On 1F, go upward, go thru the door into the garage. In the garage, choose "hoverplane," open the menu, and choose "list" + "item" + "hydro-wing" + "Center City" + "departure (left)" to warp back to Center City.

---

#### Center City

---

Make sure to buy a lot of super B pack (10000 colon) and calories pack 2 (15000 colon) at the store. Go thru the door (on the lower left) that's nearby, and go down the stairs into Potato Waterway. In Potato Waterway, go south, east, south, west into the Wall Room Structural Province. (Recommend rank 45+ for the group)

---

#### Wall Room Structural Province

---

Go down the stairs on the left, go all the way to the far lower right, go up the stairs, go thru the door, and go east to Bio Fortress.

---

#### Bio Fortress

---

Go right, go thru the door, search the container for B pack 6000, go thru the door, go upward, and go up the stairs to 2F. On 2F, go upward, and go down the stairs to 1F. On 1F, go left, and go up the stairs to 2F. On 2F, go thru the door on the left, search the container for calories pack 2, go thru the door, go downward, and go up the stairs to 3F. On 3F, go upward, and there is a scene. Now, fight Meta Lobos (HP12000). After defeating Meta Lobos, Gin learns the last D-skill of zapper, and go thru the door into the elevator to B1. On B1, search the four containers for super B pack, calories pack 1, freeze, and B pack 6000, go thru the door on the right, and go southeast to the Wall Room Big Factory.

---

#### Wall Room Big Factory

---

Go down the stairs to B1. On B1, go all the way to the right, go down, right, up, left, search the container for barrier gloves, go right, go up the ladder onto the long narrow white ledge, go downward, go down the ladder, go downward thru the two bottom openings, go left, go thru the top opening, and go down the stairs to B2. On B2, go to the right, go thru the door, go right, go thru the door, go to the right, go thru the door into the elevator to B1. On B1, go to the right, and there is a scene. Now, fight Waiver (HP32000) who is troublesome and annoying. After defeating Waiver, there is a scene, go to the upper right, go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 500 colon, leave the terminal room, and go up the stairs that's nearby to 1F. On 1F, go thru the door, and go east, north, west, north to Bio Paradise.

---

#### Bio Paradise

---

Go upward, Bio Paradise will be added to the destination list, leave Bio Paradise, open the menu, and choose "list" + "item" + "hydro-wing" + "Center City" + "departure (left)" to warp back to Center City. (Recommend rank 47+ for the group)

---

#### Center City

---

Go thru the door into the terminal room, Gin gets colon for defeating the enemies, "stay" to recover the group's HP/BP for 500 colon, leave the terminal room, go to the store, buy a lot of super B pack (10000 colon) and calories pack 2 (15000 colon), leave the store, go back to the lower left, go thru the door on the left, and go down the stairs into Potato Waterway. In Potato Waterway, open the menu, and choose "list" + "item" + "hydro-wing" + "Bio Paradise" + "departure (left)" to warp back to Bio Paradise.

---

#### Bio Paradise

---

Go upward, and go thru the top door into the elevator to 2F. Go to the upper right, and go up the stairs to 3F. On 3F, go to the lower right, and go up the stairs to 4F. On 4F, go up, left, and go up the stairs to 5F. (Since the enemies of Gustalt (HP9000) and Destalt (HP4200) on 5F-7F are very troublesome and annoying, use Kazu's defense). On 5F, go left, down, right, and go thru the door into the elevator to 6F. On 6F, go right, up, search the three containers for calories pack 2, metal boomerang (Gin), super B pack, go clockwise to the center of the floor, and go thru the door into the elevator to 7F. On 7F, go to the lower left, and go up the stairs to 8F. On 8F, go

thru the door on the left or right, go upward, and there is a scene. Now, fight the fake Bio Caesar (HP64960 - first form). After defeating the fake Bio Caesar (first form), fight the fake Bio Caesar (HP30000 - second form). After defeating the fake Bio Caesar (second form), Picot will fully recover the group's HP/BP, take off Gin's reflect suit, put the shuttle body on Gin, go upward, and go down eight flight of stairs to B1. (Recommend rank 50 for the group). On B1, go thru the door into Stolte's laboratory. In Stolte's laboratory, go upward, search the two red containers for energy pack x2, go to the upper right, try to go thru the door, and there is a scene. Now, fight the true Bio Ceasar (HP55328 - first form) who is the final boss. After defeating the true Bio Ceasar (first form), fight the true Bio Ceasar (HP65328 - second form). After defeating the true Bio Ceasar (second form), fight the true Bio Ceasar (HP52000 - final form). After defeating the true Bio Ceasar (final form), go thru the door into the elevator to B2. On B2, go thru the door on the left into the space port, there is a scene, go thru the door on the right, and there is a scene.

+++++

THE END

+++++

Version 1.0

By Ritchie (hidall@hotmail.com)

This document is copyright ritchie and hosted by VGM with permission.