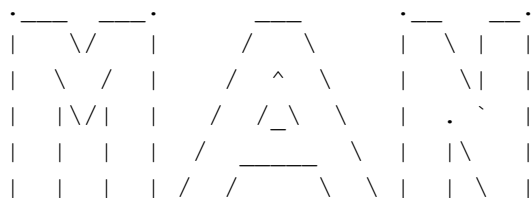
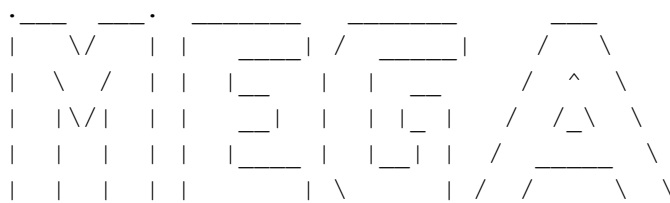


Mega Man 64 FAQ/Walkthrough

by Meowthnum1

Updated to v2.0 on Aug 25, 2002



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|Mega Man 64      |
|For the Nintendo 64  |
|FAQ/Walkthrough   |
|By Meowthnum1 (Meowthnum1 [at] metacrawler [dot] com) |
|Last Updated: 8/25/02 |
|Version 2.0      |
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<http://pub84.ezboard.com/bmeowthnum1sgaming> for help.

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--I. Introduction--

This is...uh...the introduction

--1.01: Introduction to ME--

Hi. I am Meowthnum1 AKA Trace Jackson. I do enjoy talking to gamers. Please send any questions about to game to Meowthnum1@hotmail.com and please feel free to IM me. Don't have AIM? Then...

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Please check out my other work, all of which can be found at:

<http://www.gamefaqs.com/features/recognition/11356.html>

--1.02: Introduction to this game--

Mega Man 64 is a Nintendo 64 remake of the hit Playstation game, Mega Man Legends. The only differences (as far as I can tell) is that the Playstation version has loading times, a different name, a sequel, and the controls (you're not going to find an "X" button on the Nintendo 64 controller, now are you?)

--1.03: Introduction to this guide--

In this guide, there are chapter names. At the beginning of the chapter, I will outline the places you'll be going, and the things you'll be doing.

Here is an example...

--3.01: Mystery Dungeon--

- *Enter the dungeon
- *Get used to the controls and gameplay of the game
- *Fight the giant Reaverbot
- *Escape the dungeon

And then I will do the area, and walkthrough for said area. I will also, below the area, list the items you will find there, and the boss(es) you'll face. Example...

Mystery Dungeon
Items: Blue Refractor
Bosses: Giant Reaverbot

and then the walkthrough. Simple! This guide WILL spoil some things; so don't read ahead [of the area you're in] if you don't want things spoiled for you.

--II. Basics--

--2.01: Controls--

Button	Function
A	Jump; Confirm selection;
B	Shoot; Cancel Selection
Z	Strafe left
L	Strafe Left
R	Strafe Right
Start	Open Menu
Control STICK	Move
Control PAD	Move
C up	View Map
C down	Use Jet Skates (if equipped); Open Doors; Investigate Items
C right	Look around
C left	Use Sub-Weapon

C-down also lets you tip-toe. I just didn't have enough room on the chart =\

--2.02: Story--

This is MY version of the story. If you want a different one, use the start of the game.

Thousands of years after our current civilization, the Earth flooded. Now there are few patches of land. Everything runs off a source of power called "Quantam Refractors." Because of the necessity of these refractors, they sell for quite a bit of money. People called Diggers go in to ancient ruins to find these refractors. They help above ground people, called Spotters, to help the Diggers. Within these ruins, are mysterious robots, called Reaverbots. No one knows where they come from, or why they are there. One Digger, a man called "Professor Barrel" and his young granddaughter, named Roll, found a young baby in some ruins. Roll named the boy Mega Man Volnutt after her favorite video game character. As Barrel grew older, he could no

longer go on digging expeditions. Mega Man had to go on the expeditions for him. Roll, a young genius, was his spotter. Prepare to embark on one of their expeditions...

--2.03: Items--

Zenny- the monetary unit of the game

Refractors- These give you Zenny

Large Refractors- These will give you power, such as to power a boat, and an airship

These are very basic items. For the better items, refer to the appendices.

--2.04: Characters--

MEGA MAN VOLNUTT

This is your character. Professor Barrel discovered him in a ruin. His origins are unknown, but more on that later in the game

ROLL

Her parents died when she was very young (this is further explained in Mega Man Legends 2). She is 14 years old, and very brilliant. She is raised by Professor Barrel, and worked as his spotter until he stopped Digging. Now she is Mega Man's spotter. She pilots, and does the maintenance on the Flutter.

PROFESSOR BARREL

Roll's grandfather and guardian. He found Mega Man in a ruin, and raised him as his own. He seems to have connections with the Mayor of Kattelox Island.

TRON BONNE

She is as brilliant as Roll, and the same age. She is part of the infamous group of pirates known as the Bonne Family. She even starred in her own game, the Misadventures of Tron Bonne. She has a crush on Mega Man, and is the genius of the family

TEASEL BONNE

A...mentally challenged person. He is the leader of the Bonnes, and my personal favorite character.

BON BONNE

Just like the ice cream! He is big...and only plays a small part of the story. He is the baby of the Bonne Family.

I can't say any more characters without giving away the story

--2.05: Tips--

-Look everywhere. There are holes in the walls that often hold the best treasure.

-Keep your buster upgrades up to date. As you get better upgrades, de-equip your current ones, and sell them!

-Upgrade your sub-weapons often.

--III. Walkthrough--

Now for the "Gutsman (gahaha...I'm so funny...or not)" of this FAQ: The walkthrough!

--3.01: Mystery Dungeon--

- *Enter the dungeon
- *Get used to the controls and gameplay of the game
- *Fight the giant Reaverbot
- *Escape the dungeon

Mystery Dungeon

Items: Blue Refractor, 560 Zenny, Power Raiser

Bosses: Club Reaverbot

At the beginning of the game, choose "New Game" to start. You will see Mega Man in front of a door, talking to Roll (via walkie-talkie). Mega Man will go through the door, see the refractor, pick it up, and the traps will engage. Three pillars fly out at Mega Man, and he runs for the doors. He barely slides under the last door in time. Roll will tell him that she picks up Reaverbots on her screen. Now you get control of the Blue Bomber. Go forward, and Roll will tell you how to use your Buster Gun. Kill the Reaverbots that come out of the walls, and turn right when she tells you too. Soon, Roll will ask you if you see a door. Turn to see the door, then open it. Enter the door. Kill the Reaverbots in here, and go through this door. Jump up the steps, and go through the passageway. Now Roll will tell you to stop. After the Reavers pass by, go right, then turn right again, in to this room. Destroy the large block to get some Zenny and life cubes, and then go back out. Continue right, then left. There are Reavers on the ceiling! Lock on to them, and take them out. Go right, and you'll see yet another barrier. This time, however, you'll see two cones on each side. Shoot them (or, if you're like me, kick them), to take them out. Go through where the barrier was to get 560 Zenny (left) and a Power Raiser (right). Now, equip the Power Raiser. Leave this room, go left, straight, and left again. You'll notice that the barrier is gone. Roll will tell you that she detects a "large blip" in front of you, and then she loses her signal. Enter the door to face...

CLUB REAVERBOT

This battle is fairly easy, with a fairly simple strategy. Shoot at him, and, when he raises his club, press left/right and a to cartwheel out of the way. Repeat until this guy is finished. The bigger they are, the harder they fall, right?

Once he is defeated, he will overheat and shutdown. You will start backing away from him. Now MegaMan is outside of the dungeon. He is looking around when suddenly, he hears a door open behind him. The Club Reaverbot is back, and he points his club at MegaMan. MegaMan starts backing away, and then realizes he is out of room to back up. He looks down, and then jumps. He

lands on the Flutter and makes his get away. MegaMan and Roll start talking a bit, and then Barrel tells them that the engine is having trouble. MegaMan looks at the map, and points out to Roll that Kattelox Island is the closest port. They make a "smooth" landing there, and get out. Now you have control once more.

--3.02: Kattelox Takeover--

- *Get your Citizenship card
- *Rescue the junk store owner
- *Find Barrel
- *Defeat the Servebot tanks and the Octobot
- *Defeat Bon Bonne
- *Crush the Marlwolf

Go along the path, and you will see police cars going back toward the Flutter. Follow them, and, after a short dialogue, continue back up the path. Enter the shopping arcade. Go to the farthest store to the right, and enter there. The woman will tell you that her husband has gone to the ruins, and hasn't come back yet. So, leave the shopping arcade, and go to the strange building outside the city.

Ruins

Items: 2600 Zenny
Bosses: none

At the entrance, turn around, go left, and left again. Destroy the Reaverbots, and walk toward the wall. Kill the reaverbot that jumps in your way, and walk to the hole in the wall. Investigate it to get 2600 Zenny. Go back a little, and right. Kill these Reaverbots, and go right twice. Take out all of the worms, and talk to the man on the platform. He is the Junk Shop owner, and tells you to drop by sometime. He leaves, and so should you.

Shopping Arcade

Items: 50 Zenny, Broken Cleaner, 20 Zenny, 100 Zenny, Mine Parts Kit
Bosses: none

When you enter, turn left, and examine the garbage pail to get 50 Zenny. Examine the box in front of the electronics store to get a broken cleaner. Examine the box in front of the junk shop to get 100 Zenny. Now go to the far trashcan to get 20 zenny. Now enter the junk shop. They will thank you, and give you both their Mine Parts Kit, and that car out front. Now they ask you for your name...it doesn't matter which you choose.

Now go outside. Talk to the little monkey. His name is Data. Use him to save. Now talk to Roll. She'll fix up the car, and give you the Mine special weapon. Now you'll get your id card. Yay! Now go back in to the arcade. Go to the opposite end of the arcade. Enter the Junk Shop, and buy as many life containers as possible. Exit. When you get close to the bullies, tiptoe (c-down) toward them. After a bit of dialogue, they'll scatter. Enter this door, and you'll see a girl (Tron Bonne) talking to little lego men (Servbots).

Downtown & City Hall

Items: 10 Zenny, Broken Motor, Bonne Family Key, Digger's License class B
Bosses: Blumbear tanks, Octo-Tank, Bon Bonne

Explore the downtown area's trashcans. You will find 10 Zenny and the Broken Motor. Exit via the North gate (the one marked with "N"). Go up the ramp, and in to the big building--City Hall. Talk to the officer out front, and he'll let you in, after you "wait a moment." After a chat with Amelia (the Mayor of Kattelox Island) and Barrel, you should go back to Roll. Leave the City Hall area, and then rescue Tron from the dog (you talk to Tron, and then the dog). Now leave Downtown, and the arcade. Talk to Roll, and she will go after Barrel. Follow her, through the arcade. Save with Data, and then go to the boss...

BLUMBEAR TANKS

There are three tanks: red, yellow, and blue. Each one specializes in a different stat. Red is attack, yellow is defense, and blue is speed. The goal is to take out the tank with the key. If you take out the robot with the key before you take out the other robot(s), take out the other (so you can get Zenny). Here is how to fight them: If you have your land mines, they will be helpful here. Go for the red tank first. After some shots, the group will split up. Chase after the red tank. If you see any ships, shoot at them as well. If you have land mines, place one right in its path. If you don't, then just strafe around, shooting it. After the red tank is gone, use the same strategy on the blue, then the yellow. After they are defeated, you'll get the Bonne Family Key. Also, if you are low on energy, you can kick (if you have your mines equipped, go to menu, special weapons, de-equip splash mines) a soda machine to get a free life refill ^_^.

Before you can get through the gate, however, you have to battle Tron's new robot: The Octotank. You fight after an... erm ...interesting dialogue ^_^;;

OCTOTANK

As with before, if you need more life, you should kick a soda machine. One thing is VERY important here: try to prevent as many weapons as possible from hitting the buildings. Trust me. Tron has several attacks: Shoot an explosive shockwave at you, shoot bullets at you, spin and shoot bullets at you, and spin and shoot bombs. She can also charge forward. This battle is pretty easy, actually. When she charges at you, get in between the main body, and the legs. Strafe and jump to avoid the rest of her attacks. If you start to get low on health, strafe all around her, shooting. Soon she'll be gone.

Now go talk to Data. Heal, and select "Tell me..." option. Select "What should I do now?" He'll ask you if you have any range boosting weapons. Say no to get a free Range Booster alpha! Make sure to tell him that's he's been a good boy. Save, and go to the next area.

BON BONNE

Before you get to Bon, there are other things you have to deal with. At the beginning, go around destroying the tanks. Then, seek out all of the carriers that are bringing them in. After they are gone, take out the last of the tanks. Again, make sure not TOO many things are destroyed. Now you face Bon himself. This guy is very easy. He has three attacks: Clap, stick his tongue out, and shoot missiles. Simply strafe around him, shooting. That will avoid the first two attacks. With the third, strafe, and jump when they are about to hit you. Easy!

Clozer Woods

Items: Safety Helmet, Digger's License, Flower, Digger's License (Class A)

Now the mayor thanks you. She will give you a Digger's License, which will get you in to the ruins. As you go outside, you will find that Roll has fixed up the support car (not to mention that she is fourteen, and drives =P). You see some police cars go by. First enter the car, and talk to Roll. She'll give you the Walkie-Talkie. Now, follow the police cars, and go to the North gate. Now you'll see some tanks. Strafe around the tank, shooting, to take it out. Go straight and, upon arriving at the large field, turn left. Get on to a high hill, and jump to the plateaus with cannons on them. Go over to the house. Examine the box to get a safety helmet. Enter the house to find the Junk Store couple. Buy an energy canteen, blast unit, and sniper unit. Equip them, and sell your old stuff. De-equip your splash mines, go outside, and kick the soda machine for a free life refill. Jump off the hill and go right. Take out the tanks, and enter the cave-type-thing. Kill the tanks, and go forward. When the grass makes a corner near the end of the path, collect the Flower. Now, go back, and left. Save with Data, and enter...

MARLWOLF

Go forward, killing all of the tanks. When you reach the hill, you will see a cut-scene with Teasel, and then the battle starts. At the beginning, he will charge up and shoot two green plasma balls. Strafe to the side, and jump to avoid them. At the start, get behind him, and shoot at the back of his treads. Dodge him, as well as his attacks. Ignore his remarks, until he says, "Why that little...what does he think he's doing?!" At that point, you know you've beaten the treads. Climb up on to the small rock, then the large one. After you climb up four sets of rocks, take out the tank. With your Sniper Unit, you can take him out by just standing on the rock, and shooting at his hatch when it opens. Or, when it comes by, jump on to the back of it, and shoot the hatch when it opens. Soon enough, the big beast will be destroyed. Also, the cartwheel (over + A) avoids the plasma balls quite nicely. Also, it helps if you jump on the platform to attack it. Also, if you shoot him, and it is a direct hit, keep shooting. He'll hold his head, and you can get MORE damage done.

Once he is gone, start to head back the way you came. As you go out, Roll will ask you to go back to City Hall. Say yes, and you are automatically "transported" there. You also get to see yet another Bonne "plan." Anyways, the mayor asks you to go to the Sub-Gates and explore. Also, she asks you to donate to the city restoration fund. Go ahead, and donate as much as possible.

--3.03: Cardon Forest Sub-Gate--

*Beat the Cardon Forest Sub-Gate

Once outside the Mayor's office, enter the support car. Talk to Roll, and have her do Item Development. She'll make the Helmet out of the safety helmet. Talk to Data, heal, and save. Talk to Roll again, and have her take you to Downtown. In the northwest corner, there is a trashcan that contains the Blumbear Parts. Collect these and head out the West gate. You are now in my favorite area, Uptown. Go in to the big green building (the TV station--KTOX). Here, play the mini-games until you beat round two. BOTH GAMES. See the Mini-Games section for details on these games. Leave this area, and go to the hospital...but don't enter it. Instead, go to the side, and open the garbage can to get a Broken Propellor. Now call Roll. Use the

Item Development to get the Vacuum arm! This is my second favorite weapon (aside from the shining laser.) The Blumbear Parts are used to make the Machine Arm. Upgrade the Vacuum arm as much as possible, and then have Roll take you to Cardon Forest. Before you get out, Talk to Roll, and choose the Talk option. She'll take the Flower. Now leave. Go straight back, through the winding valley, and over to the door. There a woman will tell you about pirates, and leave. So, enter this door. Now you have to take out all of the tanks and cannons, so do just that. At the end of the path, Roll will ram the fence down, leaving you free and clear to enter the Sub-Gate

Cardon Forest Sub-Gate

Items: 2300 Zenny, 300 Zenny, Starter Key x3, Old Doll, Grenade Kit, Spring Set, Old Bone, Yellow Refractor

Bosses: none

Go straight in, and you'll see a refractor! However, it is shielded, and you need to collect the three keys to open it. So continue right, through the door. Go forward, and take out the robot across the ledge. Drop down the ledge, go forward, and right. Examine the hole to get 2300 Zenny. Carry on through the next door. Examine the hole in this room to get 300 Zenny. Take out all of the flying robots, pull the switch, and go out the way you came in. Go right, left, and up the ramp. Go left, and shoot down the bridge. Cross it. Take out the robot, and jump over to his ledge. You will see a golden object lying on the ground. Get it. This is starter key #1. Jump back to the other ledge, and keep going. Shoot down this bridge, and take out the robot before you jump. Jump over there, and enter the door. In here, take out all the robots, and examine the hole to get the Old Doll. Keep going. Go straight, and turn left to get the Grenade Kit. Turn around, and head up the ramp. Now you are faced with ice that cracks when you step on it. If you fall, go down the conveyor belt, and come back up the way you came. Go straight, and left. Now you come to a rusted treasure box. Let it fall, and follow it. It will fall on the conveyor belt. After a bit, it is smashed by the compactor, revealing a key. Grab it. Now go back to the ice. This time, however, you go all the way, ending up at that door on the far end. Enter it. Go over to the ledge to get the Spring Set. Examine the hole at the far end to get the Old Bone, and then enter the door. In this room, you have to press down all of the switches, and get through the barrier FAST. NOTE: You can just step on the switches. You don't have to jump on them. Anyways, turn right, and enter the door. FIRST: get the key that is lying in front of the door. NOW, enter the door. Now you are back in the big room. You should know your way back to the Refractor from here. Go back to it. You have to go up the ramp near the door, shoot down the bridge, and jump from there. Back in this room, step up to the console, and lower the shield. MegaMan grabs the Refractor, and looks around for traps. Now leave the way you came in.

Talk to Roll, and have her do Item Development. You'll get the Grenade Arm, and Jump Springs. Equip the Jump Springs, and go back in. This time, go left, and jump up on to the platform. Go right, and in to the door. Here, go straight to find the Rollerboard. Now, go out, and up the ramp. Examine the two holes to get 820 Zenny and 9240 (!) zenny. Go left, and take out the enemies. Open the treasure chest (left) to get 2180 Zenny. Now go across this area, and open the treasure chest on the far right to get a Buster Unit. Go through the nearest door, and take out the block enemies. Go through the door, take out all the enemies, and go through this door. Enter this next door, and exit to a rather familiar area...

--3.04: Lake Jynn Sub-Gate--

*Defeat the pirates

*Get the Red Refractor

Call Roll, and have her take you to Uptown. Once there, go to the "top" of the place, and enter the Robot Master Gate... er... marina that happens to have Dr. Wily's name on it. Get the 20 Zenny in the box, and enter the main building. Enter here, and then basically turn around to enter the next door. Here you will see the infamous broken down boat. Talk to the construction guy, and he'll call Roll. She'll fix the boat up for you. Talk to Data and SAVE. Now, board the boat. This is gonna be a long ride. Ugh...take out all of the robots, and their missiles. Once they are all gone (much easier said than done), you face the REAL boss of this area...

FROG BOT

At the beginning, defend from the missiles. Soon, Roll will give you the option of retreating. Retreat, and save. Now go back out. You will be taken directly to the frog bot, instead of having to go through the other ordeal again. At the beginning, defend from the missiles, as there is nothing you can do yet. Soon, Roll will start to run away, leaving the frog bot in the distance. A little ways through the canal you go through, you see the frog bot's head pop up. Continue to defend from the missiles. Now you are in a small lake...with nowhere to go. THIS is where the real fight starts. Aim for whatever you can of the following: the arms, or the two cannons on the back. After you take THOSE out, they will resort to the missile shooting again. Now, however, they have that big plasma gun that Teasel is so fond of. Shoot at it when it is charging to stop its attack. Also, don't worry about the missiles. They don't seem to hit you at this point =P

And now for the Lake Sub-Gate

Lake Jynn Sub-Gate

Items: 220 Zenny, Old Hoverjets, starter key x3, Gattling Part, ring, Rapid Striker

Bosses: Bot in a Box

Enter the sub-gate. Enter the door. In here, the vacuum arm comes in real handy. Go through this room, examining the cracks. The first crack you come to gives you 220 Zenny. Carry on. Now you come to a forked path. Go right to get the Old Hoverjets. Go back to the fork and go left, jump, and enter the door. Now you are faced with a new type of Reaverbot. To destroy them, shoot at them until they flip over. Now you can damage them. Go left at the first turn, and go to the end. Here, you'll get a starter key. Now go forward and left to get the Gattling Part. Go back out in the main room, go left, and straight (which would be the right path if you were coming in.) Take the first right, examine the hole, get the Ring, and go back out on to the path. Continue forward, and go through the door. Now you are in a water area. Go through the water barrier, right, through this water barrier, and get another Starter Key. If this place is creeping you out...you're not the only one. Go to the treasure chest on the large pillar in the middle (and when you get near, you hear walking sounds) to get the Joint Plug. Standing in front of the treasure chest, go right, and through this water barrier. In this room, go right. Jump on to the platform, then on to the next one. In the treasure chest is the Starter Key, and in the hole is 5150 Zenny. By this time, that walking sound will probably have caught up with you. Shoot at the Reaverbot when it appears, and track it when it is invisible. Go straight across this room, left, and jump on the platform. Get to the highest level, enter the water barrier, and enter the door. Now for this part. Your best bet is to run AS FAST AS YOU CAN, and dodge the alligators.

When you see two water barriers on either side of you, go left. Enter the door, and go through here. You'll get a Rapid Striker. Come back out and go left. Enter the door at the far end. Now you see a large...box. Ignore it, and enter the door. Grab the refractor, and go back out the door. Now for the boss.

BOT IN A BOX

Yes, I know the name is corny. The trick here is to strafe around, jumping, and shooting. ONLY HIS HEAD IS VULNERABLE TO ATTACK. This way, you'll be able to avoid his "array" of attacks. Mostly, he'll just dive at you. Also, he'll jump, which will create a shockwave. Other than that, he has no other attacks. The shockwaves are easy to jump over.

After he is gone, leave this dungeon. Remember, you have pie waiting on you!

--3.05: Clozer Woods Sub-Gate--

Board the boat, and head back. Right now, talk to the painter. She is on a hill. Tell her she should add some red. Now get in to the support car, and head downtown. Of course, you have to watch as the Flutter is repaired first. Also, make sure to run Item Development. Also, talk to her, and give her the Ring. Equip the skates. Now go to downtown. From there, go to the Apple Market. Here go in to the hipbone beauty parlor, and talk to the Clerk. She'll give you the Lipstick. Go to the Junk Shop, and buy all of the Life Gauges. Also, buy a laser. Equip the Laser in place of the Blast Unit, and sell the blast unit. Now go back to uptown, and talk to the painter. She'll use the lipstick and leave. Now, go to the museum (it looks like a church.) Go up the stairs. You'll see the painter behind her desk. Talk to her, and give her what artifacts you have. Now go back to the TV station, and complete the mini-games. Once you are done, talk to the guy in the corner. He will tell you about his new TV show. Beat his mini-games. Now go to City Hall, and pay for the rest of the damages. Also, give Roll the Music Box. Now there isn't much else to do yet. So, have Roll take you to Cardon Forest. Once there enter the Flutter. Talk to Roll to have her take you to the Clozer Woods Sub-Gate. Before you get out, enter Barrel's room. Open the giant chest to get the Bomb Schematic. Take this to Roll, and have her make it in to the Grand Grenade weapon. Equip that (upgrade it some if you wish), and head in.

Clozer Woods Sub-Gate

Items: ID card x3, 1830 Zenny, 1200 Zenny, Antique Bell, 920 Zenny, Guidance Unit, Tele-lens, 450 Zenny

Bosses: Cerberus Bots, Gesellschaft

Enter the door right in front of you, and jump down the pit. Enter the door to your left. Step up to the yellow panel, and watch Mega's poor reading skills. Turn around, head out this door, and the next one. Go straight after taking out the three reaverbots of this room. Jump in to the pit and enter the door. In this room, collect the treasures from all of the holes (there are holes in the pillars.) Now, jump up on the pillars of the right side of the room. In the treasure chest is an ID card. Now go up the pillars on the other side. This chest contains a guidance unit. Now enter the door to your left. You are back in this room again. Go to the door on the far side. Enter here to fight another Reaver. Take it out, and exam the hole in the wall to get a Tele-lens and another to get 450 Zenny. Leave this room, and go back to the door on the far side. Back in this large room, go over to the "pillar." Enter the door that appears to go in to the pillar. Go right and enter this door. Now you are in an even BIGGER room. Go left

to get another ID card, and go back out in to the room. Here you will see a large platform with a "face" on it. "Talk" to the face to re-activate the power. Now go back through the door you came from. Go straight, and through the door. You are now in some ruins. Go straight through the door, right, and up through the passage that you can see at the top. Here you will get the ancient book. Come out of this passageway, and re-enter the sub-gate. Go right, straight, and left to get a target sensor. Now go straight, left, straight, and left through the door. Go straight, and in to this door. Now you are faced with Spyder Bots. Take them all out. Now it appears to be a dead end. It is. Game over, guide finished. The main gate is never unlocked. ... Just kidding (some more of my dry humor for you =P). Now you will see why I had you bring the Grand Grenade in here. Look on the ceiling. Notice the pattern, and notice that one of the squares is just a square. Throw a grenade at that (you have to look up.) Jump through the ceiling, and enter the door. Go to the elevator, and activate it. After listening to Roll, you will come across the boss. Or should I say, bosses.

CERBERUS BOTS

I call them that because they have three heads between them. This battle is fairly simple. Just strafe around, shooting, and avoiding all attacks. Enjoy your reprieve of easy bosses—you will soon fight two VERY HARD ones. Jumping is also key to winning. Your main enemy in this battle is your fear. There are three of them, and their lunge attacks can be scary. Trust me, though, this is easy. After you take out one, it gets even easier. Make sure to collect everything they drop.

Once they're gone, go through the door. You are back in the generator room. Work your way through this narrow ledge (not THAT narrow, though) until you reach the third and final ID card. Jump off, and enter the door. Go straight, left, and left through this door. Go to the other side of the room, and enter that door. Go up the elevator and in this door. Ignore the Reaverbots, and go straight, and through the door. Here, go right and through this door. You are now back in the control room where we learned MegaMan couldn't read. Step up to the panel and activate it. You see the main gate unlocking. Leave this room; go up the elevator, through the door, and up the elevator. You are now back at the Flutter. Go to Roll's room, and SAVE BEFORE YOU DO ANYTHING. Also, switch your sub-weapon to whatever you want, save again (just in case) and head back to Cardon Forest. On the way back, you run in to the pirates again.

GESELLSCHAFT

Yes you now fight the giant pirate ship. You fight this thing in three stages--first you fight small ships, then you fight the Gesellschaft itself, then you fight a red ship. So, lock on to these enemies, and take 'em out. Now you fight the big...thing. You start out under it. When you get in front of it, they'll start throwing bombs. Shoot these bombs before they get too close to the Flutter. Now you are up near the cannons. Shoot at them before they do too much damage to you. Now shoot at the wing until it goes out of range. When it does, shoot at the underside. If you do it right, you could take out the underside in one go around. Now shoot at the other wing, and these cannons. Now you are back at the first wing. You should be able to take it out this time. Now you are back in the front of their ship. Repeat this process until the three places are taken out. However, there is still one other weak spot. Now you fly upwards, only to find that green plasma thing Teasel is so fond of. Take this out QUICKLY. Now it appears they are finished. They still have a last resort. There is a big difference now--their primary target is you. Jump and try to attack it. Again, jumping/strafing/cartwheeling will help you. The best time to attack it is

when it is using the machine gun. It stops. It is easy to hit then. Also, when they fly over you, it is easy to hit. Soon, it will be gone.

Now you are back at Cardon, and we shall now do the Main Gate!

--3.06: The Main Gate and Sub-Cities--

First, have Roll run Item Development. You should get the Active Buster, and the Sniper Scope, which is a Buster Part. Now have Roll take you to Downtown. Equip any sub-weapon you want, and equip the Omni-Unit and Sniper Scope. Now, go all the way right, and in to the East gate. You are now in the Old City. This is a most desolate place, filled with dogs (which attack you.) Take the south gate out. Talk to the people if you want, then enter the Main Gate...

Main Gate

Items: 10000 Zenny, Buster Unit Omega, Autofire Barrel, Blunted Drill, Shiny Red Stone, 2170 Zenny

Bosses: none

Note: the no bosses should be changed to no bosses YET. We do encounter a boss here later. This is an odd place with even odder music. Go right and straight. Roll will tell you that she doesn't like the looks of this place (that makes two of us.) Anyways, continue down the spiral, and I will point out places of entrance. Remember check all of the holes. Here, in the hole, you will find 10,000 Zenny, as this is the only hole we are going to visit for the time being. Enter the first door that you come to, and open the chest to get Buster Unit Omega. Equip that. Now head back out the door. Enter the next door you come to. Go over to the control panel, and unlock the sub-cities. Now continue on. In this room, you find yourself against a Cerberus bot. Take it out, and enter the hall (NOT THE DOORS). Explore the maze, getting the items, and watching out for the Cerberus bots. In the maze, you should find the Autofire Barrel, Blunted Drill, Shiny Red Stone, and 2170 Zenny. Now leave the Main Gate... for now.

Outside, call Roll, and have her run Item Development. Now it is time for the sub-quests.

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†-----†
|Sub-Quest 1: Helping a pregnant woman|
†-----†

Items: Sun-light
Bosses: None

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Have Roll take you to downtown, then enter the Shopping Arcade. Talk to the man in front of the vegetable store, then leave. Have Roll take you to Cardon Forest. Go to the area behind the Flutter. When you come out in to the field, turn right, and talk to the woman. Take her to the hospital. Exit and re-enter the hospital. In the waiting area, talk to the man [Anna (the woman you brought to the hospital)'s husband]. As gratitude for your actions, he gives you the Sun-light.

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†-----†

|Sub-Quest 2: The Gang's new clubhouse|

†-----†

Items: 200 Zenny, Marlow Shell, X-Buster, Broken
Circuits, Old Heater

Bosses: None

=====

This is a sub-quest we're going to have to come back to. Anyways, have Roll take you to City Hall. Now exit through the North gate to get to Yass Plains. Go straight, right, jump up, and right. Here you will see a cabin. Enter it. Talk to Jim (the big guy), and join the gang. Jim tells you that you need a pickaxe. So, go back to City Hall. Talk to the construction worker near the bank to get his pickaxe. Now go back to Jim. Now he takes the Pick, and says to go do something else while we wait. That is exactly what we're going to do.

AFTER SUB-QUEST 3

Get the 200 Zenny from the trash pail, and enter. Now they need you to get a saw. So go back to our construction friend. He will tell you that he threw his saw away while working on a project downtown. So go downtown (through the South gate). When you enter downtown, you will see a green building behind the entrance to the sub-city. A trash can on the other side of that holds the saw. Take it back to Jim. Now leave.

AFTER SUB-QUEST 4

Talk to Jim, and then investigate the large pile to get a Marlow Shell. Now go to the other Junk Shop (on the hill). Outside of it, you will see a floating Comic Book. Take this back to them to get an X-Buster. Now go to the cave/door where Data was right before you fought the Marlow. Go over to the ruins. From the ruins, go back to the hill. This hill has a tree. Get the Stag Beetle from under it, and take it back to Jim to get the Broken Circuits. Now there is one more thing. Go to City Hall, and have Roll take you back to the Cardon Ruins. Go toward the hill with two trees on it, and check the tree farthest away. Here you'll find the Beetle. Now go back to Jim. He'll give you the Old Heater, and you are done with this sub-quest (finally).

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†-----†

|Sub-Quest 3: Helping a cripple|

†-----†

Items: Flower Pearl

Bosses: None

=====

Go back to the Uptown hospital. Here talk to the young girl in a wheelchair beside Anna's husband. Now talk to the people at the front desk, and enter the door to your right. Talk to the nurse in here to find out about the equipment issue, and then go to City Hall. Talk to the Mayor, and ask her about the hospital's equipment. Pay the 15000 zenny to get the equipment. Talk to the nurse at the counter, and enter the room. Ira will be able to walk again. She will give you the Flower Pearl for your 15000 Zenny that was spent on the equipment.

Now go back to Jim. See sub-quest 2 for that.

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†-----†

|Sub-Quest 4: Police Cases|

†-----†

Items: Plastique, Bomb, Arm Supporter

Bosses: None

=====

Go to the Police station, which should now be finished. Enter the Inspector's office, and talk to him twice. He will tell you that a "little kid with a yellow face dropped something in downtown." So go to downtown. The bombs are always hidden "by a green house" and "on a roof." These locations change, so you have to ask people and really search. Don't sweat it if you miss one. Now go back to the station. Talk to the Inspector, and then leave his room. Re-enter, and he'll give you another case. Now you have to find a bag. You must talk to the following people, who will tell you to go to the following places:

1. Man in Police Lobby - Electronics Shop
2. Electric shop owner - Jetlag Bakery
3. Baker - Library
4. Librarian - Soda Machine
5. Soda Machine Girl - doesn't know; ask around
6. Guy in front of sub-city (talk to him three times) - trashcan

Now go back to the police station, and deliver the bag. He'll give you the Arm Supporter. Now go back to Jim.

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Sub-Quest 5: Explore the Ruins!

Items: See map

Bosses: none

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I won't write a walkthrough on this. However, the maps in this FAQ will help you explore. Anyways, you should gather all of the items. Remember to equip the Drill Arm! Also, the Mystic Orb and Marwolf Shell can make the Shield Arm (y'know...while you're at Roll and everything...I thought I might mention it), the Plastique will make Power Blaster L, and the Bomb will make Power Blaster L, the Flower Pearl and Gattling Part were used to make the Gattling gun.

Once you have all of that, go to the Uptown Museum. Give her all of the items that you have. That should be all of them. Exit this floor, and re-enter. You can see everything that you donated now. Also, talk to the girl in the green dress to get a Prism Crystal. Trust me: There is a good reason you got this. Now have Roll run item development to get the SHINING LASER, the most powerful weapon in the game. Upgrade it as much as possible, then save, and then go back to the Main Gate. But first...SAVE!

Work your way down to the room with the Cerberus in it. Equip Omni-Unit Omega, Machine Gun, and Gattling Gun. From this room, go out the door to the right to get a Generator Part, and then go to the left door. Go through these doors, and you'll be behind the fence of the Old City. Enter the Warehouse. After another humorous scene with the Bonnes, you fight the hardest boss in the game...

BRUNO

As soon as the fence breaks down, RUN!! He shoots bomb from his legs. He has those plasma shoots, and he breaks buildings down just by running in to

them. This battle is easier with the Buster instead of the Shining Laser. Also, hide behind the black portals. They cannot be destroyed. Not much can be said about this battle...just remember to watch all parts of Bruno's body. Remember, cartwheels are the best way to avoid the plasma. Also he shoots rockets from his shoulders. Aim for his head and mid-section. Also the laser can work really well if he is close, and you are on a building.

Once he is gone, you can enter sub-city #1!

I am going to give a generic strategy for all of the sub-cities: you just have to take out all enemies. Then it'll get real quiet, and you go to the tower. Here you will collect the key (watcher, sleeper, dreamer). The sub-cities are located:

1. Old City
2. Downtown
3. Uptown

After you are done with that, there is still another sub-quest. Go to the Flutter, and watch TV ("activate" it). You will see news of a bank robbery. Go to downtown, and shoot at the car the police are chasing. When you destroy it, you get the moneybag. Now you have two choices: walk out the south gate and keep the money (20,000 Zenny) or return it. Keep it. Now it ends...

--3.07: THE FINAL BATTLE--

Enter the Main Gate, and go all the way to the bottom. At the bottom you will see a large door. This is what you needed the keys from the sub-cities for. Unlock the doors, and you will come in to a control room. Here you will see a box. The box is opened and Mega Man Juno comes out. He traps you in stasis and leaves. Teasel and Tron Bonne free you, and tell you to go on. So, continue on. You'll see a HUGE clear refractor, however, it is being held in place. Continue on. The treasure chest you encounter contains a Power Stream. Soon you will come to a large door with Data in front of it. Save, and enter.

MEGA MAN JUNO: FORM 1

This is easy enough. He can lunge at you (strafe), shoot two lasers that spin (jump when one is close), shockwave (jump), shoots one laser arm off at a time (dodge), blue explosion (jump over shockwave). Anyways, just shoot at him, avoiding his attacks. As always, strafe and cartwheel. He is not a fighter, and boy, does it show. Save your shining laser--this guy is easy enough to beat without it

MEGA MAN JUNO: FORM 2

The final battle. Juno's head is now in a giant suit of armor (kinda like Sigma from Mega Man X). This form can charge at you as well, but it has explosions. This form also tries to jump on you, and HE WILL TRY MORE THAN ONCE ON THE SAME ATTEMPT. JUST BECAUSE YOU AVOIDED HIS FIRST JUMP, DOESN'T MEAN THAT HE STOPS. He can wave his hand and cause explosions too. Also, he has one other attack: he shoots out a shockwave, and then starts raining rainbow lasers on you. Simply strafe to avoid these. Use your shining laser whenever possible, and strafe/shoot the rest. He'll be down in no time

Now enjoy the ending!

--IV. Appendices--

--4.01: Bosses--

If you don't feel like going through the walkthrough to find the bosses, here they are!

Name: Club Reaverbot

Location: Mystery Dungeon

Strategy: This battle is fairly easy, with a fairly simple strategy. Shoot at him, and, when he raises his club, press left/right and a to cartwheel out of the way. Repeat until this guy is finished. The bigger they are, the harder they fall, right?

Name: Blumbear Tanks

Location: Downtown

Strategy: There are three tanks: red, yellow, and blue. Each one specializes in a different stat. Red is attack, yellow is defense, and blue is speed. The goal is to take out the tank with the key. If you take out the robot with the key before you take out the other robot(s), take out the other (so you can get Zenny). Here is how to fight them: If you have your land mines, they will be helpful here. Go for the red tank first. After some shots, the group will split up. Chase after the red tank. If you see any ships, shoot at them as well. If you have land mines, place one right in its path. If you don't, then just strafe around, shooting it. After the red tank is gone, use the same strategy on the blue, then the yellow. After they are defeated, you'll get the Bonne Family Key. Also, if you are low on energy, you can kick (if you have your mines equipped, go to menu, special weapons, de-equip splash mines) a soda machine to get a free life refill ^_^.

Name: Octobot

Location: Downtown

Strategy: As with before, if you need more life, you should kick a soda machine. One thing is VERY important here: try to prevent as many weapons as possible from hitting the buildings. Trust me. Tron has several attacks: Shoot an explosive shockwave at you, shoot bullets at you, spin and shoot bullets at you, and spin and shoot bombs. She can also charge forward. This battle is pretty easy, actually. When she charges at you, get in between the main body, and the legs. Strafe and jump to avoid the rest of her attacks. If you start to get low on health, strafe all around her, shooting. Soon she'll be gone.

Name: Bon Bonne

Location: City Hall

Strategy: Before you get to Bon, there are other things you have to deal with. At the beginning, go around destroying the tanks. Then, seek out all of the carriers that are bringing them in. After they are gone, take out the last of the tanks. Again, make sure not TOO many things are destroyed. Now you face Bon himself. This guy is very easy. He has three attacks: Clap, stick his tongue out, and shoot missiles. Simply strafe around him, shooting. That will avoid the first two attacks. With the third, strafe, and jump when they are about to hit you. Easy!

Name: Marlwolf

Location: Clozer Woods

Strategy: Go forward, killing all of the tanks. When you reach the hill, you will see a cut-scene with Teasel, and then the battle starts. At the beginning, he will charge up and shoot two green plasma balls. Strafe to the side, and jump to avoid them. At the start, get behind him, and shoot at the back of his treads. Dodge him, as well as his attacks. Ignore his remarks, until he says, "Why that little...what does he think he's doing?!" At that point, you know you've beaten the treads. Climb up on to the small rock, then the large one. After you climb up four sets of rocks, take out the tank. With your Sniper Unit, you can take him out by just standing on the rock, and shooting at his hatch when it opens. Or, when it comes by, jump on to the back of it, and shoot the hatch when it opens. Soon enough, the big beast will be destroyed. Also, the cartwheel (over + A) avoids the plasma balls quite nicely. Also, it helps if you jump on the platform to attack it. Also, if you shoot him, and it is a direct hit, keep shooting. He'll hold his head, and you can get MORE damage done.

Name: Frog Bot

Location: Lake Jynn

Strategy: At the beginning, defend from the missiles. Soon, Roll will give you the option of retreating. Retreat, and save. Now go back out. You will be taken directly to the frog bot, instead of having to go through the other ordeal again. At the beginning, defend from the missiles, as there is nothing you can do yet. Soon, Roll will start to run away, leaving the frog bot in the distance. A little ways through the canal you go through, you see the frog bot's head pop up. Continue to defend from the missiles. Now you are in a small lake...with nowhere to go. THIS is where the real fight starts. Aim for whatever you can of the following: the arms, or the two cannons on the back. After you take THOSE out, they will resort to the missile shooting again. Now, however, they have that big plasma gun that Teasel is so fond of. Shoot at it when it is charging to stop its attack. Also, don't worry about the missiles. They don't seem to hit you at this point =P

Name: Bot in a Box

Location: Lake Sub-Gate

Strategy: Yes, I know the name is corny. The trick here is to strafe around, jumping, and shooting. ONLY HIS HEAD IS VULNERABLE TO ATTACK. This way, you'll be able to avoid his "array" of attacks. Mostly, he'll just dive at you. Also, he'll jump, which will create a shockwave. Other than that, he has no other attacks. The shockwaves are easy to jump over.

Name: Cerberus

Location: Clozer woods sub-gate

Strategy: I call them that because they have three heads between them. This battle is fairly simple. Just strafe around, shooting, and avoiding all attacks. Enjoy your reprieve of easy bosses—you will soon fight two VERY HARD ones. Jumping is also key to winning. Your main enemy in this battle is your fear. There are three of them, and their lunge attacks can be scary. Trust me, though this is easy. After you take out one, it gets even easier. Make sure to collect everything they drop.

Name: Gesellschaft

Location: Sky (between Clozer gate and Cardon Forest)

Strategy: Yes you now fight the giant pirate ship. You fight this thing in three stages--first you fight small ships, then you fight the Gesellschaft itself, then you fight a red ship. So, lock on to these enemies, and take

'em out. Now you fight the big...thing. You start out under it. When you get in front of it, they'll start throwing bombs. Shoot these bombs before they get too close to the Flutter. Now you are up near the cannons. Shoot at them before they do too much damage to you. Now shoot at the wing until it goes out of range. When it does, shoot at the underside. If you do it right, you could take out the underside in one go around. Now shoot at the other wing, and these cannons. Now you are back at the first wing. You should be able to take it out this time. Now you are back in the front of their ship. Repeat this process until the three places are taken out. However, there is still one other weak spot. Now you fly upwards, only to find that green plasma thing Teasel is so fond of. Take this out QUICKLY. Now it appears they are finished. They still have a last resort. There is a big difference now--their primary target is you. Jump and try to attack it. Again, jumping/strafing/cartwheeling will help you. The best time to attack it is when it is using the machine gun. It stops. It is easy to hit then. Also, when they fly over you, it is easy to hit. Soon, it will be gone.

Name: Bruno

Location: Old City

Strategy: As soon as the fence breaks down, RUN!! He shoots bomb from his legs. He has those plasma shoots, and he breaks buildings down just by running in to them. This battle is easier with the Buster instead of the Shining Laser. Also, hide behind the black portals. They cannot be destroyed. Not much can be said about this battle...just remember to watch all parts of Bruno's body. Remember, cartwheels are the best way to avoid the plasma. Also he shoots rockets from his shoulders. Aim for his head and mid-section. Also the laser can work really well if he is close, and you are on a building.

Name: Mega Man Juno: Form 1

Location: Main Gate

Strategy: This is easy enough. He can lunge at you (strafe), shoot two lasers that spin (jump when one is close), shockwave (jump), shoots one laser arm off at a time (dodge), blue explosion (jump over shockwave). Anyways, just shoot at him, avoiding his attacks. As always, strafe and cartwheel. He is not a fighter, and boy, does it show. Save your shining laser--this guy is easy enough to beat without it

Name: Mega Man Juno: Form 2

Location: Main Gate

Strategy: The final battle. Juno's head is now in a giant suit of armor (kinda like Sigma from Mega Man X). This form can charge at you as well, but it has explosions. This form also tries to jump on you, and HE WILL TRY MORE THAN ONCE ON THE SAME ATTEMPT. JUST BECAUSE YOU AVOIDED HIS FIRST JUMP, DOESN'T MEAN THAT HE STOPS. He can wave his hand and cause explosions too. Also, he has one other attack: he shoots out a shockwave, and then starts raining rainbow lasers on you. Simply strafe to avoid these. Use your shining laser whenever possible, and strafe/shoot the rest. He'll be down in no time

--4.02: "Special / normal Items"--

Name	Location
Blue Refractor	Found in Mystery dungeon
Yellow Refractor	Found in Cardon forest sub-gate

Red Refractor	Found in Lake Jynn sub-gate	
Helmet	Found outside second junkshop in a box	
Jump Springs	Made from item found in Cardon Forest sub-gate	
Jet Skates	Made from an item found in Lake Jyun sub-gate	
Flak Jacket	Bought in stores after beating Bon Bonne	
Kevlar Jacket	Bought in stores after buying the flak jacket	
Kevlar Jacket Omega	Bought in stores after buying Kevlar jacket	
Energy Canteen	Bought in stores	
Adapter Plug	Made from an item found in lake jyun sub-gate	
Citizens Card	Given to you after you save the junk shop guy	
Class B License	Given to you after beating Bon Bonne	
Class A License	Given to you after beating the Marlwolf	
Walkie-Talkie	Given to you by Roll after beating Bon Bonne	
Bonne Family Key	Gotten by destroying the Blumbear tanks	
Cardon Forest Keys	Gotten in the Cardon Forest sub-gate	
Lake Jyun Keys	Gotten in the Lake Jynn sub-gate	
Clozer Woods Keys	Gotten in the Clozer Woods sub-gate	
Sub-city keys	Found in the sub-cities	

Name	What it does/Used in	Where/when you get it	
Hyper Cartridge	Energizes weapon	Bought	
Shield Repair	Repairs shield	bought	
Chameleon Net	Partial camouflage	bought	
Defense Shield	Partial invincibility	bought	
Life gauge	Increases max. life	bought	
Mine Parts Kit	Used in splash mines	after saving junk shop man	
Extra Pack	Restores Life	bought in junk shops	
Broken Cleaner	Used in vacuum arm	apple market cell box	
Broken Motor	Used in vacuum arm	downtown in trash can	
Broken propeller	Used in vacuum arm	uptown in trash can	
Blumbear parts	Used in machine buster	downtown in trash can	
Zetsabre	Used in blade arm	beating beast hunter	
Mystic Orb	Used in shield arm	beating balloon fantasy	
Flower	Give to Roll	found outside of dig site	
Flower Pearl	Used in gattling gun	for helping Ira (cripple)	
Safety Helmet	Used in Helmet	outside 2nd junk shop (box)	
Pick	Given to gang	Construction worker by bank	
Lipstick	Given to painter	Hipbone store in market	
Saw	Given to gang	Trash can downtown	
Bomb Schematic	Used in Grand Grenade	Flutter	
Comic Book	Give to gang	Outside second junk shop	
Stag Beetle	Give to gang	Outside dig site	
Beetle	Give to gang	Area south of Flutter	
Prism Crystal	Used in Shining Laser	Museum (from girl in green)	
Sun-light	Used in omniunit omega	Pregnancy sub-quest	
Music Box	Give to Roll	Winning Straight Course	
Giant Horn	Museum Exhibit	Winning Technical Course	
Broken Circuits	Used in omniunit omega	Got from gangsters	
Marlwolf Shell	Used in Shield Arm	Got from gangsters	
X-buster	Used in shining laser	Got from gangsters	
Old Heater	Museum Exhibit	Got from gangsters	
Bomb	Used in PowerBlasterR	Police side-quest one	
Plastique	Used in PowerBlasterL	Police side-quest two	
Bag	Given to victim	Police side-quest two	
Arm Supporter	Used in spread buster	Police side-quest two	
Trunk	Given to Detective	Police side-quest three	

Old Bone	Museum Exhibit	Cardon sub-gate	
Old Doll	Museum Exhibit	Cardon sub-gate	
Spring Set	Used in jump springs	Cardon sub-gate	
Grenade Kit	Used in grenade arm	Cardon sub-gate	
Old Hoverjets	Used in jet skates	Lake Jynn sub-gate	
Ring	Give to Roll	Lake Jynn sub-gate	
Gattling Part	Used in Gattling gun	Lake Jynn sub-gate	
Joint Plug	Used in Adapter Plug	Lake Jynn sub-gate	
Tele-lens	Used in Sniper Scope	Clozer Woods sub-gate	
Antique Bell	Museum Exhibit	Clozer Woods sub-gate	
Guidance Unit	Used in Active Buster	Clozer Woods sub-gate	
Target Sensor	Used in Sniper Scope	Clozer Woods sub-gate	
Autofire Barrel	Used in Auto Battery	Main Gate	
Blunted Drill	Used in Drill Arm	Main Gate	
Generator Part	Used in Auto Battery	Ruins	
Main Core Shard	Used in OmniUnit Omega	Ruins	
Rollerboard	Used in jet skates	Ruins	
Rapidfire Barrel	Used in machine gun	Ruins	
Pen Light	Used in Blade Arm	Ruins	
Ancient Book	Used in Spread Buster	Ruins	
Old Launcher	Used in Spread Buster	Ruins	
Cannon Kit	Used in Powered Buster	Ruins	
Weapon Plans	Used in Shining Laser	Ruins	
Shiny Red Stone	Museum Exhibit	Ruins	
Shiny Object	Museum Exhibit	Ruins	
Old Shield	Museum Exhibit	Ruins	

--4.03: Mini-Games--

Beast Hunter

Beast Hunter is a game in which you kick a soccer ball at a dog, which is chasing a man. If you hit the man, it is minus one point. There are small dogs, which will come in. If you hit the regular dog with the small dog, you get two points. If you hit the bonus dog (it runs by, flashing when you have the small dog), you get three points.

Prizes:

Rank D- 1000 Zenny
Rank C- 2000 Zenny
Rank B- 3000 Zenny
Rank A- Zetsabre

Balloon Fantasy

Balloon Fantasy is a very fun game. In this, you try to take out all of the red balloons before the time is up. You also have to make sure not to take out too many blue balloons. Every blue balloon takes away one second. This game is much easier if you have a good rapid upgrade.

Prizes:

Rank D- 1000 Zenny
Rank C- 2000 Zenny
Rank B- 3000 Zenny

Rank A- Mystic Orb

Straight Course, left curve course, and Technical Course

Weave your way through the cones. Make sure to take full advantage of the R and L buttons!

Straight course Prizes:

Rank D- 1000 Zenny

Rank C- 1100 Zenny

Rank B- 1200 Zenny

Rank A- Music Box

Left Curve Course Prizes:

Rank D- 2000 Zenny

Rank C- 2100 Zenny

Rank B- 2200 Zenny

Rank A- Omni-Unit

Technical Course Prizes:

Rank D- 3000 Zenny

Rank C- 3100 Zenny

Rank B- 3200 Zenny

Rank A- Giant Horn

--4.04: FAQ--

1Q: Where do I find _____

1A: check the charts

2Q: How do I get in to the sub-city in the old city?

2A: You have to access it through the main gate.

3Q: What is the difference between easy, normal, and hard mode?

3A: Easy mode: every enemy has less HP, and you start out with Buster Max, an item that puts all of your buster stats to a max. Normal is...well...normal. Hard mode: they have more HP and they do more damage. Also, Bruno's life bar goes all the way across the screen.

--4.05: Ending--

*****SPOILERS. READ AHEAD AT YOUR OWN RISK*****

At the end, Juno tells Mega Man that he [Mega Man] is actually Mega Man Trigger, a reaverbot. He is a purifier model, which means that his mission is to destroy malfunctioning reaverbots (which he did.) Juno is a Purifier-Purifier, designed to destroy malfunctioning purifier models. Data, a compilation of Trigger's memories, was used to restore Trigger's memory if something should happen. Data orders a stop on Juno's memory back up, saying that it was malfunctioning, and Trigger would take control of this sector of the world. That said, Eden stops its attack. The mayor thanks them, and then they fly off. Now we are treated to another scene of the Bonnes, then

the game fades out in to the credits.

--4.06: Secrets--

When you beat the game on normal mode, you will unlock hard mode. The difference is that in hard mode, the enemies have more life. Bruno's life bar extends all the way across the screen!

When you beat it on Hard, you get easy mode. Easy mode, has enemies with very little life, plus you start out with Buster MAX, which is a buster part. This will max out all the stats on your buster.

--4.07: Sub-weapons--

sniff no chart for this...

Active Buster:

Items: Guidance Unit.

Description: This weapon shoots a homing missile that tracks the nearest enemy. All of its attributes can be increased, making it a very powerful weapon. When you first see the money required to put this at its maximum, your first word will be "ouch." 990,000.

Blade Arm:

Items: Zetsabre, Pen Light.

Description: Those coming from Mega Man Legends 2 will find that this weapon is not the kick ass weapon it was in Mega Man Legends 2. It has a short range, but is still pretty useful.

Drill Arm:

Items: Blunted Drill.

Description: You can raise the energy of this to unlimited, and this Drill can break through those walls you've always wanted to break through. As a weapon though, it's useless, unless you want to walk right up to the enemy. If you're that stupid...er...crazy, then by all means...

Grand Grenade:

Items: Bomb Schematic.

Description: Shoots out a strong grenade that creates a powerful explosion. Of course, the energy just...goes...down. Much like the Grenade Arm, except this doesn't bounce off a wall.

Grenade Arm:

Items: Grenade Kit.

Description: It shoots out a grenade. If you overshoot, and it hits a wall, it will come right back at you.

Machine Buster:

Items: Blumebear Parts.

Description: This is a pretty good early weapon. It fires off fast machine gun rounds that are useful for boss fights, or numerous enemies. Too bad the energy level doesn't go to the maximum when upgraded.

Powered Buster:

Items: Cannon Kit.

Description: Excellent range, and powerful. Its rapid could use some work... Still, it's a great weapon, as long as your enemy stays still. =P

Shield Arm:

Items: Mystic Orb, Marlowf Shell.

Description: This shields you from an attack, but doesn't last long. Plus, you can't move with it.

Shining Laser:

Items: X Buster, Weapon Plans, Prism Crystal.

Description: The most powerful weapon, when upgraded to the max. The energy can be upgraded to the max, too, and it won't cost nearly as much as the active buster =P. This makes the final boss look like a complete idiot.

Splash Mine:

Items: Mine Parts Kit.

Description: Your first special weapon. TERRIBLE! The only good use for this is for the Blumbear tanks. You lay a mine that explodes when something runs over it.

Spread Buster:

Items: Antique Book, Old Launcher, Arm Supporter.

Description: Instead of throwing grenades, this shoots out grenades, at 3, 5, or 7 at a time, depending on what level you have the Special. Very powerful weapon, but the energy level is low. Really, its only practical use is to take out a powerful enemy.

Vacuum Arm:

Items: Broken Motor, Broken Propeller, Broken Cleaner.

Description: This isn't a weapon, but rather, a tool used to collect shards. Don't underestimate the usefulness of this. When every attribute is maxed, you can collect shards very quickly, from a distance farther than you can shoot. Very useful after destroying an enemy which leaves behind numerous shards, and you can't get to them in time. This is my favorite weapon.

--4.08: Buster Parts--

Name	Attack	Energy	Range	Rapid	Where/What/How
Buster Max	Max	Max	Max	Max	Easy mode
Power Raiser	+1				Mystery Dungeon
Power Raiser Alpha	+2				Bought
Power Raiser Omega	+3				Bought
Laser	+4				Bought
Power Stream	Max				Main Gate
Turbo Charger		+1			Bought
Turbo Charger Alpha		+2			Bought
Turbo Charger Omega		+3			Bought
Turbo Battery		+4			Bought

Auto Battery			Max			Autofire barr./gen.part		
Range Booster				+1		Bought		
Range Booster Alpha				+2		Bought/given by Data		
Range Booster Omega				+3		Bought		
Sniper Range				+4		Bought		
Rapid Fire					+1	Found in Ruins		
Rapid Striker					+2	Found in Ruins		
Sniper Unit			+1		+2		Bought	
Sniper Unit Omega			+2		+3		Bought	
Sniper Scope		+1			+5		Target sensor/tele-lens	
Blast Unit		+1		+2			Bought	
Blaster Unit R		+2		+2		+2	Ruins	
Blaster Unit Omega		+2		+3			Bought	
Buster Unit		+1			+2		Found in Ruins	
Buster Unit Omega		+3			+3		Chest in Main Gate	
Power Blaster L		+2			+1		Bomb threat side quest	
Power Blaster R		+2				+1	Bomb threat side quest	
Omni Unit		+1		+1		+1	Won in left turn course	
Omni Unit Omega		+2		+2		+2	+1 S.light/core/B.circuit	
Triple Access			+1		+1		+1 Found in Ruins	
Gattling Gun		+1		+4		+1		Gatt. part/flower pearl
Machine Gun			+3			+1		Rapidfire barrel

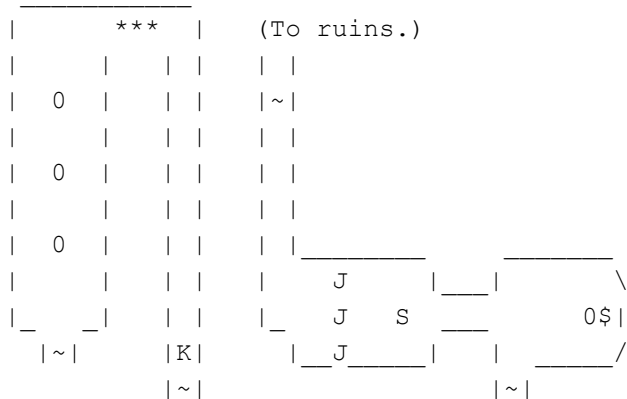
--4.09: Maps--

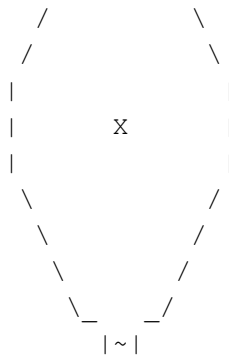
This...could...take awhile.

KEY:

Symbol	Meaning
S	Start (entrance)
=	Door
~	Zone Door (map switch)
number	Item
small letter	Connects maps together
J	You need high-jump boots
D	Drill Wall
0	Switch, button, pillar etc.
*	Barrier
\$	Refractor
^	High Ground
K	Key
X	Boss

CARDON FOREST SUB-GATE





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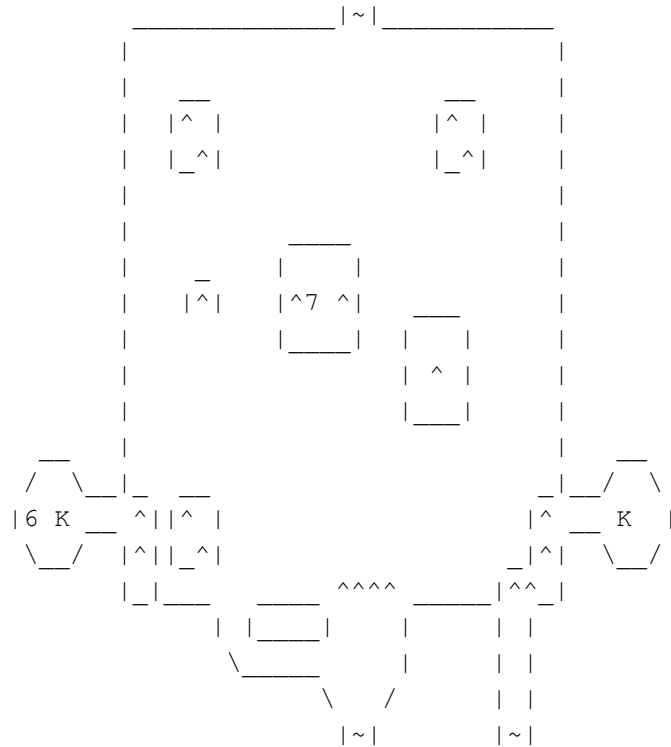


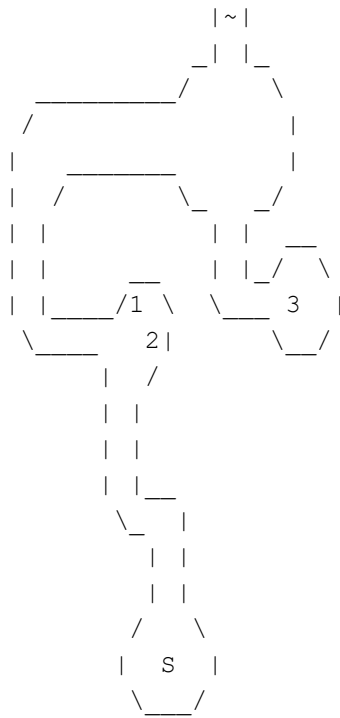
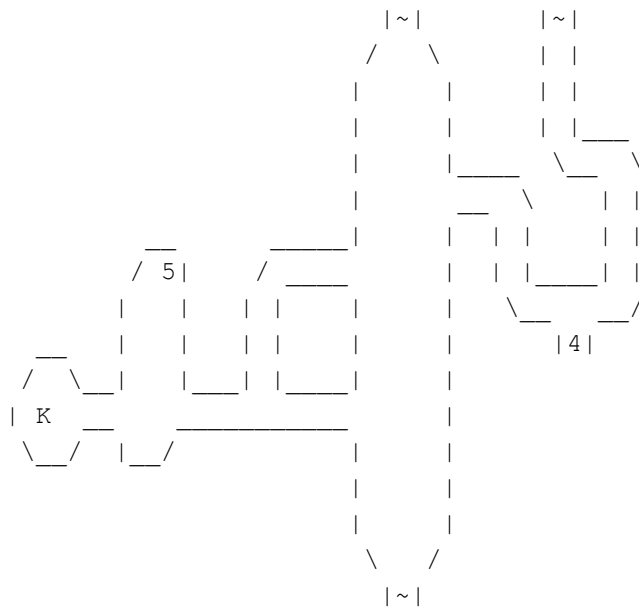
(To ruins)



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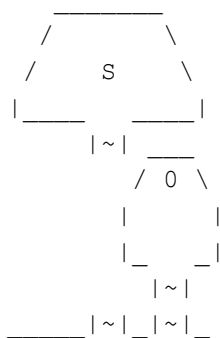


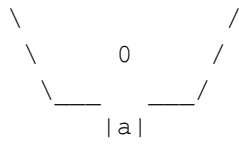


- 1 = 220 Zenny
- 2 = 1240 Zenny
- 3 = Old Hoverjets
- 4 = Ring
- 5 = Gattling Part
- 6 = 5130 Zenny
- 7 = Joint Plug

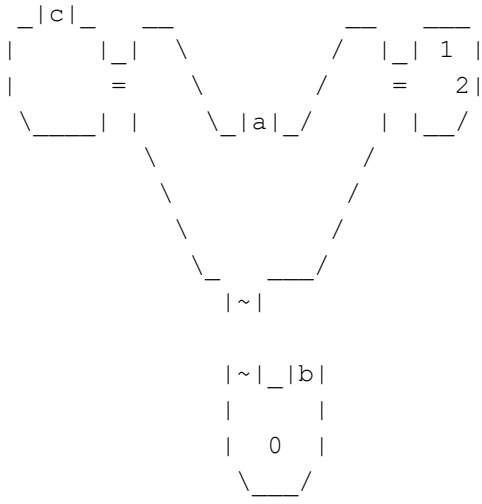
CLOZER WOODS SUB-GATE

1F

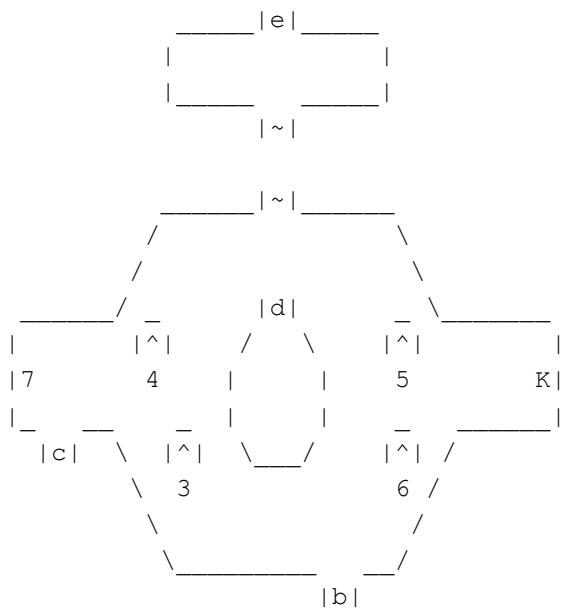




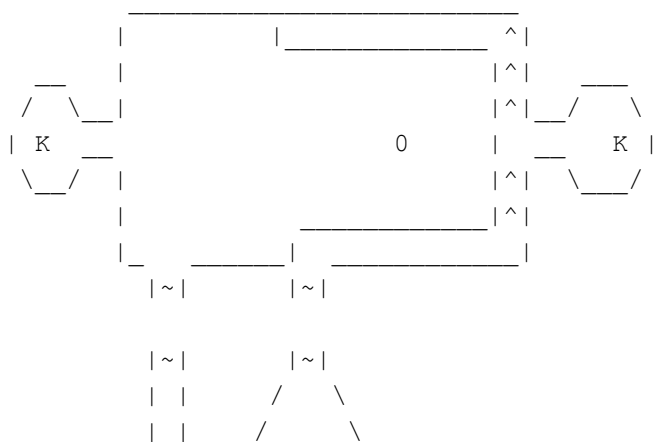
B1

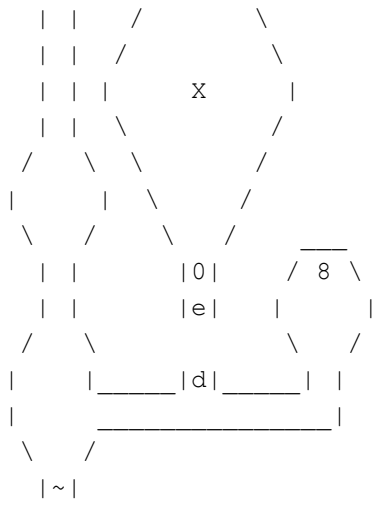


B2



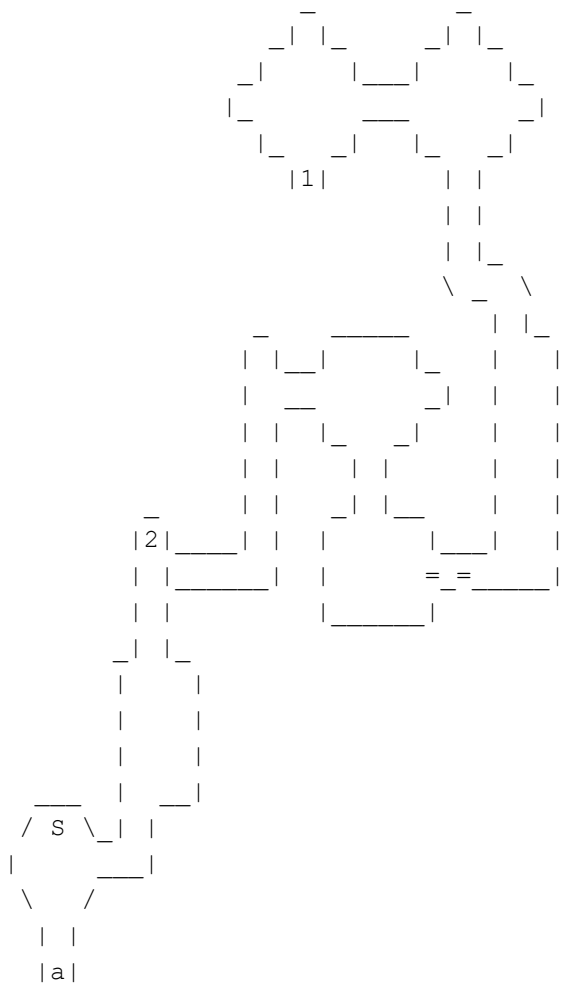
B3





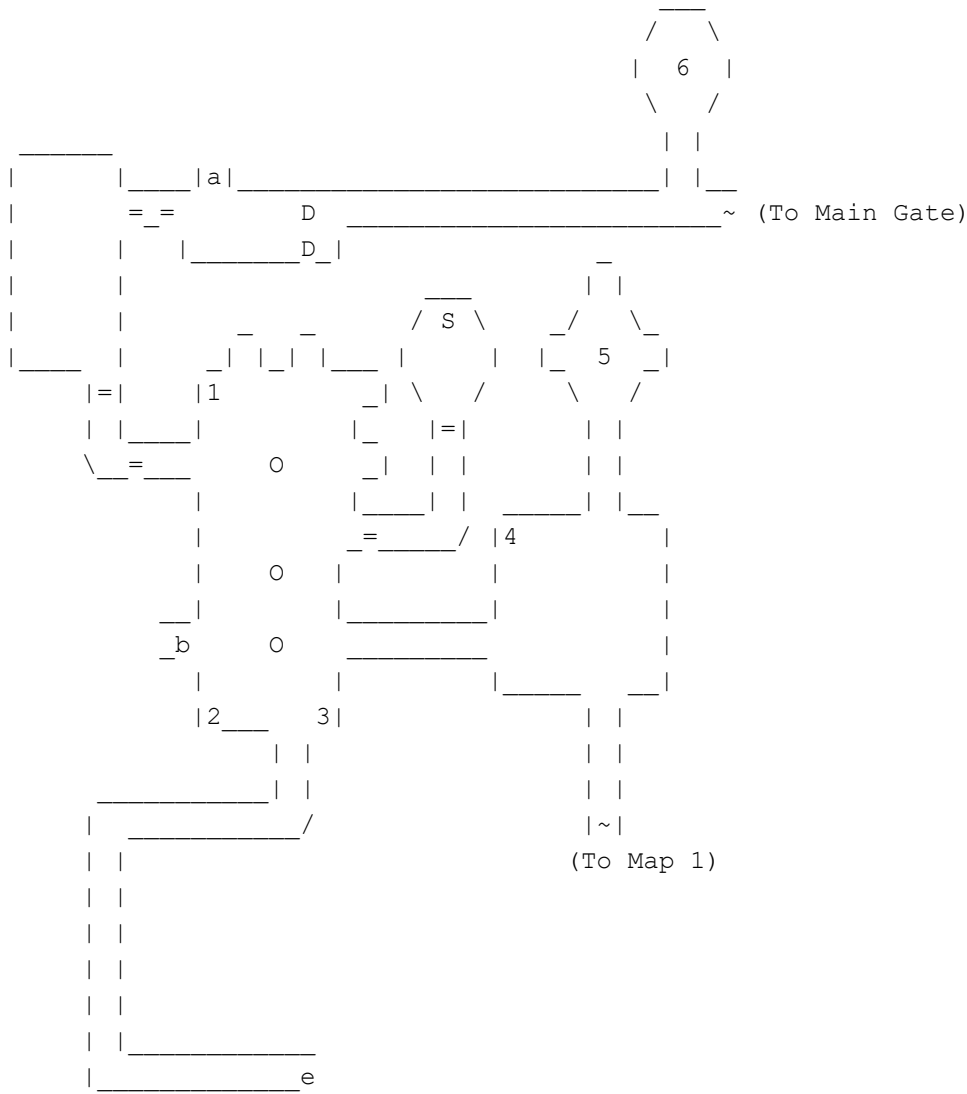
- 1 = Tele-lens
- 2 = 450 Zenny
- 3 = 1840 Zenny
- 4 = 1200 Zenny
- 5 = Antique Bell
- 6 = 920 Zenny
- 7 = Guidance Unit
- 8 = Target Sensor

RUINS BEHIND SHOPPING ARCADE

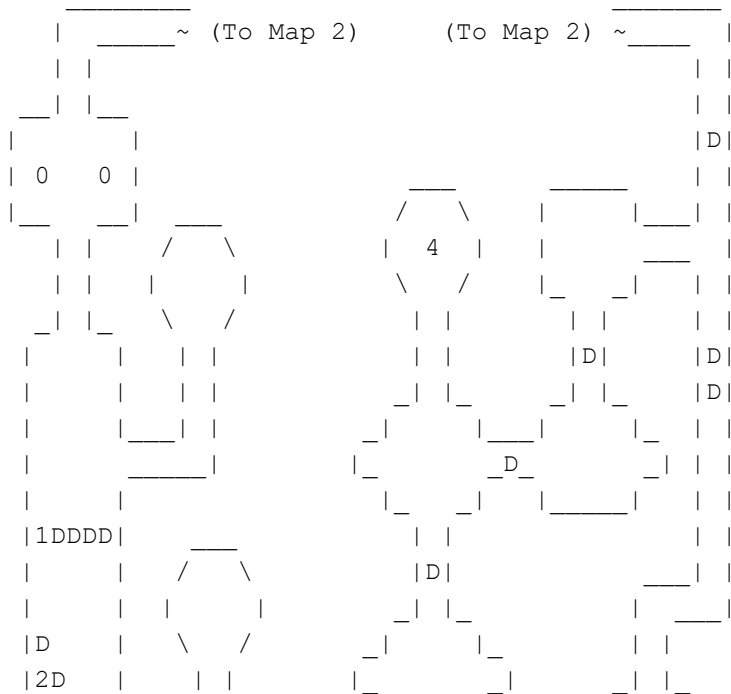


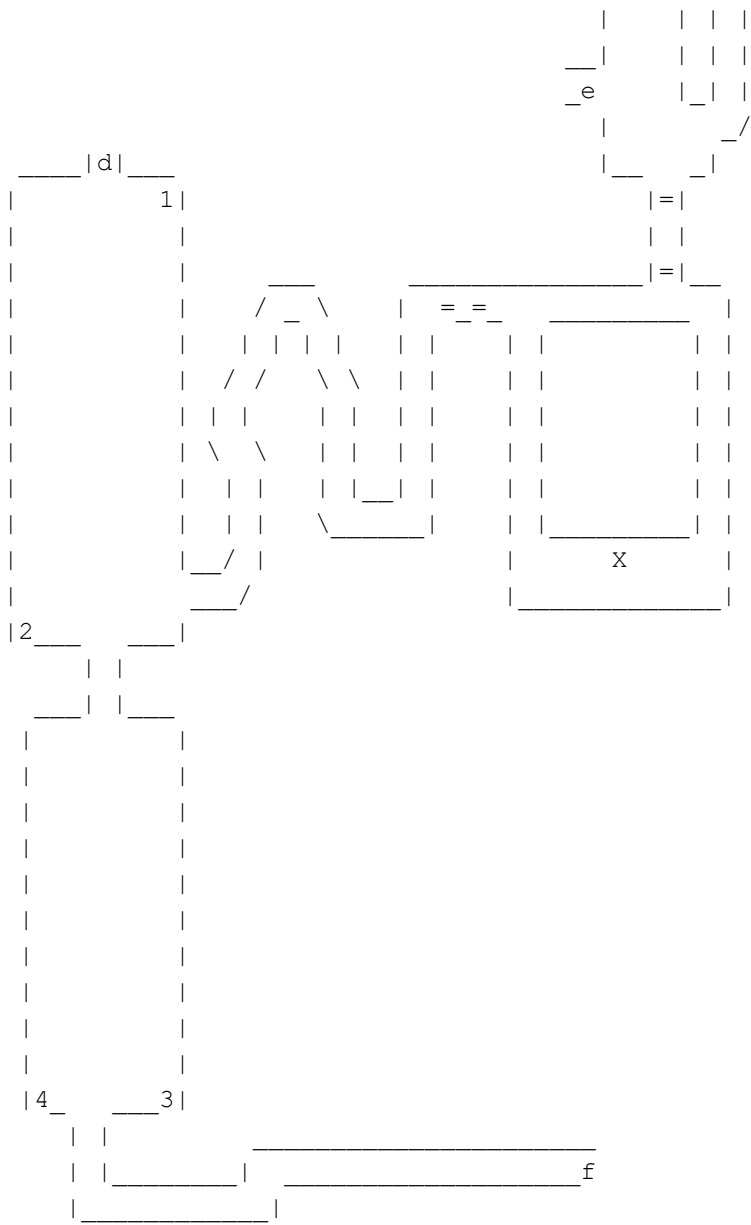
- 1 = Rapid Fire

RUINS BETWEEN FLUTTER AND CARDON SUB-GATE AREAS



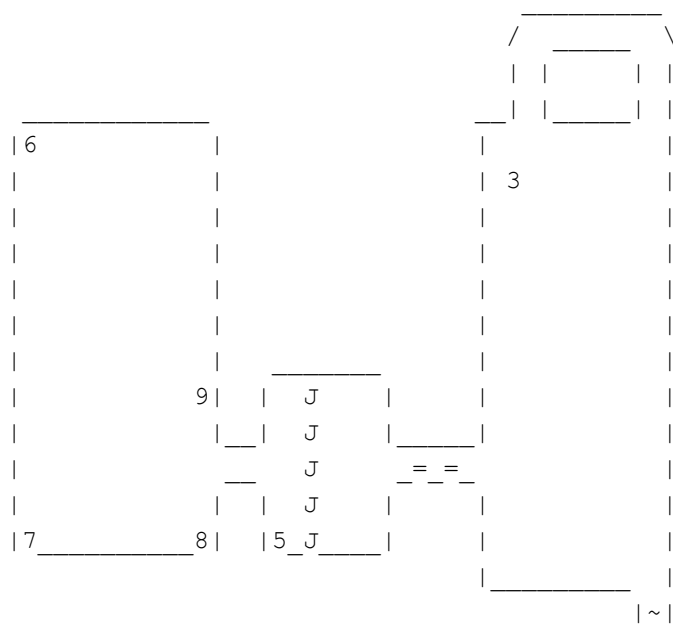
- 1 = buster unit
- 2 = trap
- 3 = 1180 zenny
- 4 = 9240 zenny and 820 zenny
- 5 = a Rollerboard
- 6 = a generator part





- 1 = 2280 Zenny
- 2 = 2840 Zenny
- 3 = 780 Zenny
- 4 = 4520 Zenny

4



-Steve (Psycho Penguin),
(<http://www.gamefaqs.com/features/recognition/9471.html>)

-Dingo (DJellybean) (<http://www.gamefaqs.com/features/recognition/2226.html>)

-AstroBlue (<http://www.gamefaqs.com/features/recognition/4127.html>)

-Alaska Fox (<http://www.gamefaqs.com/features/recognition/7818.html>)

For being such great people, with whom I seem to be able to talk about to a lot. They are all great, and you should check out their work sometime!
Thanks guys!

- VirgilKX (<http://www.gamefaqs.com/features/recognition/2390.html>) for creating his enemy list so I could get the damn spelling right of the Bonne's ship--Gesellschaft

-CJayC for being a great guy, and putting so much time in to GameFAQs

-Me for typing this guide

-Alt + 0175 for help with the charts. Alt + 0175 isn't a person; it's the keystroke that allows a high underscore (an overscore, if you will).
Example: `¯`yay for that.

--5.03: Revision History / What's to come--

Version 1.0- the initial release of this guide. EVERYTHING is done except the walkthrough/bosses (accordingly), which is at right before Lake Jynn's sub-gate.

Version 1.5- Added maps and added up to right before the Clozer Woods Sub-Gate

Version 2.0- Added up to the battle with the Bonne's ship.

Version FINAL - Finished everything up. This guide is now fully complete. I hope you enjoy it.

Version 2.0- Took out my email address and added an ezboard.

What's to come in the next update: nothing

--5.04: "Outro"--

I hope you enjoyed reading it. Check out some of my other work some time.
Thanks! =D

~Meowthnum1