

# Mega Man 64 FAQ/Walkthrough

by SPV999

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## Mega Man 64

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1)- Getting Started

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Mega Man 64 doesn't have very complicated gameplay mechanics, though it has a deep story line and complex dungeons. This is the first Mega Man game to be in 3-D.

Mega Man 64 fits into the same category as the 3-D Zelda's: Not quite RPG, not really Action/Adventure; somewhere in between.

Mega Man Legends (PS1, PC, PSP) and Mega Man 64 (N64) are essentially the same game with minor differences based on the power of the console. The game itself is unchanged.

The game is alternately called Rock Man DASH outside the US.

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1.1)- Controls

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Control Stick/D-pad - Move Mega Man/Turn

Z - Strafe left

L - Strafe Left

R - Strafe Right

A - Jump. Hold for a longer jump

B - Fire Buster Gun

C buttons:

Up: Show Map

Left: Fire Secondary

Down: Press to active context-sensitive. Hold to engage Jet Skates

Right: Hold to free look

Advanced Techniques:

Roll: hold left or right and tap A

Circle fire: Strafe in one direction and hold the control stick in the opposite direction. Hold B.

Jump fire: Jump and press B.

Jet Skates:

After getting the Jet Skates.

Engage: Hold C-down

Speed up: While engaged, press up on the control stick

Slow down: While engaged, press down on the control stick

Drift: While engaged, press R or Z

Sharp Turn: While engaged, pull back on the control stick, hold Z or R, press the control stick slightly in the same direction as Z or R.

Wide Turn: While engaged, push the control stick forward, hold Z or R, Press the control stick slightly in the opposite direction of Z or R.

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1.2)- General Gameplay
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The gameplay in MML is simple enough, as it's more of an Action/Adventure game.

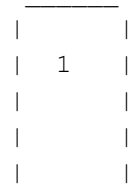
It uses a free-roam system; meaning you can go anywhere in the game at any time provided you don't need an item from the main quest to get there.

Battle's are simple. Enemies are scattered throughout the field and dungeons. You can shoot at them or run past them at any time. If you defeat an enemy, it may scatter items on the field, which you can then run over to pick up.

-----
1.2.1)- HUD
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Your HUD, or Heads Up Display, lets you know what's going on around you. It gives you information that could be critical in a fight or when exploring ruins.

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- 1 - Dungeon Map. This will only appear in Ruins. It marks your current location with an orange arrow, walls with grey, breakable walls in blue, doors in light orange, and exits in green.
- 2 - Shield. There is a small grey outline around Mega Mans health bar. This is a shield. When you're hit, it will absorb some of the damage. You'll see it turn red when hit. When it turns red, you are vulnerable to taking damage. It will normally close after a short period of time, but if you take too much damage it will stay open.
- 3 - Health Bar. This is Mega Man's health. If all of the pink cubes get destroyed by taking damage from enemies, its Game Over. You start out with only 5 cubes of health, but can buy upgrades at the Junk Shop to a maximum of 10 cubes.
- 4 - Enemy Detector. This is normal black, but when an enemy is nearby it will beep then turn spiraling red. This can be useful to alert you to enemies that may be around corners or on a ledge above you.
- 5 - Special Weapon Ammo. This gauge shows how much ammo you have left for your currently equipped Special Weapon. If you have infinite ammo for your weapon, this gauge will turn into a small grey lock.
- 6 - Mega Man. Since this game is in the third-person perspective, you get to see yourself!
- 7 - Buster Gun. This is Mega Mans main weapon. It fires bursts of concentrated energy. Its your base weapon, so it has infinite ammo. You can upgrade this weapon by equipping Buster Parts.
- 8 - Special Weapon. Your current Special Weapon will be on your right arm. Size and shape vary from weapon to weapon.

Zenny is the currency of MML. You use Zenny to buy things at stores or upgrade weapons.

Zenny can be found in caves (in chests or in holes in the walls) or more readily by defeating enemies.

Refractor Shards are the actual currency itself. Each refractor shard is worth a specific amount of Zenny. No, you don't need to take your shards to a bank to get Zenny for them, as the shards themselves are used as money.

Refractor shards are shards of a larger refractor. Refractors are the source of power in this world. They are large crystals that emit enough power to power anything from a car to an entire city. Refractor shards aren't large enough to actually power anything, but are valuable in their own right (they are crystals after all).

The value depends on the color:

Blue: 500  
Purple: 250  
Green: 100  
Gray: 50

How much Zenny you currently have can be viewed at the top of the pause menu.

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### 1.2.3)- Pause Menu

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The pause menu comes up when you press the Start button. It shows everything you've collected in your quest so far, as well as in-game options. It also allows you to pause your game, the timer is still going, but you won't be ambushed by an enemy.

Life: Your life gauge  
Zenny: How much money you currently have  
Time: How long you've been playing this file for

Normal Items: items that aren't essential to your quest.  
Special Items: items that ARE essential to your quest.  
Buster Parts: Parts to enhance your Buster Gun  
Special Weapons: You can't equip weapons through this menu, but you can view what ones you have.

Options: This one is the longest, but also the most worthless.

Turn: Z/R - Control Stick/pad: whether you want turning to be controlled with the control stick or Z and R.

Free Look: Reverse - Normal: This is basically inverted aim or not

Sound: Stereo - Mono: Whether you want to use both speakers on your TV or just one.

Map: On - Off: turns on/off the Ruins map when in Ruins.

Lock-On: On - Off: when on, you can lock on to enemies with Z+R

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#### 1.2.4)- Field Items

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Field items are items dropped by enemies after defeating them on the field.

Field items come in 2 types: Refractor shards and life.

Refractor shards are used as money, while life replenishes your health gauge.

Field items will disappear in a certain amount of time if not picked up. To pick up a field item, simply run into it.

Sometimes an enemy will drop an important item, such as a key. These items will not disappear and must be used to continue your quest.

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#### 1.3)- Friends and Foes

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During your travels you'll meet many people some will want to help you, others not so much.

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Friends:  
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-- Mega Man --

The hero and the person you play as, Mega Man was found by Professor Barrel on a dig. Mega Man has amnesia, and cant remember anything before meeting Barrel.

As almost a Cyborg, Mega Man is gifted with extraordinary strength and prowess in combat.

-- Roll --

Roll is Barrels granddaughter. Her parents disappeared when she was still a baby. She travels around the world with Barrel and Mega Man going on digs, all the while looking for her parents.

Roll is very gifted with machines and can make something out of almost anything.

-- Barrel --

Professor Barrel is a renowned digger and scientist. He's getting on

in years though, and has passed down his knowledge to his granddaughter Roll and adopted son Mega Man.

Barrel's old connections come in handy every so often.

-- Data --

This mysterious little bot was with Mega Man when he was found by Barrel. Mega Man is the only person that can understand what the little monkey says.

Data always knows more than he lets on and is full of advice. He functions as a save point and is the only one who can heal Mega Man.

-- Mayor (Amelia) --

The Mayor is one of Barrel's old friends. She really is quite useless for the most part. She gives you your Diggers License, and enables you to complete several side quests.

-- Junk store couple --

You first meet the wife when you enter Apple Market for the first time. She sends you on a mission to rescue her husband from the Ruins outside of town. As a reward, you get to use their old support car that Roll will later fix-up.

All and all, they're just store clerks. I'm still curious how they happen across some of those really powerful items, even though they are terrible diggers.

-- Inspector --

The so-called "Inspector" is really bad at his job. Serious, he's always sending you out to do his job that he can't seem to figure out how to do. Well, at least you get paid....

-- Wily (Boat Guy) --

Is there anyone on this island who WASN'T a digger in "the old days"?! Petty much he just gives you the boat to get to Lake Jyun Sub-Gate, but he's worth mentioning 'cus of the cool eye patch :)

-----  
Foes:  
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-- Reaverbots --

Reaverbots are mysterious machines that dwell deep underground. No one knows who built them, why they are there, or how they stay functioning.

Reaverbots come in all shapes and sizes. They can be recognized by the characteristic glowing red eye.

-- Tron --

Teisel's sister, she can be seen as Roll's counterpart in the Bonne family. She has a natural talent with machines and builds all of the fantastic devices the Bonnes use from scratch.

She is even responsible for building the Servbots and Bon's robotic shell.

-- Teisel --

The leader of the Bonne family, he really doesn't do much. He just gives orders.

-- Bon --

The brother of Teisel and Tron, he is actually just a baby in a robotic shell. His actual age is unknown, but he can't talk yet... but he can still handle a giant floating robot, so you figure it out.

-- Servbots --

Servbots were made by Tron to do the dirty work of the Bonne family. They are often messengers, scavengers, or low-rank fighters.

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1.4)- Home Base  
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For most of the game, your home base will be a support car you gain access to early on. After you fix the Flutter, that too will become your home base.

To access the Support Car, walk up to the door on the back of it. For the Flutter you have to jump up the boxes next to it and enter the door.

Roll and Data will always be in the home base to support you with various tasks.

While the Flutter can only go to the Clozer woods Sub-Gate, the Support Car can go almost anywhere.



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#### 1.4.1)- Saving

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Saving is probably the most important thing you can do in the base. Talk to Data and select Save. Choose any file to save on, or overwrite one of your old files.

Saving your game means the next time you turn your game on you will be able to start right from that point.

Saving is not limited to the home base. Data can be found a certain points throughout the game (how he got there I'll never know).

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#### 1.4.2)- Healing

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At any place you can find Data, you can heal yourself for free. Talk to Data and select Recharge. This will heal your life gauge up to full and repair your shield if damaged. Reaverbots will also drop orange cubes that you can use to heal.

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#### 1.4.3)- Item Development

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Item development is one of the most important things in the game. By talking to Roll and selecting Item Development, she will take your Normal Items and try to make something out of them.

She'll make either a Buster Part or a Special Weapon. While this isn't necessary to beat the game, it makes the game a lot easier.

For more information about item development and a list of items you can make, see the (real) Item Development section.

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#### 1.4.4)- Help

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You can get tips on where you are suppose to go next by either talking to Data or Roll and selecting Talk.

As you are reading a guide, this Part of the game is pretty useless. If you didn't have a guide, there are some Parts of the game where this could prove useful, I suppose.

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#### 1.4.5)- Weapons

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Weapons are a pivotal Part of the game; as such, they are a large Part of the home base.

Since Item Development has already been covered, lets talk about Special Weapons.

You can only have one Special Weapon equipped at a time. The only way to change out your weapons is by talking to Roll and selecting Change Special Weapon.

Every Special Weapon has a unique feature that will aid you in coming battles. There are a couple points in the game where you have to use a Special Weapon to continue forward.

You can enhance a Special Weapons performance by selecting Enhance Special Weapon. Each weapon has a certain amount of times it can be upgraded, and some weapons (or Parts of weapons) cant be upgraded at all. These upgrades cost Zenny however, and some of them are quite pricy.

For a full list of Special Weapons and their upgrades, see the Special Weapons section.

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#### 1.4.6)- Transport

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This function is reserved for the Support Car (though the Flutter can take you to Clozer woods, that's all it can do).

Talk to Roll and select Transport. A list of places you have been will come up. You can instantly be transported to any of those places. If you haven't been to a place, you cant warp there.

You can also use the Walkie-Talkie to call the Support Car to pick you up.

Now, the car cant go everywhere.

So, here's a list of places it can go:

Note: if a location isn't on this list, it cant go there. Either for transport or pick up.

Support Car:

Cardon Forest

Cardon Ruins

Downtown

Uptown

City Hall

Main Gate

Old City

Flutter:

Clozer Woods Sub-Gate and back

Ship:

Lake Juno and back

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#### 1.5)- Digging

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Digging is a key Part of the game. Heck, it is the game. Digging doesn't actually mean taking a shovel and digging a hole; it means exploring dungeons and caves.

Most dungeons are marked by large dome-like buildings (some more extravagant than others) with a door leading inside.

Inside a dungeon, there are stray Reaverbots to fight, Zenny to collect, and rare treasure that can help you on your quest. Sometimes they are found in large orange chests, others are found in black holes in the wall.

The main walkthrough covers everything in the game, including all of the dungeons and when would be the best time to go through them.

Alternately, see the Side Quest Guide section for a layout of all the dungeons.

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### 1.6)- Side-Quests

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Side-Quests are just as their name suggests: not a main quest, something that does not need to be done to complete the game.

While they aren't important if you just want to beat the game, most Side-Quests are fun and can give you important components or powerful weapons that can help you in the main quest of the game.

For more info on Side-Quests, see the Side Quest Guide section.

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### 1.7)- Buster Gun

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In game its actually just called the "Buster" or "Mega Man Buster" The Buster is your main weapon. It fires concentrated spheres of energy, and has unlimited ammo. It can be augmented by things called Buster Parts equipped in the pause menu.

Stats:

- Attack: How much damage the shots will do
- Energy: How many shots in a row you can fire
- Range: How fare the shots reach
- Rapid: How fast they fire

The higher the bars the better.  
All the stats max is +6 except Rapid which is +4.

A more indepth look at the powerups:

Attack:

- For every attack point, the color and size of the shots change
- +0 Small pink balls
- +1 Medium pink balls
- +2 Large pink balls
- +3 Small green balls

- +4 Large green balls
- +5 Small yellow balls
- +6 Large yellow balls

Energy:

For every energy level up, the number of shots you can fire in a row increases.

- +0 3 shots
- +1 4 shots
- +2 5 shots
- +3 6 shots
- +4 7 shots
- +5 8 shots
- +6 Infinite

Range:

For every range level up, your shots go farther. No graph this time, but if this stat is maxed, your shots will go past where you can see.

Rapid:

For every level up, you will fire faster.

- +0 3 shots per second
- +1 4 shots per second
- +2 5 shots per second
- +3 7 shots per second
- +4 10 shots per second

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2)- Main Walkthrough  
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In a world covered by endless water...  
People are forced to eke out a living on the small patches of land  
that  
remain above the sea...

The people of this world rely on ancient technology driven by quantum  
refractors, a powerful energy source. These refractors lie in ancient  
ruins  
underground and in the sea and are sought out by explorers called  
"Diggers"...

These brave explorers are the sole source of refractor energy which  
has  
become a cornerstone of the emerging civilizations.

Originally, this was the Diggers' only purpose; to find refractors so  
that  
civilization might endure...

However over the years, the story of an incredible treasure, the  
legendary  
Mother Lode, began to be whispered among the Diggers....

The Mother Lode...a treasure so great that were it discovered, it  
would

provide so much power that the world need never fear of running out of energy....

In search of this Mother Lode, Diggers travel from one island to another in their flying machines ever hoping that they'll find what they seek just over the horizon...

Hope...

Despair...

Charity...

Greed...

Duty...

Power...

Who can say what truly motivates the Diggers?

Here we go!

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 2.1)- Starting Ruins
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This place isn't given a name anywhere in the game. So I just refer to it as "the starting ruins."

Enemies: Zakobon, Mirumijee, Cannam

Boss: Hanmuru Doll (broken)

Items: Power Raiser, 560 Zenny

Well this game starts out with a bang huh?

Walk forward to be assaulted by 3 Zakobons that come out of the wall. Continue forward to get ambushed by 2 more Zakobons (even though Roll tells you to turn, you can use what little Zenny you can get).

Now turn back around and take a left (West). Instead of going into the door, take a left and kill the 3 Zakobons there. Turnabout and take another left (West). Don't worry about Roll. Take a right (North). Step on the button at the end of the hall to be blocked in and ambushed by 6 Mirumijees. NOW head back to the door and open it.

There are 3 Zakobons somewhere in and around the pillars. Kill them and go through the door in the north. Keep going until Roll stops you.

Yes, those 3 Zakobons really would have posed a challenge >\_>  
Follow the Zakobons around the hall until you come to an open door on the right. Enter and destroy the large create within.

Back out into the hall and keep going right. You'll find a purple barrier. Just ignore it for now and keep going.

A few steps more and you'll come across a Cannam. Kill it using lock-on and continue through the open door. Jump up on the ledge and destroy the 2 flickering bots on either side of the barrier.

With the barrier down, walk through and open the 2 chests for 560 Zenny and Power Raiser Buster Part.

Now go back to where that barrier was that you passed up before. It should be gone. Roll stops you to talk again (she's only this annoying in the tutorial, really). Enter the door.

--= Hanmuru Doll ==-

- Description:

A huge bot with large spear-like things for arms. This one only has one arm and very little HP.

- HP: ?? (Lower than a standard Hanmuru Doll)

- Attacks:

Explosion:

Smashes its arm into the ground to create an explosion.

- Strategy:

Again, you can mess up horribly and still come out on top in this fight. The best thing you can do is stay right in front of the door you enter and pour fire into him. When he gets close, walk forward by a step or two then barrel roll to the side. Run to the other side of the arena and do the same thing.

- Prize:

Nothing. The only thing you get is to escape the island in one piece.

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2.2)- Crash landing: Kattelox Island  
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-- Cardon Forest --

First things first: talk to Data (the monkey) and save.  
Turn the direction the Flutter's facing. Head that way. You'll get stopped about Part way.

Turn back and talk to the Prof.

Follow the car until you pass an old car, then come to a giant wall with a door guarded by an officer. Enter.

-- Apple Market --

Enemies: None.  
Items: 50 Zenny, Broken Cleaner, 100 Zenny, 20 Zenny.

Welcome to Apple Market! Go around and check all of the boxes and pails. You should come out with 170 Zenny and a Broken Cleaner. Now enter the Junk Shop. Talk to the Lady inside and answer "yes"

Go back out through the S (south) door. Data is standing there if you want to save. Just past him is a broken wall and a small dome thing with a door. Enter the door.

-- Kattelox Ruins ==

Enemies: Zakobon, Mirumijee, Shekuten, Arukoitan, Orudakoitan.

Items: 2600 Zenny,

Your first real dig. As of now, you cant really do much in here. Take a left(East) and follow the hall.

On your way down you will come across 4 Zakobons.

Just past an arrow on the floor that points right there is a hole in the wall. Inspect it for 2600 Zenny. Now follow the arrow. Around the bend is a Zakobon with another one at bottom of the ramp.

After the second Zakobon you'll come to a big room with a bunch of Mirumijees. Destroy all of them then talk to the man on the ledge.

Hop down and enter the door to the east. It's a ramp filled with Shekuten! Don't bother trying to kill them, just rum pasted them into the next hall.

This hall winds around a bit; there are 2 Zakobonds hiding in here as well.

In the next room are 2 Arukoitan and 2 Orudakoitan. Kill the Orudakoitan first. Open the chest in the second room for Rapid Fire Buster Part.

Finally, make your way back out and into the Junk Shop in Apple Market.

-- Apple Market ==

Enemies: None

Items: Mines Parts Kit, Old Car

On your way here, you can talk to Data again to heal and save.

Talk to the Lady again. Answer her question however, it doesn't really matter.

Go back out through the S door.

-- Cardon Forest ==

Enemies: None

Items: Splash Mine, Support Car, Citizens Card.

Talk to Roll.

Talk to her about anything you have questions about.

Leave.

And officer will give you your citizens card.

-- Apple Market ==

Before you start your big adventure through the city, stop off at the Junk Store. Talk to the Lady and buy at least these items:

Energy Canteen  
Life Gauge  
Life Gauge  
Life Gauge  
Life Gauge  
Extra Pack  
Extra Pack  
Extra Pack  
Power Raiser C  
Range Booster C

If you don't have enough Zenny, go back to the Kattelox Ruins to drum some up.

Exit the shop.

Start walking forward and hold down the C down button to walk quietly. Your goal is to sneak up on the three kids by the door.

Go through the door they were guarding.

-- Downtown ==

Enemies: None  
Items: 10 Zenny, Broken Motor,

You'll be greeted with a cutscene. It doesn't make much sense now, but it will later.

Now search the area. You're looking for boxes and pails, as well as to get familiar with the area. The only 2 items you'll actually find at this point are listed above. But you should still get them at least.

Now exit through the N door.

-- City Hall ==

Enemies: none  
Items: None

City Hall is probably the most boring and overly big areas in the game.

Go forward and up the ramps. You're looking for Mayors office. It's the big building with armed guards outside., cant miss it really.

Talk to the guard on the right to get in.

Walk back outside to see Tron being chased by a dog. Follow her into Downtown.

-- Downtown ==

Walk up to her and talk to Tron first, then the dog.



Next head all the way back to Cardon Forest and Roll.

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2.3)- Attack! The Pirate Invasion!

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-- Cardon Forest ==

Talk to Roll to initiate a cutscene.  
Well? Go follow her. You're going to want to save in Apple Market.  
Don't forget to equip your new Buster Parts!

-- Downtown ==

Your first Pirate battle. Enjoy :)

== Blumbear mecs ==

- Description:

Large, cylinder-like tanks.  
One of them holds the key, but which one? Only one way to find out...

The Yellow bot is build for defense and has a lot of HP.  
The Red bot is built for combat and has more attack power.  
The blue bot is built for speed and can move very quickly.

- HP:

Yellow - 1856  
Red - 896  
Blue - 768

- Refractors: 5 x 5

- Attacks:

Road kill:  
Will run into you if you're not paying attention  
Grenade:  
A serve bot will pop the hatch and throw a bomb at you  
Machine gun:  
Fires a machine gun at you

- Strategy:

Don't get to close to there front, as they will hail you with machine gun fire or run over you. Try to get behind them and dodge the bombs while returning fire. Try to focus your attacks on just one of the bots. If you lose track of the one your attacking, no big deal. Wonder around and find another and attack it. The battle may be long, but its not all that hard. I recommend killing all three as you could use the Zenny. If you get beat up too bad, you can grab a drink at one of the vending machines around town.

- Prize:

Some Zenny and a key to continue though to city Hall

--= Drache ==-

- Description:

These are the annoying flying mecs. There are 2 of them during this battle.

- HP: 192

- Refractors: 5 x 5

- Attacks:

Strafing run (machine guns):

Will strafe you with machine gun fire

- Strategy:

They're hard to get a lock on, but have very low defense. They really aren't that much of a threat, but they do get lucky from time to times. Equip a rang-enhancing Buster Part if you have one. Take these down whenever you get a chance, as they can interrupt at the worst possible moment.

- Prize:

Zenny

--= Feldynaught ==-

Let me say this right off: MAKE THIS THING DESTROY THE ENTIRE CITY! AND I MEAN LEVEL IT! It will help greatly in a future side quest. The only building you can leave is the Library.

- Description:

Comes out after you've collected the key from the Blumebear mecs. This large spider-like thing is very formidable foe for this early in the game.

- HP: 4096

- Attacks:

Machine gun:

Fire a machine gun either straight, shotgun, or in a ring as it spins.

Bombs:

Like the machine gun, it will fire bombs either in a straight line, in a ring as it spins, or as a shotgun-mortar (you heard me)

Shockwave:

Fires a large fire-like cone at you

- Strategy:

Keep your distance and try to predict what attack it's going to use next. Most of its attacks can be dodged by rolling at the last second. The machine gun and bombs both have the same movements, but they are also dodged the same way, so that makes things easy.

When it stands straight up it either fire the mortar-shotgun bombs or a machine gun shotgun.

When it crouches down and leans forward it will either fire its machine gun or bombs in a straight line

When it crouches down on all four legs evenly and smoke starts to come out its feet, it's about to spin. When it does so, it will launch either bombs or machine gun fire in a wide arching ring.

Rarely, it will stand straight up then quickly crouch down and lunge its two front legs forward. That's when it fires it's homing shockwave.

For this battle, you actually want this thing to destroy EVERYTHING in the city. Trust me, it will make you life a lot easier for the Bomb Squad side quest later in the game. Overall, you just want to barrel roll constantly and keep the trigger pulled down and locked on.

- Prize:

Nothing. Just the ability to go through the door to City Hall

With that over with, head to City Hall! You might want to talk to Data on your way.

-- City Hall --

The pirate attack continues.

=== Maiberu Haagen mecs ===

- Description:

Red and yellow Tank-like bots.

Their goal isn't to hurt you, but they will run into you if you get in the way. The yellow bots will only attack the regular buildings, while the red ones will go after city hall. The red bots are of more importance, but more so you should focus on the Horunisse.

- HP:

Yellow - 768

Red - 384

- Refractors: 5 x 4

- Attacks:

Pound:

Pounds you with one of its arms (rare)

- Strategy:

For now, aim only at the Red ones. Mostly though, you should focus on the Horunisse.

- Prize:

Zenny

=== Horunisse ===

- Description:

Large V-shaped aircraft. They fly in and out of the area, transporting MHm's. There are 3 total.

- HP: 576

- Refractors: 5 x 5

- Attacks:

Spawn:

Will fly off the field and grab a new Maiberu Haagen mec

Bombing run:

Will fly around you and drop bombs

- Strategy:

These should be your main focus during the pirate attack on city hall. Lock onto them and fire away. There are 3 total, neither of which have a Particular advantage over the other. Track them down, then lock on and fire away. It's easiest to hit them when they come down for a bombing run. They are generally easier to track by standing on the City Hall side of the road that goes past the fountain. Look to the skys to the left and right and you're sure to find one.

- Prize:

Zenny

=== Bon Bonne ===

- Description:

After you save city hall from the rest of the pirates, this guy appears. He looks like a powered up Horunisse.

- HP: 2496

- Attacks:

Missile barrage:

Fires a ring of missiles at you

Clap:

Flies up to you and tries to clamp you

Raspberry:

Sticks its tongue out and tries to spear you

- Strategy:

His attacks are easy to tell aPart:

If he clenches his fists together in front of him, he's about to fire missiles.

If he clenches his fists out beside him, he's about to stick out his tongue.

If he falls back a little bit and opens up his hands beside him, he's about to crush you with a clap attack.

His missile attack is the most deadly, but you can dodge by barrel rolling straight through the ring just before the opening closes. Both the clap attack and tongue attack can be dodged by rolling to the side. Stay locked on and fire at him whenever you're on your feet.

If he gets near a building, he may get distracted and start pounding the building.

This is probably the funniest movie in the game. XD

Ok, after your meet with the Mayor, you'll get your Class B license. Exit to be confronted by Roll and the Support Car.

Go back to Downtown.

Search all of the pails for the Blumbear Parts. Now go back to the car at City Hall.

Talk to Roll to get your Walkie-Talkie. Try Item Development. You should get the Machine Buster. Equip and enhance at least a little (it is cheap). If you don't have much Zenny to spare, don't bother.

Talk to Data, save and heal. Now go behind the Mayors office and enter the door.

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  2.4)- Invasion of Yass Plains
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-- Yass Plains --

Enemies: Gun Batteries, Leopordo.  
Items: Safety Helmet

Kill the tank and go past it to find another tank. Turn right and you should see a building. That's where the Police are hiding. Don't worry about them for now. Keep turning until you see a tank. Take it out and continue around the cliff. You'll run into another tank facing sideways. Destroy it then turn left to find a tank on the other side of the hill near the fence. Kill it.

Now for a very special trick. See the hill with the trees on it that you can walk up to? Get on top of that. Now turn until you are facing the cliff with a gun battery on it (the closest one). Run towards it and jump just as you reach the end of the hill you're on. You should be able to grab onto the cliff the gun battery is on. Take it out and proceed to jump onto the next cliff.

Destroy all 3 gun batteries, then go over to the building. Check the box for a Safety Helmet. Jump down to the right and turn right for the final 2 tanks guarding the exit. Destroy them, but don't go through

the door just yet. Instead, go back to City Hall and have Roll make a helmet out of the safety helmet.

Go back to Yass Plains and destroy all of the tanks again (you'll need the Zenny) and take the exit you passed up earlier.

Take out the 2 tanks ahead and turn right to find Data. Heal and save, but don't go through the door. Instead, turn and destroy the final 2 tanks.

You'll see another dome thing like before. Enter.

-- Kattelox Ruins --

Enemies: Mimic, Orudakoitan, Shekuten

Items: 1780 Zenny, 1510 Zenny, Cannon Kit.

You cant really do much in here, but you can get a new Special Weapon.

Through the first set of doors. Open the chest for some Zenny. Turn about and go through the other doors. Up the ramp.

On the right is a mimic. Destroy it for some Zenny, then examine the hole in the wall for more zenny.

Continue down the hall and through the door.

Ok, there's nothing on ground level that can hurt you, but we're not staying on ground level. Follow this area around until you come to a doorway with a ramp that leads up. Go up.

Before you go onto the bridge, you should be able to jump left and land beside an Orudakoitan. Destroy the two and continue south until you find some Shekuten. Don't bother trying to kill them. Instead, destroy the final Orudakoitan then jump across the two platforms and open the chest.

Alright. We're done here. Go back outside.

-- Yass Plains --

Enemies: Gun Batteries, Leopordo

Items: Flower

Boss: Marwolf

In between the two tanks just outside the ruins, you may see a pink flower. Walk up and pick it. Now go all the way back to City Hall, destroying all the tanks in your way (you'll need the Zenny)

Ok, do and Item development. Equip and fully enhance your new Powered Buster. Don't have enough Zenny? Get some! Oh, and you can "talk" to Roll and give her the flower as well.

With that done, go back to Yass Plains and, again, collect as much Zenny as possible and familiarize yourself with your new weapon.

Head back to where Data was, heal and save, this time enter the door

beside him.

Don't waist your special on these tanks. Destroy them or run past them to initiate the boss Battle.

--= Marlwolf ==-

Recommended Special:

Power Buster for the Marlwolf.

The Machine Buster will help clear out the tanks on your first time through.

- Description:

A huge yellow digging bot made to dig into the Clozer Woods Sub-Gate. All's they really accomplish is stalling you from entering the same Sub-Gate :(

- HP: 1536

- Attacks:

Rasengan (Plasma ball):

A huge green homing ball of energy is shot from the hands

Flying bombs:

Bombs with propellers attached will fly out and fall on you

Grenade:

A Serve bot will come out and try to throw a grenade at you

- Strategy:

Relatively easy to kill, especially if you have the Powered Buster. First, take out the treads of the tank. Next, climb up the Cliff. Once at the top, find a good spot and start shooting at the door on the back of the Marlwolf's head. When he shoots a plasma ball at you, either get up against the wall and dodge at the last second, or stay where you are and jump at the last second.

"The automated fire extinguishers aren't working!!" XD

Jump out of the hole and accept Roll's invite back to City Hall.

-- City Hall ==

Enemies: none

Items: Class A License

Answer the Mayors question however. It doesn't matter.

Talk to the Mayor and rebuild the Police Station if it was destroyed, as well as the Library and the Bank. Don't worry about the houses.

Exit, hop in the car, heal and save.

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## 2.5)- The Mysteries of Cardon Forest!

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-- Cardon Forest --

Enemies: Leopordo, Gun Battery

Items: Broken Propeller

We have some stuff to do before going to Cardon.

Get out of the car and go to Downtown. Find the door marked W.

Your first visit to uptown! On the right is the hospital. Look around for a pail and a box. Inside one of them is the final Part for the Vacuum Arm weapon. Now go back to Apple Market. Buy the Flak Jacket they have (don't forget to equip it).

Now you're ready for Cardon Forest.

Go out to where the Flutter crashed. Get in the car and have Roll make the Vacuum Arm. Enhance it as much as possible, but don't equip it just yet.

Exit can head into the valley opposite the way to Apple Market. Go all the way to the end of this area to find a Lady and a door. Let her talk, then enter.

Select continue on. Roll will get in the- er, I mean "help"

Don't worry about Roll and just destroy all of the tanks (4) and gun batteries (4).

When you destroy the final tank, Roll will say something about a fence. If you look around where the last tank was, you'll see a wood fence blocking the entrance to a ruin.

Now, Roll is going to ram the fence. If you want, you can stand in her way and listen to her apologize. :)

Anyway, keep either the Power Buster or Machine Gun equip and enter the ruins.

-- Cardon Forest Sub-Gate --

Enemies: Foo-roo, Jakkos, Jakko's Nest, Sharukurusu

Items: Key x3, Human Doll, Grenade Kit, Spring Set, Old Bone

Boss: None

Turn East and check the console in front of the refractor. Go back down the ramp and enter the door on the left.

This section is very tricky. Keep an eye out for Jakko's Nest and if you fall prepare for an assault from a Sharukurusu.

Walk to the end of the platform you're on and shoot the Nest across the way. Now turn North and look for a green thing sticking into the air. Shoot it. it should fall over. Use that to reach the next



platform.

Destroy the Nest and jump across the gap to where it was. Look around and you should see a small yellow thing. Pick it up. It's a key. Jump back across, then turn West and jump again. Look for another green bridge followed by another Nest. Enter the door behind the Nest.

This room is full of Foo-roo. Look for a hole on the East side. Keep going into the blue hallway. Turn left and open the chest for the Grenade Kit. Turn around and go up the ramp.

Rolls going to start talking. Ignore her. See the blue tiles? They're ice or glass or something. Anyway, they break when you step on them. This means you need to run quickly across them. Heres where you need to go:

4 forward  
3 left, 2 right, 2 right, 1 left  
Ignore the chest for now.  
Keep going till you reach the door.

Chest on the right contains the Spring Set.  
Just before the door look for a hole in the wall. Dig out an Old Bone.  
Enter the door.

This room is hard. There's an energy barrier at the end of the room. To deactivate it, you have to press the buttons in front off all the glass tubes. Each tube control 1 of the 3 barriers that block the way. The problem is the switches will re-activate after just a few seconds. So you need to hit all three switches and get through the barrier before they reactivate. To do this, you'll need to make good use of the side-step.

Once you're through, grab the key and go out the door.  
Remember the Ice room? Jump down and go back there.

Back yet? Good. Work your way to the chest, then fall through the ice with it. Look east down the conveyer belt. You should see a switch on the wall. Press it and ride on the belt with the chest.

Once you enter the purple room, jump off the chest and fend off the foo-roo. There's a hole in the wall with 300 Zenny in it. The chest will be crushed by the compactor. Grab the key that's left behind and exit through the door.

Turn left to find a hole and 2300 Zenny. Now go around and up the ramp. Jump East towards the door you first came in through. Go up to the console and take the crystal.

Go back west and get on the elevator. Ride back up to the surface.

Get in the car and talk to Roll. Item Development to get you Grenade Arm and Jump Springs.

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2.6)- Interlude: Side-Quest get!  
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This section is completely optional, but fun and well worth your time. If you don't want to do this, skip to the next section.

-- Kattelox Ruins Part 1 ==

Enemies: Miroc, Mirumijee, Arukoitan, Orudakoitan, Mimic, Shekuten, Sharukurusu, Zakobons

Items: Rollerboard, 820 Zenny, 1180 Zenny, Buster Unit, 1620 Zenny, Old Shield, 2280 Zenny, 2840 Zenny, 780 Zenny, 4520 Zenny, Rapid Fire Barrel

Boss: Hanmuru Doll

Save and go back into the ruins.

With your new found jumping ability, turn left and jump on the ledge. Enter the door on the right.

Yup. That's right. You're back in Kattelox Ruins. A hint: Every ruin in the game is connected. Yes, EVERY ruin. The only thing that keeps you from getting into the main gate right now is the lack of a Drill.

Kill the Miroc's and go across the room. Open the chest to find the Rollerboard. Walk back and use the ramp to get to the floor above. Inspect the hole in the wall for 820 Zenny. Continue down the only path.

Destroy the box and the Mirumijee inside as well as the Orudakoitan. Turn left and open the chest for 1180 Zenny. Jump down and kill the two Arukoitan and the remaining Orudakoitan.

The room you're in right now is the room directly underneath the Kattelox Ruins entrance in Cardon Forest. Neat huh?

Jump up to the ledge opposite the one you came down from. The southern chest is a mimic while the north chest contains the Buster Unit. Destroy the two crates near the north chest and take that path.

Destroy the Orudakoitan and Arukoitan. Know where you are? Nor would I expect you to. You're in the same Ruins as when you rescued the Junk man. Don't believe me? Go through a few doors. You'll see.

Anyway, make your way back to where you destroyed the crates. Go back to where the Mimic was and enter the door there. Paste the Shekuten and through the next door. turn right jump and open the chest for 1620 Zenny.

Jump back down and go left. Follow the left wall until you find a hole with the Old Shield inside. Go through the door at the end.

3 Orudakoitans, 3 Arukoitans. Destroy them all. Oh, and the chest right beside you contains 2280 Zenny. Jump up to the chest on the other side for 2840 more Zenny.

Continue down the path and past the spiny crushy things. Up on the ledge there are 2 holes. One contains 780 Zenny, the other 4520 Zenny.

Go through the door and destroy the boxes. Do your best to avoid the

spiny crushy things. Watch out for the Sharukurusu on the other side.

Continue through the door. Up in a chest on the ledge is the Rapid fire Barrel.

Go all the way back to the room with 3 Orudakoitans and 3 Arukoitans (they're gone now, but you should remember the room).

Look around for a door in the east. Follow the winding path and watch out for the 4 Zakobons hidden within. Continue past the spiny crushy things and through the door.

HOLD IT! DON'T MOVE! Wait for our old friend the Hunmuru Doll to go past first. Didn't see that one coming did ya! :P

Ok, once he goes past, follow him and shoot him from behind. Shouldn't be that hard.

Well that was fun :)

Go through the next door and jump off the side and through the door. Past the Shekuten and... We're back where we started! Yay!

This time go through the lower door on the east side and exit the ruins.

You're going to want to call Roll, Heal, Save, and ID for Machine Gun Buster Part.

We're not quite done yet. First, go to Uptown.

-- Museum Side-Quest Part 1 --

Walk down a couple of hills and talk to the person drawing the painting. Tell her "some red" (while "some talent" is funny, it won't advance this quest any). Go back to Apple market and into the woman's clothing store and talk to the clerk. She'll give you some lipstick. Take it back to the painter and she'll open the Museum for you.

Up up, not down yet. Go into the Museum and up the stairs. Talk to her a few times to donate: Old Bone, Human Doll, Old Shield.

There are some very interesting things in the museum, so take some time and look around.

Now go to City Hall.

-- City Hall --

If you contributed to the bank and the Police Department, they should be done and they'll show it to you.

Go into the PD and the inspectors room therein. Talk to him twice and he should give you a mission!

-- Bombs in Downtown Side-Quest --

Hurry to Downtown. As soon as you walk in, a bomb will explode. Now, normally the other 2 bombs are hidden either on top of or beside buildings and it's a pain to get to them before they explode as you have to do some fancy jumping. But since all of the buildings are gone, you should have no problem spotting the bright orange bombs out from the rest of the wreckage. One bomb will give you the item "Bomb" the other "Plastique."

Return to the PD.

Talk to the inspector to be congratulated.

Now its off to Yass Plains!

Oh, also, have the Mayor rebuild downtown. It's pretty important that you do at this point.

-- Secret Hideout Side-Quest Part 1 --

Roam around the area across from the Junk Shop on the cliff. You should see another hut somewhere around there (not the one the police were in).

Some gangsters should be in there. Talk to the yellow one and he'll send you off to get a pick. Go back to City Hall and talk to the construction worker by the bank. He'll give you his pick. Return and give it to your new friends.

HOLD ON! NOT DONE YET!

Return to Uptown.

-- Kattelox TV Side-Quest: Beast Hunter and Balloon Fantasy! --

Ok, go to the TV station (the building on the left). Talk to the purple lady and select either Balloon Pop or Beat hunter.

-- Balloon Fantasy --

For Balloon Fantasy, be sure to have your Buster gun equip with high energy, mid-range, and high rapid

The object is to pop all of the red balloons within the time given. Hit a blue balloon and you're pretty much disqualified.

Prizes and times:

Rank	Time	Prize
D	22:00	1000 Zenny
C	18:00	2000 Zenny
B	16:00	3000 Zenny
A	12:00	Mystic Orb

The trick here is not to move to much. Stay in one place and snipe the balloons as they float by.

-- Beast Hunter --

Beast hunter actually makes use of your otherwise worthless kick ability. The object is to kick the balls at the dog chasing the man. Sometimes a glowing dog will come by worth bonus points, other times you'll be kicking a dog and that's worth bonus points. If you hit the man, its -1 point.

Time limit is 30 seconds.

Prizes and times:

Rank	Points	Prize
D	10	1000 Zenny
C	12	2000 Zenny
B	14	3000 Zenny
A	16	Zetsabre

Again, the trick is to stand still and time your shots. About every fifth shot you'll be given a dog to kick, and about the same time the glowing dog will come out on the field. Try to make the two meet. I've gotten 18 points on this before, so it's more then possible.

Well, you're done here for now.

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But we're still not ready to continue the main quest.

Go back to the secret hideout in Yass Plains.

-- Secret Hideout Sid-quest Part 2 --

Talk to the big guy again to learn they need a saw. Go back to the same worker in City Hall by the bank to learn he trashed his saw in Downtown. Go back to Downtown and search the pails for the saw. Once found, return to the hideout and give it to them

Now go to City Hall and call Roll. Save and ID for: Power Blaster L, Power Blaster R.

Wait for it...

Wait for it...

Ok, we're done. Time to get on with the main quest.

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  2.7)- Trouble at the Lake: The Monster of Lake Jyun!
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Enemies: Zuuf Geleido, Drache  
Items: 20 Zenny  
Boss: Barukon Gelede

Go to the store either in Apple Market or Yass Plains and buy:

Live Pack

Kevlar Jacket

Turbo Battery

Kevlar Jacket Omega

Once you buy this stuff, ensure that the Powered Buster is fully upgraded. Now DON'T SPEND ANOTHER PENNY! You'll need 1,760,000 Zenny by the time you come out of Clozer Woods Sub-Gate. A high price, but worth every penny, trust me. You'll likely have to do a few extra trips down into Clozer Woods Sub-Gate to top off your earnings.

Get in the Support Car again and go to Uptown. You're car should be parked right next to the boat shop.

Go into the shop itself, then exit through the door right beside the door you came in through. Its hard to see. The owner will make a comment about there not being any boats. Don't worry about it.

Talk to the worker just standing there, then call Roll.

This cutscene is pretty funny as well :)

Now you're facing the boat with Data. Save, equip Buster Parts that increase your range and attack (Buster unit and power blaster L should do it) then walk up to the boat and call roll.

-- Boss battle --

Recommended Special:

Nothing really works well against the subs.

For the Barukon Gelede, the Powered Buster works well

After you fix the boat, its off to the Lake Jyun! This isn't a luxury cruise, however. Part way to the Ruins at the lake, you get ambushed by the pirates... again (where are they getting all of this metal?! You would think at this point that it would be cheaper to NOT attack you and forget about the treasure...)

A quick note, there are some Drache flying around, but they are a minor annoyance at best.

=== Zuuf Geleido ===

- Description:

The small subs that ambush you in the lake. More of a nuance than anything. The red ones are more of a threat than the yellow ones.

- HP: 96

- Attacks:

Missiles (Yellow only)

Fires 2-4 missiles at your ship

Torpedoes (Red only)

Fires 2 torpedoes

- Strategy:

They will surface just long enough to attack. This is your chance to take them out. Roll should alert you to where they are in relation to your own ship. Shoot at the missiles in mid-air to detonate them, same with the torpedoes; this will keep your ship safe. The torpedoes are more of a threat, so focus on them first. Defeating all of the subs isn't a requirement for this battle, but it does make things move faster if you kill a lot of them.

--= Barukon Gelede ==-

- Description:

Looks like a giant purple frog. He will assault you after you tangle with the subs for a bit.

- HP:

Core - 1866

Arm - 1024

Gun Battery - 576

- Attacks:

Missiles:

Fires missiles from between it's eyes, rarely hit

Torpedoes?:

It lifts it arms up and shoots something. Doesn't do any damage

Cannons:

3 cannons mounted on the back that fire grenades. Very weak.

Plasma Ball:

Fired from the back of the ship only after you've taken out everything else

- Strategy:

After a few rounds, Roll may give you the option to retreat. If she does, take it, as it will give you time to heal. Anyway, when the battle starts Roll will pilot through a canal. Shoot the missiles out of the sky until you reach the next lake and the battle really starts. Aim for its arms and cannons on the back. Once they're gone, shoot the plasma cannon that appears. Pretty easy battle overall. The Powered Buster works well against the cannons.

It will probably take longer for you to read that text than it will for you to complete the battle.

--= Lake Jyun Sub-Gate ==-

Enemies: Red Zakobon, Guruguru, Foo-roo, Cloaked Sharukurusu, Firushudot

Items: Key x3, 1240 Zenny, 220 Zenny, Old Hoverjets, Gatling Part, Ring, 5130 Zenny, Joint Plug, Rapid Striker,

Boss:

With that done, you should be set down on the island in Lake Jyun. Save a and heal, then enter the ruins.

Enter the door. Watch out for the 3 R.Zakobons around the first bend. You should be in a slightly more open area. Look around for 2 holes in the wall: one with 1240 Zenny and one with 220 Zenny. Continue down the hall.

As you come over the ramp 4 more R.Zakobons will assault you. As you come to a large open room, 2 more R.Zakobons await. Turn south and take the corridor there to get the Old Hoverjets. Go back North and take the door on the ledge.

This area is filled with Guruguru and Foo-roo. Since the payoff is small for both, you can just ignore them.

Take the first passage on the left. Just before the chest (which contains a starter key) turn right and examine the hole in the wall for Gatling Part. Now grab the key and go back to the area with the Guruguru.

You're going to want to go a little bit north and take the passage on the eastern side. Just before the Guruguru, there's another nook with hole and a Ring. Continue down the hall. Take the door at the end.

Don't fall off! Follow the ledge around to get your next starter. Walk to the edge of the ledge. See those "steps" a little ways off on the left? Jump down then jump up those stairs quickly! This area has several cloaked Sharukurusu and some Foo-roo.

One on the ledge take the passage in the west. Oh, and by the way, the door there leads back into the room with the Guruguru. This will make getting out easier than trying to retrace your steps. Anyway, jump to the platform at the end, then turn left and jump towards the chest. Quickly grab the key and the 5130 Zenny from the wall. Why quickly? There's a cloaked Sharukurusu somewhere on that ledge.

Jump back to the small platform you used to jump to the chest. Look Northeast. See the chest? Run and jump to it. It contains the Joint Plug.

Now, if you want, you can exit the ruins, go back to Uptown, and have Roll turn this into the Adapter Plug, which will let you equip 3 Buster Parts. This could be useful against the coming boss. If you're confident in your skills, lazy, or too stupid to know better, don't worry about it and continue on towards the boss.

From the chest, look just a little bit north to see a waterfall concealing another passage. Run and jump to it. Enter the door.

This hall harbors Firushudot. This is the only place you'll find them in the game. That's a good thing. You want to run through this hall as quickly as possible. If one of the Firushudot's gets in front of you and starts blasting Supersonic it could mean trouble. About half way down the hall you should notice a side passage. Take the left one.

You're back in Kattelox Ruins! Told you everything was connected. In fact, if you could just get through some of these walls you'd be in Clozer Woods Sub-Gate. Anyway, follow the passage around and open the



chest for the Rapid Striker then go back to Lake Jyun.

Up the ramp and take a left. Enter the door. Make note of the big yellow thing as you go around it to claim your Refractor.

The look on Mega Mans face is priceless XD

Now go back out and get ready for what Mega Man was waiting for.

-- Boss Fight --

=== Garudoriten ===

- Description:

Giant yellow... thing... You pasted up that yellow pillar on your way to the crystal. Well this is that. It's like one of those little pill things that you put in water and it expands.

- HP: 2048

- Refractors: 24 x 6

- Attacks:

Slide-tackle:

Jumps from the center of the room and slides into you head first

Ground pound:

After slide-tackling, jumps into the air and slams into the ground creating a shockwave that can hurt you

Kick:

If you get to close to it, it will try to kick you

- Strategy:

This bots only weakness is its head, which is only vulnerable from the front. It will walk in a small circle in the center of the room. Get up against the edge of the room and run around the very edge. When you hear the pounding of its feet stop, keep running until you hear a "sheewoop" sound. JUMP! If you don't, you'll get hit with a slide tackle. When you land, face the center of the room. When he touches down, jump to avoid the shockwave and fire a few shots at its head. Repeat.

Well, with that, exit the lake and go back to Uptown (save with Data before you go). Remember, you'll need a lot of Zenny very soon, so kill everything on your way out.

Talk to Roll. She'll drag you into fixing the Flutter.

You're in Roll's Room in the Flutter. This is where you'll spend 90% of your time here.

First, go out and get acquainted with the ship. Its not very big.

You're room is behind the brown door. Nothing to do in there.

Barrels room is the green door. Inside, look for a chest the contains the Bomb Schematic.

Now go back and talk to Roll and go into the R&D room.

ID for Grand Grenade special, Adapter Plug, and Jet Skates.

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2.8)- Interlude: Side-Quest Get Part 2!

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Items: Arm Supporter, Marlwolf Shell, 1960 Zenny, Triple Access,  
Broken Circuits, Old Heater, X-Buster, Flower Pearl, Giant  
Horn, Omni-Unit, Music Box.

This section is completely optional, but fun and well worth your time.  
If you didn't do Side-Quest Get (Part 1), Part 2 isn't going to work  
for you.

From the R&D room, select support car and go to Uptown.

-- Hospital Side-Quest --

We're headed to the hospital. Talk to the girl in the wheel chair and  
answer yes. Now talk to the nurse behind the desk. Use the door and  
talk to the nurse inside the room.

Now we're going to City Hall! As you pass through downtown, they  
should show you the new buildings there.

Anyway, on your way, take some time to get acquainted with the jet  
skates. You'll need to be in a bit.

Go into the Mayors office and talk to her about the hospital  
equipment. This is the ONE TIME you are allowed to spend money until  
after Clozer.

Now exit.

-- Police Side-Quest 2: The Missing Bag --

Head over and talk to the inspector. Now go talk to the green man in  
the lobby. Apple Market here we come! Go into the electronics shop and  
talk to the clerk. To the bakery! Talk to her.

To the Library! Talk. To the Vending machine by City Hall entrance!  
Talk to the green girl there.

Ok, look for a red kid between the library and the vending machine.  
Talk to him 3 times. Now check the trash can for the bag. Yay! Take it  
back to the inspector.

You get the Arm Supporter as a prize.

Now to Yass Plains!

-- Secret Hideout Part 3 --

Talk to your friends again to see that they finished the base. (how  
they did this with a pick and a saw I'll never know...)

Check out the pile of junk for a Marlwolf Shell.

Not done yet! Behind the junk store on the cliff is a comic. Pick it up.

Go deeper into Yass Plains by the Kattelox Ruins entrance (you know, the place you got the Cannon Kit). Look around to find a bug on the ground. Pick it up.

Go into Kattelox Ruins.

-- Kattelox Ruins Part 2 --

Go all the way back to where you got the cannon kit (kind of linear, cant miss it). There should be a door in the room with all of the Orudakoitan. Take it

Jump up onto the ledge and open the chest for 1960 Zenny. Destroy the containers.

In the next room are a bunch of Red Zakobons. Destroy them all, then start searching chests. You should come out with 3 Mimics and a Triple Access. Triple Access makes a fine third attachment for Buster Unit and Power Blaster L.

Now go all the way out of the ruins and way back to Cardon Forest.

-- Cardon Forest --

What you're looking for is going to be all the way past the Flutter and into the Sub-Gate area. Look around on the hill for another beetle.

Now back to Yass Plains for the final time!

Talk to your friends and give them the beetles and the comic. You should walk away with Broken Circuits, Old Heater, and the X-Buster.

Back to Uptown!

-- Hospital Side-Quest ending --

Talk to the clerk again and use the door. Ira will give you the Flower Pearl.

This is quite a hall we've got so far! And we're not even done yet!  
To the TV station!

-- Worlds Fastest Runners Side-Quest --

Talk to the man in the corner with your jet skates equip.  
Say yes.

Take whatever course you want. You'll need to A-rank all of them anyway.

Straight Course:

Rank	Time	Prize
D	12:00	1000 Zenny
C	10:00	1100 Zenny
B	8:00	1200 Zenny
A	7:00	Music Box

Left Curve Course:

Rank	Time	Prize
D	15:00	2000 Zenny
C	12:00	2100 Zenny
B	9:00	2200 Zenny
A	8:00	Omni-Unit

Technical Course:

Rank	Time	Prize
D	25:00	3000 Zenny
C	20:00	3100 Zenny
B	18:00	3200 Zenny
A	16:00	Giant Horn

This Side-Quest is extremely hard. The times for A ranks are insane. The basic premises of this game is to run through all of the red cones in order. Go out of order and you're disqualified. Go over the time limit and you're disqualified.

There are special yellow cones that will freeze the clock for a few seconds. For the A ranks, it is imperative that you hit at least one yellow cone during the run.

As soon as the countdown starts, hold down the jet skates button. Don't touch the control stick until Mega Man starts to lean forward. As soon as he does, press forward and hold it.

Another trick is to use the side-step buttons to make some of the corners. On the Technical course, you don't have a choice but to use those buttons.

It is more then possible to complete the course, though your thumbs will be sore afterwards.

Ok, on with the main quest.

Call Roll and do ID for Shield Arm weapon and Gatling Gun Part. Oh, and at this point you can talk to Roll twice to give her the Music Box and the Ring.

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2.9)- Clozer Woods Sub-Gate: The Gates of Hell

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Enemies: optional  
Items: None

By this point, you probably don't even have half of the 1,760,000 I

told you to get, huh? Well, that's not a total disaster. All's you ACTUALLY need is 1,000,000. You should only be about 40,000 off from that.

To start, head for the Flutter and talk to Barrel. Answer however you want. Let him yack, then go equip you Vacuum Arm. We're going Zenny hunting.

You want to go to Cardon Forest Sub-Gate. Go into the first room with the Jakko's Nests. Destroy them for a ton of Zenny, then go out and jump up the ledge into Kattelox ruins and destroy the Miroc's there. Repeat.

Once you've accumulated around 950,000, you can go back to the Flutter and go to Clozer Woods. However, it wont take you long to get the full 1,760,000. It would only take you about 30-45 minutes.

-- Clozer Woods Sub-Gate --

Enemies: Cannam, Foo-roo, Gorubeshu, Mimic, Miroc, Sharukurusu  
Items: ID card x3, Guidance Unit, 1200 Zenny, 1840 Zenny, 920 Zenny,  
Antique Bell, Target Sensor, Ancient Book, 940 Zenny,  
Tele-lens  
Boss: Karumuna Bash

In the Flutter, talk to Roll and go to the Sub-Gate.

You'll want to equip an explosive weapon. I recommend the Powered Buster. As for Buster Parts, Gatling Gun, Power Blaster L and Omni-Unit work well for me.

As soon as you exit the Flutter you'll be in the ruins. Go through the door and fall down the hole. Now through the Northern door. Examine the console.

Back out into the hole room. This time use the door in the south. There are 3 Sharukurusu in this room. They should prove little threat to you. Go through the door on the left (east). Kill the Sharukurusu, then look on the wall for 2 holes (they're very hard to see). Your prize is the Tele-lens and 940 Zenny.

Now you're going to want to use the door on the right (west) in the pervious room (the middle door will take you to the same place pretty much though). Then through the next door.

Watch out for the Miroc and Gorubeshu in this room. Open the chest for Guidance Unit. Turn and hop down. You should land between 2 pillars. Each will have a hole in it on the south side. 1200 Zenny and 1840 Zenny.

Go to the east side of this room. Again, 2 pillars, 2 holes. Antique Bell and 920 Zenny. Now get rid of the Gorubeshu on the small pillar and use the two to jump to the ledge in the east. Open the chest for an ID card.

Jump back down and use the door in the southern door near the northern door. You should be in a small hallway. This hall if filled with

Gorubeshu, and fighting them in close quarters like this can be hard. Don't use up all of your secondary though.

First head left and open the chest for the Target Sensor. Now go the other way. Ignore the door on the left and keep going till you reach another door. Enter.

There should be a large thing on the right side of the room. This is the generator. Turn it on. Head the opposite direction to find your second ID card. Go back to the hall filled with enemies.

Remember the door you passed up earlier? Go take it now. Should be straight ahead.

Kattelox ruins yet again! Gotta love how that works. Enter the door. Recognize this area? No? You should. To the east is Kattelox Ruins from Side-Quest Get Part 1. To the west is Yass Plains from the Cannon Kit. Enough of that. Up on the ledge is a chest with the Ancient Book. Grab it and go back to Clozer. Use the door in the east.

Enter the door directly across from you. Prepare to battle 3 Cannams. Roll will make a comment about a secret room. She's right. Look on your map to see a purple panel. Look up to see a brown section of ceiling. Aim your explosive secondary up at that Part of the ceiling, then jump up there and use the door.

Take the elevator down.

-- Boss Battle --

Recommended Special:

While I can think of better, the Powered Buster is pretty much your only choice.

Ok, so Cerberus had 3 heads and these are 3 separate dogs, but you get the idea >\_>

These dogs guard the final ID card that unlocks the Main Gate. (The "Gates of Hell" thing will become apparent once you beat the game.)

=== Karumuna Bash ===

- Description:

Very large dog/wolf bots. There are 3: Red, Grey, and Blue.

In Clozer woods, they attack in unison. Each dog doesn't seem to have any Particular advantage over the any of the others.

- HP: 1728 each

- Refractors: 8 x 6

- Attacks:

Take-down:

Jumps towards you and completely tackles you

Flamethrower:

Jumps back and shoots a steam of fire out it's mouth

- Strategy:

They will circle around you. Use some fancy side stepping and control stick work to follow them around in the circle, yet keep at the opposite end of them, allowing you to shoot across the circle at them. If you get to close, they will jump back and breath fire at you. When you are circling them and you see them jump to the side, do a barrel roll to keep from getting tackled.

Enter the door and be careful not to fall off. Open the chest for the final ID card.

The quickest way back is to fall off the ledge and take the door there (this is the generator room). Go down the hall and enter the door in the east. Now you want the door in the south. Ride the elevator up. Enter the door. Enter the door directly across from you. Now the lower door (don't use the elevator). Activate the console.

Go out and take the elevator up. Door. Elevator. And you're back in the Flutter!

Talk to Roll and go into R&D. ID for the Active Buster and Sniper Scope. Change your special to the Active Buster. Now make these upgrades: Max out every thing except energy. Get that to Level 2 (if you can afford it, max it).

Well, you're as prepared as I can make you. Save and try to return to Cardon Forest.

Recommended Special:

Active Buster, fully upgraded if you can.

The pirates attack you again after you activate the Main Gate and start to head back to Cardon Forest.

-- Boss Battle ==

== Gesellschaft ==

- Description:

A large (can I stop saying large now? Seriously, whose every heard of a "small" boss?) green and white air ship. It only has 3 cannons that can actually fire, so its not much a threat to you.

- HP:

Underside - 1024  
Each Wing - 1280  
Gun Battery - 272 (each)  
Bonne Emblem - 1600

- Attacks:

Gun Batteries:

Will pull up beside you and its 3 cannons will fire at you

Plasma Cannon:

After you've taken out everything else, the emblem on the front of the ship will fire plasma balls at you

- Strategy:

The battle technically starts with 5 grey Draches that attack you,

but come on, like they're a threat. After taking out the Draches, you fight the very weak and underpowered Gesellschaft. It will kind of float around you. Just keep pounding its vital points. If it floats beside you, fire at its cannons (not that they can really hurt you). After you take out the wings and underbelly, it will fly directly behind you. Now it will start hitting you with its plasma cannon. Even the plasma cannon doesn't do any damage, really pathetic. Fire right at it until the ship goes down.

- Prize:

You get to fight the even more powerful Fokkerwolf

== Fokkerwolf ==

- Description:

Does it really matter? You cant miss it... Fine. It looks like a giant orange Pterodactyl.

- HP: 2048

- Attacks:

Missiles:

Fires a barrage of 3 missiles at you while flying out of range

Strafing run (machine guns):

Will do a strafing run with its machine guns

- Strategy:

After the Gesellschaft goes down, the much-more-battle-prepared Fokkerwolf comes out. This thing is actually a threat. Keep your eye on it and shoot down the missiles as them come. When it gets ready for a strafing run, lock on and fire. Sometimes it will hover right overhead and fire straight down. That's your chance to inflict serious damage.

With that over, go back into Rolls room.

Let us never speak of that again....

Go back in, heal, save.

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2.10)- The Main Gate: Unlocking the Sub-Cities

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You're almost done!

Go to Old City (E gate in Downtown). Dodge the dogs while heading right until you find gate S. Note that the cat nearest the main gate you can talk to and take home. Why? I don't know. But it couldn't hurt. Pick it up and continue into the Main Gate.



Note that you now need to collect 835,000 Zenny. Not that much, but still. You should only have about 200,000 left, so start saving!

-- Main Gate --

Enemies: Gorubeshu, Red Zakobon  
Items: 10000 Zenny, Buster Unit Omega, 2170 Zenny, Shiny Red Stone,  
Boss: Karumuna Bash

This just spirals down for a long way. Keep going (killing Gorubeshu on the way). Look for a crack in the right wall past the second Gorubeshu. Look inside for 10000 Zenny!

Theres a door past the third Gorubeshu. Enter. Two Gorubeshu's guard a chest. Buster Unit Omega is your prize. Equip this in place of Power Blaster L. Go back out and continue down till you reach the next door.

There should be another generator looking thing around there. Talk to it and Unlock Sub-Cities. Yes, you're sure. Ok, go east and look for the first Karumuna Bash.

Don't worry about the doors just yet and continue down the hall. A R.Zakobon will assault you. When you come to an end, take the right path. Look in the hole for 2170 Zenny. It doesn't matter which way you take next, as you'll still end up face to face with a Karumuna Bash. Now make him come face to face with your Active Buster. After, examine the next hole in the wall for the Shiny Red Stone.

Go back East. Keep going till you find the final Karumuna Bash. Take him out then keep going east. Another R.Zakobon will attack. There should be a hole in the wall and a chest. Grab both the Autofire Barrel and the Blunted Drill.

Now go all the way back to the surface.

Call Roll and do ID for Drill Arm special. Equip and enhance the Drill Arm to its Max.

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2.11)- Side-Quest Get Part 3!

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The final run of Side-Quest. This one definitely pays off the most, but only if you've done the other 2 Parts.

Items: Sun-light, Generator Part, Blaster Unit R, Weapon Plans, Shiny Object, Old Launcher, Main Core Shard, 660 Zenny, 920 Zenny, Pen Light, Prism Crystal

-- Pregnancy Side-Quest --

Go to Apple Market and talk to the guy pacing in front of the fruit. He'll tell you his wife went for a walk. Go back to Cardon Forest and in the area opposite the enterence to Kattelox Ruins hidden behind the ciffs is his wife. Talk to her and take her to the hospital.

Exit the hospital and go back in.  
The man will give you the Sun-Light as a prize.

-- Kattelox Ruins Part 3 ==

This will be our final time down in the ruins \*sniff\*  
I'm not going to bother listing enemies, as  
1) you've already been there  
2) these enemies shouldn't pose any threat to you at all.

To start, go to the very first ruins you ever entered. The one where you rescued the Junk shop owner. This time, from the entrance go South through the door. See the wall on the left? Use your Drill Arm on it. Follow the ramp down to find a chest containing Generator Part.

Don't go through the door as it leads to the Main Gate.  
Go back outside. Next stop: Yass Plains!

Enter Kattelox Ruins in Yass Plains.

Through the door and drill the wall on the right. Hop up on the ledge for Blaster Unit R and Weapon Plans. Jump down and drill out the next wall. Know where you are? That door leads to Clozer Woods Sub-Gate. :)

Ok, drill out the next wall and enter the door. Know where you are now? You're back in the Ruins from Side-Quest Get Part 1.

Work your way up the ramp, past the crushy things, around the bend, past the next crushy things, through the doorway, and through the door.

We're back in the room with the Old Shield. Keep going North until you reach a ledge with an open chest (remember, you've been here). Now go east.

Now, you haven't been here. Behind the Guruguru is a hole. Open for Shiny Object. Now keep going down the hall and through the door.

Know where you are now? You should. You're under Lake Jyun! There are Gorubeshu all over here, so be careful. Go right and drill the wall. Open the chest straight across for the Old Launcher. Continue east and break another wall. Turn right then left to break another wall, but don't continue that way. Instead, turn around and go south down this hall.

One chest contains 5600 Zenny, the other 2 are mimics. Go back North past the wall you destroyed earlier and into Lake Jyun. Remember this? Ha ha. Skate across to the next door.

Follow the path around until you come to more walls. Destroy them and look for a hole in the actual wall behind one of them. It contains the Main Core Shard.

There is another set of walls, but they aren't blocking the way. Destroy them anyway. Another hole behind them contains 660 Zenny. Go west to yet more walls. Behind one of them is a hole with 920

Zenny.

A little farther is a chest that contains the Pen Light.

We're done here. Either go out via the way we came in, or go out through Lake Jyun and take the boat to Uptown.

We're not done with our side quest yet, though!

-- Museum Side-Quest ending --

Bet you forgot about this, huh?

Go back to uptown, into the Museum, upstairs, and talk to the curator.

Give her:

Old Heater

Antique Bell

Giant Horn

Shiny Object

Shiny Red Stone

Now exit the Museum then go back up.

Talk to the green girl to get the Prism Crystal.

You know what that means? Hmmm? SHINING LASER TIME!

Call Roll and do ID for Blade Arm, Spread Buster, Shining Laser, Omni-Unit Omega, Auto Battery.

Quite a lot of stuff!

Change your special to the Laser, then to do whatever it takes to max it out.

Ok. There's only 1 Side-Quest left, and we cant do it right now.

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2.12)- The Sub-Cities: Watcher, Sleeper, and Dreamer.

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Time to get on with the main quest.

Go to Downtown and enter the large black cube near the entrance to City Hall.

In order to open the gates to the Key within a Sub-City, you must first destroy all the enemies.

-- Sub-City: Downtown --

Enemies: Karubun, Large Sharukurusu

I doubt I need to hold your hand anymore. There are 3 Karubun and 3 Large Sharukurusu. Take them both out from the tops of the small buildings.

Once finished, the door to the key will open. Its exactly opposite the door to Downtown.

-- Sub-City: Uptown --

This black box is right inside the door. It's recommended you equip the Active Buster for this one.

=== Gai-nee Tooren ===

- Description:

A very large grey caterpillar or train like bot.

- HP: 768 (each comPartment)

- Attacks:

Spawn:

Opens its rear hatch and spawns an enemy.

- Strategy:

Quickly find it and get behind it. It will walk for a ways then stop and open its rear hatch. Immediately begin pouring fire in. If you damage it quick enough, an enemy wont spawn. Repeat. Eventually, one of the "cars" will explode and the boss will speed up. Keep at it until there is nothing left. He doesn't have any attacks of his own, but he has an even more annoying ability to spawn enemies; Particularly Sharukurusu and Red Zakobon.

The Key is in the large green building to the left of the entrance.

-- Sub-City: Old City --

The final Sub-City. Recommend that you fully max out the Shining Laser before attempting.

Either go all the way down into the Main Gate again (where the dogs and the computer are) or enter the Kattelox Ruins via the entrance in Cardon where you rescued the Junk man (You'll need the Drill Arm, for which you then need to swap back out for the Shining Laser after you use it).

Once in the Main Gate, destroy the purple dog, then go through the east door. Outside. Turn left and enter the large factory door.

=== Bruno ===

Old City needed to be leveled anyway >.>

And you thought the Pirates were dead :P

Believe it or not, Bruno is actually hard. It's about time they built something worth while.

- Description:

Easily the most menacing craft built by the Bonnes.

Bruno is a massive grey humanoid robot. It has way more guns than any other bot in the game, and it knows how to use them.

- HP: 8128

- Attacks:

Plasma balls:

A huge green homing ball of energy is shot from the hands

Cannons:

A bomb is shot from one of the many cannons on Bruno

Missiles:

Missiles launch from the top of Bruno

Machine guns:

Fire machine gun bursts from its legs

- Strategy:

Stay in and around the wreckage of the factory. Use the Sub-City entrances for cover (the only building that cant be destroyed). Wait for Bruno to crush the gate on the left and turn its back to you. Jump out and fire at its exhaust vents on its feet and shoulders, and the spring thing at its waist. You can destroy the missile and cannon turrets all over it, but it wont amount to much as the plasma cannons are the real problem. Dodge as much as possible and don't stray far from the black Sub-City doors. There really isn't any "tell" to its attacks. Its guns and cannons fire continuously, and the plasma balls fire every so-often.

So touching.

... Done? Good, cus its time to blow some more stuff up.

The Sub-city is in the black box you didn't come out of. You can call Roll if you want to heal first.

-- Sub-City ==

Enemies: Arukoitan, Orudakoitan, Karubun,

Look for Orudakoitans on roof tops. Besides that:

Arukoitan: 3

Orudakoitan: 3

Karubun: 4

Get to work!

The key is to the left of the door amongst some other buildings.

It's time for the final Side-Quest if you want...

-- Side-Quest: Police chase through Downtown ==

Go out and check the TV in the main room of the Flutter. You should get an announcement about a car chase in the city. Sick'em boy!

Once in Downtown, you'll want to gun down the red car.

Once the car smokes and stalls, the police car will ram it. walk up and pick up the silver case that came out.

Now you have a choice. You can walk out of Downtown and keep the case (earning 200,000 Zenny and the legendary Black Suit) or give it to the inspector for 20,000 Zenny and you keep your plain old blue suit.

After this side quest, Go back to the empty lot by the Library. There's a new building there! It is built and run by the serve bots. You can't do anything, but it is neat. I guess they had to do something to get their money back from all their stuff you blew up....

Finally, it's time for the Main Gates last secret.

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  2.13)- Main Gate: Mega Man Juno Versus Mega Man Trigger
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-- Main Gate --

Enemies: Karubun, Foo-roo, Guruguru  
Items: Power Stream  
Boss:

Go back to the Main Gate and travel all the way down the spiral. Enter the door at the bottom. There are 3 large doors in this room. Use the Sub-City keys you have to open them. Walk into the room a little bit.

Well, that was... interesting. Mega Man Juno is male by the way... Despite the high pitched voice, purple color, and long hair...

Don't worry about healing, Data waits for you down the hall a little bit.

You're set down right in front of a Karubun. Destroy it quickly then continue around the corner. The chest contains the Power Stream. Continue around. Watch out for the two Gurugurus around the next two bends. Enter the door.

LOOK AT THE SIZE OF THAT REFRACTOR!  
Well, be on your way through the next door. This hall is lined with countless Foo-roo's. Run past them. You're going to want to take the first right. Enter the door at the end.

Heal and save with Data (how the heck did he get down here?!)

Enter the door and await your fate...

The final boss fight is a two Part battle: human form and battle form.

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Human form
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- Description:

Well, you cant really miss him >.>

- HP: ?? (HIGH)

- Attacks:

Shining Laser 1:

Puts his fists together and fires a large laser in a straight line.

Shining Laser 2:

Puts his arms out to the side and fires the lasers while spinning clockwise or counter clockwise.

Shockwave:

Appears in a blue blaze in the middle of the room, then pounds the ground creating a shockwave.

Charge:

Appears near you and charges head first at you

- Strategy:

All of his moves have specific tells:

Shining Laser 1: Yells "Ready?"

Shining Laser 2: Yells "How 'bout this?"

Shockwave: Yells "How 'bout that!"

Charge: Yells "Defend yourself!"

Shockwave is usually done after a Charge. If its not, he wont yell and instead you'll have to listen for the "boom boom boom" of the blue explosions.

When the battle starts, run around the room counter-clockwise. Lock on and fire while running (probably wont hit him, but it's worth a shot). In between his attacks, stand still and fire at him. As soon as he disappears or moves in any way, start running counter-clockwise again. The best time to get a some good shots in is after his charge attack when he uses Shockwave. He'll leave himself open while the shockwave is spreading.

Dodge:

Shining Laser 1: keep running

Shining Laser 2: Run, but keep an eye on the lasers. Jump when they get close.

Shockwave: Jump just as his fists hit the ground

Charge: keep running

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Battle form  
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Battle form appears after you defeat human form. This form is much more ready for combat, yet is slower then human form. Unlike human form, he will not teleport, making him open for attack at all times.

- HP: ?? (VERY HIGH)

- Attacks:

Leap x3:

Juno will leap towards you 2 times then jump back to the center

Charge:

Just like before, he will rush towards you

Shockwave:

Pounds his fists creating a shockwave

Sol:

Creates a huge red ball of energy and throws it at you

Ultimate Destruction:

Room turns red, Juno gathers energy, then crates a shockwave, then summons large lasers to attack you from above

- Strategy:

This form is much larger and more powerful, so stay sharp. Just like before, you're going to want to run counter-clockwise around the room while firing at him. in between his attacks, face the center of the room and start firing. As soon as he moves, RUN! Again, his attacks all have good tells:

Leap x3: Will leap into the air with a "wa-key-wa" sound

Charge: Yells "Are you ready?"

Sol: Yells "How 'bout this!?"

Shockwave: Yells "Take this!"

Ultimate Destruction: The room will turn red

Unlike before, Sol is normally done after a charge, not a shockwave. Ultimate Destruction doesn't become available to him until after you get his HP down past half.

Dodges:

Leap x3: keep running

Charge: keep running

Sol: hold your ground then run and roll at the last second

Shockwave: Jump

Ultimate Destruction: Jump over the shockwave, then run from the lasers

All and all, this is still an easy battle. Once you learn his pattern, it becomes really easy to dodge. The best time to attack him is while he's charging Sol, UD, while your jumping over a shockwave, or when he lands from is third jump in Leap x3.

What Data says will make almost no sense unless you play Mega Man Legends 2. What you basically need to know is this: Data is your memory (Mega Man has amnesia, remember?). Mega Man also has a close tie and a high rank within the Reaverbot army.

To actually leave and see the credits (and unlock some stuff if you're eligible) talk to Roll.

It's good to watch all of the credits. You get a funny scene with the Bonnes, and you get a new mode unlocked if you're eligible!

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3)- Side Quest Guide  
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All of these are totally optional.

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3.1)- Kattelox Ruins Part 1  
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Eligible for it: After Cardon Forest Sub-Gate  
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Enemies: Miroc, Mirumijee, Arukoitan, Orudakoitan, Mimic, Shekuten,  
Sharukurusu, Zakobons  
Items: Rollerboard, 820 Zenny, 1180 Zenny, Buster Unit, 1620 Zenny,  
Old Shield, 2280 Zenny, 2840 Zenny, 780 Zenny, 4520 Zenny,  
Rapid Fire Barrel  
Boss: Hanmuru Doll

Go into the Cardon Forest Sub-Gate.

With your new found jumping ability, turn left and jump on the ledge.  
Enter the door on the right.

Yup. That's right. You're back in Kattelox Ruins. A hint: Every ruin  
in the game is connected. Yes, EVERY ruin. The only thing that keeps  
you from getting into the main gate right now is the lack of a Drill.

Kill the Miroc's and go across the room. Open the chest to find the  
Rollerboard. Walk back and use the ramp to get to the floor above.  
Inspect the hole in the wall for 820 Zenny. Continue down the only  
path.

Destroy the box and the Mirumijee inside as well as the Orudakoitan.  
Turn left and open the chest for 1180 Zenny. Jump down and kill the  
two Arukoitan and the remaining Orudakoitan.

The room you're in right now is the room directly underneath the  
Kattelox Ruins entrance in Cardon Forest. Neat huh?

Jump up to the ledge opposite the one you came down from. The southern  
chest is a mimic while the north chest contains the Buster Unit.  
Destroy the two crates near the north chest and take that path.

Destroy the Orudakoitan and Arukoitan. Know where you are? Nor would I  
expect you to. You're in the same Ruins as when you rescued the Junk  
man. Don't believe me? Go through a few doors. You'll see.

Anyway, make your way back to where you destroyed the crates. Go back  
to where the Mimic was and enter the door there. Paste the Shekuten  
and through the next door. turn right jump and open the chest for 1620  
Zenny.

Jump back down and go left. Follow the left wall until you find a hole  
with the Old Shield inside. Go through the door at the end.

3 Orudakoitans, 3 Arukoitans. Destroy them all. Oh, and the chest right beside you contains 2280 Zenny. Jump up to the chest on the other side for 2840 more Zenny.

Continue down the path and past the spiny crushy things. Up on the ledge there are 2 holes. One contains 780 Zenny, the other 4520 Zenny.

Go through the door and destroy the boxes. Do your best to avoid the spiny crushy things. Watch out for the Sharukurusu on the other side.

Continue through the door. Up in a chest on the ledge is the Rapid fire Barrel.

Go all the way back to the room with 3 Orudakoitans and 3 Arukoitans (they're gone now, but you should remember the room).

Look around for a door in the east. Follow the winding path and watch out for the 4 Zakobons hidden within. Continue past the spiny crushy things and through the door.

HOLD IT! DON'T MOVE! Wait for our old friend the Hunmuru Doll to go past first. Didn't see that one coming did ya! :P

Ok, once he goes past, follow him and shoot him from behind. Shouldn't be that hard.

Well that was fun :)

Go through the next door and jump off the side and through the door. Past the Shekuten and... We're back where we started! Yay!

This time go through the lower door on the east side and exit the ruins.

=====  
3.2)- Kattelox Ruins Part 2  
=====

-----  
Eligible for it: After you complete Cardon Forest Sub-Gate  
-----

Enemies: Orudakoitan, Red Zakobon, Mimic  
Items: 1960 Zenny, Triple Access

Enter the ruins for the Yass Plains

Go all the way back to where you got the cannon kit (kind of linear, cant miss it). There should be a door in the room with all of the Orudakoitan. Take it

Jump up onto the ledge and open the chest for 1960 Zenny. Destroy the containers.

In the next room are a bunch of Red Zakobons. Destroy them all, then start searching chests. You should come out with 3 Mimics and a Triple Access. Triple Access makes a fine third attachment for Buster Unit and Power Blaster L.

Now go all the way out of the ruins.

=====  
3.3)- Kattelox Ruins Part 3  
=====

-----  
Eligible for it: after you get the Drill Arm  
-----

Items: Generator Part, Blaster Unit R, Weapon Plans, Shiny  
Object, Old Launcher, Main Core Shard, 660 Zenny, 920 Zenny,  
Pen Light

This will be our final time down in the ruins \*sniff\*  
I'm not going to bother listing enemies, as  
1) you've already been there  
2) these enemies shouldn't pose any threat to you at all.

To start, go to the very first ruins you ever entered. The one where  
you rescued the Junk shop owner. This time, from the entrance go South  
through the door. See the wall on the left? Use your Drill Arm on it.  
Follow the ramp down to find a chest containing Generator Part.

Don't go through the door as it leads to the Main Gate.  
Go back outside. Next stop: Yass Plains!

Enter Kattelox Ruins in Yass Plains.

Through the door and drill the wall on the right. Hop up on the ledge  
for Blaster Unit R and Weapon Plans. Jump down and drill out the next  
wall. Know where you are? That door leads to Clozer Woods Sub-Gate. :)

Ok, drill out the next wall and enter the door. Know where you are  
now? You're back in the Ruins from Side-Quest Get Part 1.

Work your way up the ramp, past the crushy things, around the bend,  
past the next crushy things, through the doorway, and through the  
door.

We're back in the room with the Old Shield. Keep going North until you  
reach a ledge with an open chest (remember, you've been here). Now go  
east.

Now, you haven't been here. Behind the Guruguru is a hole. Open for  
Shiny Object. Now keep going down the hall and through the door.

Know where you are now? You should. You're under Lake Jyun! There are  
Gorubeshu all over here, so be careful. Go right and drill the wall.  
Open the chest straight across for the Old Launcher. Continue east and  
break another wall. Turn right then left to break another wall, but  
don't continue that way. Instead, turn around and go south down this  
hall.

One chest contains 5600 Zenny, the other 2 are mimics. Go back North  
past the wall you destroyed earlier and into Lake Jyun. Remember  
this? Ha ha. Skate across to the next door.

Follow the path around until you come to more walls. Destroy them and look for a hole in the actual wall behind one of them. It contains the Main Core Shard.

There is another set of walls, but they aren't blocking the way. Destroy them anyway. Another hole behind them contains 660 Zenny. Go west to yet more walls. Behind one of them is a hole with 920 Zenny.

A little farther is a chest that contains the Pen Light.

We're done here. Either go out via the way we came in, or go out through Lake Jyun and take the boat to Uptown.

=====  
3.4)- Bombs in Downtown Side-Quest  
=====

-----  
Eligible for it: As soon as the Police DePartment is re-built.  
-----

Items: Plastique, Bomb

Go into the PD and the inspectors room therein. Talk to him twice and he should give you a mission!

Hurry to Downtown. As soon as you walk in, a bomb will explode. Now, normally the other 2 bombs are hidden either on top of or beside buildings and it's a pain to get to them before they explode as you have to do some fancy jumping. But since all of the buildings are gone, you should have no problem spotting the bright orange bombs out from the rest of the wreckage. One bomb will give you the item "Bomb" the other "Plastique."

Return to the PD.

Talk to the inspector to be congratulated.

=====  
3.5)- Secret Hideout Side-Quest Part 1  
=====

-----  
Eligible for it: Just after the Marlwolf is destroyed  
-----

Roam around the area across from the Junk Shop on the cliff. You should see another hut somewhere around there (not the one the police were in).

Some gangsters should be in there. Talk to the yellow one and he'll send you off to get a pick. Go back to City Hall and talk to the construction worker by the bank. He'll give you his pick. Return and give it to your new friends.

=====  
3.6)- Secret Hideout Sid-quest Part 2  
=====

-----  
Eligible for it: After completing Part 1 and Lake Jyun  
-----

Go back to the hideout

Talk to the big guy again to learn they need a saw. Go back to the same worker in City Hall by the bank to learn he trashed his saw in Downtown. Go back to Downtown and search the pails for the saw. Once found, return to the hideout and give it to them

=====  
3.7)- Secret Hideout Part 3  
=====

-----  
Eligible for it: after completing Part 2 and completing Clozer Woods  
-----

Items: Marlwolf Shell, Broken Circuits, Old Heater, X-Buster

Talk to your friends again to see that they finished the base. (how they did this with a pick and a saw I'll never know...)

Check out the pile of junk for a Marlwolf Shell.

Not done yet! Behind the junk store on the cliff is a comic. Pick it up.

Go deeper into Yass Plains by the Kattelox Ruins entrance (you know, the place you got the Cannon Kit). Look around to find a bug on the ground. Pick it up.

-- Cardon Forest --

What you're looking for is going to be all the way past the Flutter and into the Sub-Gate area. Look around on the hill for another beetle.

Now back to Yass Plains for the final time!

Talk to your friends and give them the beetles and the comic. You should walk away with Broken Circuits, Old Heater, and the X-Buster.

=====  
3.8)- Hospital Side-Quest  
=====

-----  
Eligible for it: After Lake Jyun Sub-Gate, but you cant finish it till after Clozer Sub-Gate  
-----

We're headed to the hospital. Talk to the girl in the wheel chair and answer yes. Now talk to the nurse behind the desk. Use the door and talk to the nurse inside the room.

Now we're going to City Hall! As you pass through downtown, they should show you the new buildings there.

Anyway, on your way, take some time to get acquainted with the jet skates. You'll need to be in a bit.

Go into the Mayors office and talk to her about the hospital equipment. This is the ONE TIME you are allowed to spend money until after Clozer.

-- Hospital Side-Quest ending --

After Clozer Woods Sub-Gate, talk to the clerk again and use the door. Ira will give you the Flower Pearl.

=====  
3.9)- Kattelox TV Station Side-Quests  
=====

-----  
3.9.1)- Kattelox TV Side-Quest: Beast Hunter and Balloon Fantasy!  
-----

-----  
Eligible for it: as soon as you enter Uptown  
-----

Ok, go to the TV station (the building on the left). Talk to the purple lady and select either Balloon Pop or Beat hunter.

-- Balloon Fantasy --

For Balloon Fantasy, be sure to have your Buster gun equip with high energy, mid-range, and high rapid

The object is to pop all of the red balloons within the time given. Hit a blue balloon and you're pretty much disqualified.

Prizes and times:

Rank	Time	Prize
D	22:00	1000 Zenny
C	18:00	2000 Zenny
B	16:00	3000 Zenny
A	12:00	Mystic Orb

The trick here is not to move to much. Stay in one place and snipe the balloons as they float by.

-- Beast Hunter --

Beast hunter actually makes use of your otherwise worthless kick ability. The object is to kick the balls at the dog chasing the man.

Sometimes a glowing dog will come by worth bonus points, other times you'll be kicking a dog and that's worth bonus points. If you hit the man, its -1 point.

Time limit is 30 seconds.

Prizes and times:

Rank - Points - Prize

D	10	1000 Zenny
C	12	2000 Zenny
B	14	3000 Zenny
A	16	Zetsabre

Again, the trick is to stand still and time your shots. About every fifth shot you'll be given a dog to kick, and about the same time the glowing dog will come out on the field. Try to make the two meet. I've gotten 18 points on this before, so it's more than possible.

Well, you're done here for now.

-----  
3.9.2)- Worlds Fastest Runners Side-Quest  
-----

-----  
Eligible for it: After Lake Jyun, provided you have the Jet Skates  
-----

Go to the TV station in Uptown.

Talk to the man in the corner with your jet skates equip.

Say yes.

Take whatever course you want. You'll need to A-rank all of them anyway.

Straight Course:

Rank - Time --- Prize

D	12:00	1000 Zenny
C	10:00	1100 Zenny
B	8:00	1200 Zenny
A	7:00	Music Box

Left Curve Course:

Rank - Time --- Prize

D	15:00	2000 Zenny
C	12:00	2100 Zenny
B	9:00	2200 Zenny
A	8:00	Omni-Unit

Technical Course:

Rank - Time --- Prize

D	25:00	3000 Zenny
C	20:00	3100 Zenny
B	18:00	3200 Zenny
A	16:00	Giant Horn

This Side-Quest is extremely hard. The times for A ranks are insane. The basic premises of this game is to run through all of the red cones in order. Go out of order and you're disqualified. Go over the time

limit and you're disqualified.

There are special yellow cones that will freeze the clock for a few seconds. For the A ranks, it is imperative that you hit at least one yellow cone during the run.

As soon as the countdown starts, hold down the jet skates button. Don't touch the control stick until Mega Man starts to lean forward. As soon as he does, press forward and hold it.

Another trick is to use the side-step buttons to make some of the corners. On the Technical course, you don't have a choice but to use those buttons.

It is more than possible to complete the course, though your thumbs will be sore afterwards.

=====  
3.10)- Police Side-Quest 2: The Missing Bag  
=====

-----  
Eligible for it: After Lake Jyun Sub-Gate  
-----

Items: Arm Supporter

Head over and talk to the inspector. Now go talk to the green man in the lobby. Apple Market here we come! Go into the electronics shop and talk to the clerk. To the bakery! Talk to her.

To the Library! Talk. To the Vending machine by City Hall entrance! Talk to the green girl there.

Ok, look for a red kid between the library and the vending machine. Talk to him 3 times. Now check the trash can for the bag. Yay! Take it back to the inspector.

You get the Arm Supporter as a prize.

=====  
3.11)- Pregnancy Side-Quest  
=====

-----  
Eligible for it: After Clozer Woods Sub-Gate  
-----

Item: Sun-Light

Go to Apple Market and talk to the guy pacing in front of the fruit. He'll tell you his wife went for a walk. Go back to Cardon Forest and in the area opposite the entrance to Kattelox Ruins hidden behind the cliffs is his wife. Talk to her and take her to the hospital.

Exit the hospital and go back in.  
The man will give you the Sun-Light as a prize.



=====  
3.12)- Museum Side-Quest  
=====

-----  
Eligible for it: As soon as you can enter Uptown. But you cant finish  
it until you get the Drill Arm from the Main Gate and  
complete all of the Kattelox Ruins Side-Quests.  
-----

Go to Uptown.  
Walk down a couple of hills and talk to the person drawing the  
painting. Tell her "some red" (while "some talent" is funny, it wont  
advance this quest any). Go back to Apple market and into the woman's  
clothing store and talk to the clerk. She'll give you some lipstick.  
Take it back to the painter and she'll open the Museum for you.

Up up, not down yet. Go into the Museum and up the stairs. Talk to her  
a few times to donate:

- Old Bone
- Human Doll
- Old Shield
- Old Heater
- Antique Bell
- Giant Horn
- Shiny Object
- Shiny Red Stone

Now exit the Museum then go back up.

Talk to the green girl to get the Prism Crystal.

=====  
3.13)- Police chase through Downtown  
=====

-----  
Eligible for it: After defeating Bruno  
-----

Go out and check the TV in the main room of the Flutter. You should  
get an announcement about a car chase in the city. Sick'em boy!

Once in Downtown, you'll want to gun down the red car.  
Once the car smokes and stalls, the police car will ram it. walk up  
and pick up the silver case that came out.

Now you have a choice. You can walk out of Downtown and keep the case  
(earning 200,000 Zenny and the legendary Black Suit) or give it to the  
inspector for 20,000 Zenny and you keep your plain old blue suit.

After this side quest, Go back to the empty lot by the Library.  
There's a new building there! It is built and run by the serve bots.  
You cant do anything, but it is neat. I guess they had to do something  
to get their money back from all their stuff you blew up....

=====  
3.14)- Roll Happiness Side-Quest  
=====

This Side-Quest doesn't earn you anything, but it is kind of neat.

To start, there is a pink flower in Yass Plains by the Kattelox Ruins entrance. Pick it.

Next, in Lake Jyun you'll stumble across a Ring.

Finally, in the Kattelox TV Side-Quest you'll earn a Music Box.

After getting any or all of these items, talk to Roll and select Talk. She'll comment on one of the items. You can either be a jerk and brag about them, or eventually give them to her.

The flower can be seen in the Flutter on the desk in her room. The Music Box can be seen amongst the components in the computer in her room, it also plays and over rights the music that normally will play when you're in her room.

+++++  
=====  
4)- Enemy List  
=====

Enemies come in 2 forms: Reaverbots and Bonne's bots. Reaverbots appear naturally in the world of MML. Bonne's bots are created by the pirate family the Bonne's.

Bosses are listed in this section, but not in grave detail. For that, see the boss strategy section.

After defeating any enemy, you will get a mix of 2 items: Refractor Shards and orange life blocks.

Orange life blocks refill your life gauge.

Refractors are the crystal money dropped by enemies. The refractor number listed will be like this: 5 x 3  
The first number listed is the number of crystals dropped (normally). The second number is the probability that the refractors dropped will be of a high value.  
1-2 = low value.  
3-5 = mid-value  
6-8 = high value

Example:  
5 x 3 means the bot will drop 5 refractors, but they will probably be of low value.

1 x 8 means the bot will drop 1 refractor, but odds are it will be worth a lot of Zenny.

Just because the second number is low, doesn't mean the shards are guaranteed to be of low value, but it is unlikely that you will get a large blue shard from it. If the number is high, it doesn't guarantee you a large blue shard either, you could still end up with a small grey shard.

As far as HP goes, I figure each shot MM Buster Gun at its lowest power is around 25 HP.

Layout:

(Name)

HP: (Health)

Refractors: (See above)

Attacks:

(list of attacks and descriptions)

Description:

(description of bot)

Locations:

(list of places found)

Listed in alphabetical order.

-----  
- Arukoitan

HP: 480

Refractors: 3 x 5. (4 x 8 if Orudakoitan is destroyed first)

Attacks:

Aimless running:

Runs around a lot, and is likely to hit you

Fireballs:

Shoots fireballs out its eye

Description:

Blue with 2 giant legs and a neck, it's like someone beheaded a stick figure. It doesn't have any arms, and is pretty clumsy. It relies on its counterpart, the Orudakoitan, to be its brain. If you destroy the Orudakoitan controlling it first, the Arukoitan becomes completely useless and just stands there.

Locations:

Kattelox Ruins

Sub-Cities

- Barukon Gelede

HP:

Core - 1866

Arm - 1024

Gun Battery - 576

Refractors: 0 x 0

Attacks:

Missiles:

Fires missiles from between its eyes, rarely hit

Torpedoes?:

It lifts its arms up and shoots something. Doesn't do any damage

Cannons:

3 cannons mounted on the back that fire grenades. Very weak.

Plasma Ball:

Fired from the back of the ship only after you've taken out everything else

Description:

Attacks you at Lake Jyun after you've taken out the subs. At the start of the battle, it may give you the option to retreat. If your ship is badly damaged, it would be wise to retreat and save. Anyway, when the battle starts Roll will pilot through a channel. Shoot the missiles out of the sky until you reach the next lake and the battle really starts. Aim for its arms and cannons on the back. Once they're gone, shoot the plasma cannon that appears. Pretty easy battle overall.

Locations:

Lake Jyun

- Blumbear mecs

HP:

Yellow - 1856

Red - 896

Blue - 768

Refractors: 5 x 5

Attacks:

Road kill:

Will run into you if you're not paying attention

Grenade:

A serve bot will pop the hatch and throw a bomb at you

Machine gun:

Fires a machine gun at you

Description:

These bots patrol the downtown area during the pirate attack. One of them holds the key, but which one? Only one way to find out... Don't get too close to their front, as they will hail you with machine gun fire or run over you. Try to get behind them and dodge the bombs with returning fire. The Yellow bot is built for defense and has a lot of HP. The Red bot is built for combat and has more attack power. The blue bot is built for speed and can move very quickly. This battle would be easier if you had a better special than Splash Mines.

Locations:

Downtown

- Bon Bonne

HP: 2496

Refractors: 0 x 0

Attacks:

Missile barrage:

Fires a ring of missiles at you

Clap:

Flies up to you and tries to clamp you

Raspberry:

Sticks its tongue out and tries to spear you

Description:

After you save city hall from the rest of the pirates, this guy appears. His missile attack is the most deadly, but you can dodge by barrel rolling straight through the ring just before the opening closes. His other attacks are easy to dodge, so just sit back and fire away.

Locations:

City Hall

- Bruno

HP: 8128

Refractors: 0 x 0

Attacks:

Plasma balls:

A huge green homing ball of energy is shot from the hands

Cannons:

A bomb is shot from one of the many cannons on Bruno

Missiles:

Missiles launch from the top of Bruno

Machine guns:

Fire machine gun bursts from its legs

Description:

Easily the most menacing craft built by the Bonnes.

Bruno attacks when you try to enter the Sub-City in Old Town via the Main Gate. You'll stumble into the factory and the battle begins. Stay in and around the wreckage of the factory. Use the Sub-City entrances for cover (the only building that cant be destroyed). Wait for Bruno to crush the gate on the left and turn its back to you. Jump out and fire at its exhaust vents on its feet and shoulders, and the spring thing at its waist. You can destroy the missile and cannon turrets all over it, but it wont amount to much as the plasma cannon is the real problem. Dodge as much as possible and don't stray far from the black Sub-City doors.

Locations:

Old City

#### - Cannam

HP: 1280

Refractors: 6 x 5

Attacks:

Wall jump:

Will hang from the ceiling and try to jump down onto you

Strafing run:

Positions itself in line with you and starts dropping bombs from the ceiling while walking towards you.

Description:

Looks just like a giant stick man. Loves hanging on ceilings.

First met in the very first ruins. Not so much deadly as they are hard to take down. Constantly jumping from ceiling to floor makes them hard to track, and therefore shoot.

Locations:

Starting Ruins

Clozer Woods Sub-Gate

#### - Drache

HP:

Grey - 512

Red - 192

Refractors: 5 x 5

Attacks:

Strafing run (machine guns):

Will strafe you with machine gun fire

Description:

These are the annoying flying mecs you'll fight almost every time you fight the pirates. They're hard to get a lock on, but have very low defense. They really aren't that much of a threat, but they do get lucky from time to time.

Locations:

Downtown

Clozer Woods

Lake Jyun

- Feldynaught

HP: 4096

Refractors: 0 x 0

Attacks:

Machine gun:

Fire a machine gun either straight, shotgun, or in a ring

Bombs:

Like the machine gun, it will fire bombs in all sorts of ways

Shockwave:

Fires a large fire-like cone at you

Description:

Comes out after you've defeated the Blumbear mecs. This large spider-like thing is very formidable foe for this early in the game. Keep your distance and try to predict what attack it's going to use next. Most of its attacks can be dodged by rolling at the last second.

Locations:

Downtown

- Firushudot

HP: 512

Refractors: 6 x 5

Attacks:

Supersonic:

Shoots a large sonar-type wave from its mouth

Tackle:

Lunges at you

Tail whip:

Whips its tail at you

Description:

A giant bluish-green alligator. Can be seen swimming in the water walls of Lake Jyun. As you go through the hall, they will leap out at you and attack. It's really not worth your time to kill them, especially since they are hard to take down and can dish out some massive damage. If you get too close to it, it will resort to more physical attacks.

Locations:

Lake Jyun

- Fokkerwolf

HP: 2048

Refractors: 0 x 0

Attacks:

Missiles:

Fires a barrage of 3 missiles at you while flying out of range

Strafing run (machine guns):

Will do a strafing run with its machine guns

Description:

After the Gesellschaft goes down, the much-more-battle-prepared Fokkerwolf comes out. This thing is actually a threat. Keep your eye on it and shoot down the missiles as they come. When it gets ready for a strafing run, lock on and fire. Sometimes it will

hover right overheat and fire straight down. That's your chance to inflict serious damage.

Locations:

Clozer Woods Sub-Gate

- Foo-roo

HP: 1

Refractors: 2 x 1

Attacks:

Explosion:

Flys up to you and explodes

Description:

A large floating orange crescent. Is very quiet and like floating near the ceiling. If you are walking around and your enemy sensor starts going off but you can't see anything, try looking up; you might just find one of these. When they get close, they will explode like a homing mine. One shot will take it out.

Locations:

Kattelox Ruins

Main Gate

Cardon Forest Sub-Gate

Clozer Woods Sub-Gate

Lake Jyun Sub-Gate

- Gai-nee Tooren

HP: 768

Refractors: 0 x 0

Attacks:

Spawn:

Opens its rear hatch and spawns an enemy.

Description:

A very large caterpillar or train like bot. The boss of one of the Sub-Cities. Quickly find it and get behind it. It will walk for a ways then stop and open its rear hatch. Immediately begin pouring fire in. If you damage it quick enough, an enemy won't spawn. Repeat. Eventually, one of the "cars" will explode and the boss will speed up. Keep at it until there is nothing left.

Locations:

Sub-City

- Garudoriten

HP: 2048

Refractors: 24 x 6

Attacks:

Slide-tackle:

Jumps from the center of the room and slides into your head first

Ground pound:

After slide-tackling, jumps into the air and slams into the ground creating a shockwave that can hurt you

Kick:

If you get too close to it, it will try to kick you

Description:

Boss of Lake Jyun. This bot's only weakness is its head, which is only vulnerable from the front. It will walk in a small circle in the center of the room. Get up against the edge of the room

and run around the very edge. When you hear the pounding of its feet stop, keep running until you hear a "sheewoop" sound. JUMP! If you don't, you'll get hit with a slide tackle. When you land, face the center of the room. When he touches down, jump to avoid the shockwave and fire a few shots at its head. Repeat.

Locations:

Lake Jyun

- Gesellschaft

HP:

Underside - 1024

Each Wing - 1280

Gun Battery - 272 (each)

Bonne Emblem - 1600

Refractors: 0 x 0

Attacks:

Gun Batteries:

Will pull up beside you and its 3 cannons will fire at you

Plasma Cannon:

After you've taken out everything else, the emblem on the front of the ship will fire plasma balls at you

Description:

Attacks on you way back for Clozer Woods. After taking out the Draches, you fight the very weak and underpowered Gesellschaft. It will kind of float around you. Just keep pounding its vital points. If it float beside you, fire at its cannons (not that they can really hurt you). Even the plasma cannon doesn't do any damage.

Locations:

Clozer Woods

- Gorubeshu

HP: 640

Refractors: 5 x 5

Attacks:

Fireball:

Shoots fireballs at you

Defensive shield:

Not an attack, but it will hide behind a large impenetrable shield.

Description:

Taller than Mega Man up close, these robots hide behind large metal shields and wear a jingasa. They will move their shield to attack you; this is your chance to strike them. As soon as the shield moves, start shooting at them. Hit them enough times and they'll fall over. When they get back up, repeat.

Locations:

Kattelox Ruins

Main Gate

Sub-Cities

Clozer Woods Sub-Gate

- Gun Battery

HP: 160

Refractors: 3 x 3

Attacks:

Mortar:



Fires bombs at you from a long way away

Description:

They cant move and have very low defense, but can be very annoying when combined with the Leopordo's. You cant really sneak up on them, but if you can get rid of the Leopordo's, the Gun Batteries should fall quickly.

Locations:

Cardon Forest field  
Yass plains

- GuruGuru

HP: 512

Refractors: 3 x 5

Attacks:

Slide tackle:

Begins shaking then rushes you

Description:

Looks like a flat spider, or a turtle with too many legs. Is brown in color, though some later ones are gold. Attacking it is easy, as once you hit it enough times it will flip over exposing its weak point. A few more hits, this time with damage, and it will flip back upright. Repeat until dead.

Locations:

Kattelox Ruins  
Main Gate  
Lake Jyun

- Hanmuru Doll

HP: 8160

Refractors: 16 x 4

Attacks:

Dual Explosion:

Smashes its arms into the ground creating an explosion in that area.

Description:

A huge bot with large hammer-like things for arms. Could be seen as a cross between a giant Zakobon and a Karubun. You face this as the boss of the very first ruins you start in, except that that model only has one arm. The first encounter is pretty easy: just stay near one door and shoot until he gets too close, then run around and to the other side and repeat. The second encounter (with 2 arms) is even easier: wait near one of the doors until he runs past you, then just run along behind you shooting at its back.

Locations:

First Ruins  
Kattelox Ruins

- Horunisse

HP: 576

Refractors: 5 x 5

Attacks:

Spawn:

Will fly off the field and grab a new Maiberu Haagen mec

Bombing run:

Will fly around you and drop bombs

Description:

These should be your main focus during the pirate attack on city hall. Lock onto them and fire away. There are 3 total, neither of which have a Particular advantage over the other.

Locations:

City Hall

- Jakkos

HP: 32

Refractors: 2 x 2

Attacks:

Dive bomb:

Dives down and hits you

Description:

Released by Jakko's Nest as a defensive measure. Not very powerful, but hard to hit and there are a lot of them. Best strategy is to destroy the nest before it can launch to many Jakkos.

Locations:

Cardon Forest Sub-Gate

- Jakko's Nest

HP: 512

Refractors: 12 x 5

Attacks:

None

Description:

Looks like a small sphere, like a hornets nest. When you get to close, or if you shoot it, it will release Jakko's as its only defense. If the nest is destroyed while there are still some Jakkos inside, the Jakko's will be destroyed with it.

Locations:

Cardon Forest Sub-Gate

- Karubun

HP: 2560

Refractors: 8 x 6

Attacks:

Take-down:

Runs towards you without stopping

Machine gun:

Fires a stream or spray of machine gun fire

Bombardment:

Opens its top and shoots bombs out (either a stream or a spray)

Description:

A large blue/gray/green-ish or red cylinder with short legs. First encountered in the Sub-Cities. Keep your distance and try to predict its attacks. It's bombing ability can act like a mortar and hit you from a long distance. Its machine gun can cut down buildings and act like a shotgun at close range. These would be the most deadly enemies in the game if they weren't so slow and under-powered.

Locations:

Sub-Cities

Main Gate

- Karumuna Bash

HP: 1728

Refractors: 8 x 6

Attacks:

Take-down:

Jumps towards you and completely tackles you

Flamethrower:

Jumps back and shoots a stream of fire out it's mouth

Description:

Very large dog/wolf bots. There are 3: Red, Grey, and Blue.

In Clozer woods, they attack in unison. In the Main gate, they are split up. The main gate encounter is actually harder as you fight them in an enclosed space. They will circle around you.

Use some fancy side stepping and control stick work to follow them around in the circle, yet keep at the opposite end of them, allowing you to shoot across the circle at them. If you get too close, they will jump back and breath fire at you. When you are circling them and you see them jump to the side, do a barrel roll to keep from getting tackled.

Locations:

Clozer Woods Sub-Gate

Main Gate

- Large-sized Sharukurusu

HP: 2048

Refractors: 6 x 6

Attacks:

Drill tackle:

Will run for you at incredible speeds then hits you with its drill arm.

Description:

The same as a regular Sharukurusu, only bigger and more powerful... and red. Shoot at them from roof tops.

Locations:

Sub-Cities

- Leopordo

HP: 448

Refractors: 4 x 4

Attacks:

Dual machine guns:

Shoots twin machine guns mounted at the front of the tank

Cannon:

Fires bombs from its main cannon

Description:

These are the tanks that attack you in the Yass Plains and Cardon field. All and all, its machine guns are deadlier than its cannon. Keep your distance, and with a couple barrel rolls, you should be good.

Locations:

Yass plains

Cardon Forest field

- Maiberu Haagen mecs

HP:

Yellow - 768

Red - 384

Refractors: 5 x 4

Attacks:

Pound:

Pounds you with one of its arms

Description:

Attacks City Hall in during the pirate attack. Their goal isn't to hurt you, but they will run into you if you get in the way. The yellow bots will only attack the regular buildings, while the red ones will go after city hall. The red bots are of more importance, but more so you should focus on the Horunisse.

Locations:

City Hall

- Marlwolf

HP: 1536

Refractors: 0 x 0

Attacks:

Rasengan (Plasma ball):

A huge green homing ball of energy is shot from the hands

Flying bombs:

Bombs with propellers attached will fly out and fall on you

Grenade:

A Serve bot will come out and try to throw a grenade at you

Description:

A huge digging bot made to dig into the Clozer Woods Sub-Gate. Relatively easy to kill, especially if you have the Powered Buster. First, take out the treads of the tank. Next, climb up the cliff. Once at the top, find a good spot and start shooting at the door on the back of the Marlwolf's head. When he shoots a plasma ball at you, either get up against the wall and dodge at the last second, or stay where you are and jump at the last second.

Locations:

Clozer Woods

- Mega Man Juno

HP: ??

Refractors: 0 x 0

Description:

Just see the boss section. Unlike the other bosses, Juno is very complex.

- Mimic

HP: 160

Refractors: 8 x 4

Attacks:

Twelve Wings:

Fires waves of bombs out at you

Description:

Looks just like a real treasure chest, but when you try to open it it attacks! As soon as it starts firing bombs, just walk beside/behind it and shoot at it.... btw, I came up with the name of its attack from Rave Master >.>

Locations:

Kattelox Ruins

Cardon Forest Sub-Gate

Main Gate

Clozer Woods Sub-Gate

- Miroc

HP: 1

Refractors: 1 x 8

Attacks:

Bash:

Not really a tackle, but it will jump up and hit you.

Description:

Small white enemies that almost look like dolls. They are very quiet and not prone to attacking. Very easy to take down and don't have any real attacks. Payoff is pretty big for something so easy to kill.

Locations:

Kattelox Ruins

Clozer Woods Sub-Gate

- Mirumijee

HP: 32

Refractors: 3 x 1

Attacks:

Tackle:

Lunges at you

Description:

Looks like a wooden snake. Very weak, but hard to hit.

Locations:

Starting Ruins

Kattelox Ruins

- Orudakoitan

HP: 448

Refractors: 8 x 8

Attacks:

None

Description:

It looks just like the Arukoitan, only its legs are horizontal to its body like roots to a tree. Its head is constantly spinning. This functions as the brain for an Arukoitan. Each Orudakoitan controls 1 Arukoitan. It relies on the Arukoitan to protect it, as it cannot move nor does it have any attacks of its own.

Locations:

Kattelox Ruins

Sub-Cities

- Red Zakobon

HP: 448

Refractors: 6 x 4

Attacks:

Fireball:

Tilts on its side and shoots a fireball at you

Slide tackle:

Similar to the spin tackle, except without the spin

Spin tackle:

Starts spinning then bolts towards you

Description:

Looks just like the Zakobon except its red. It's identical except its more powerful and faster.

Locations:

Lake Jyun  
Sub-Cities

- Sharukurusu

HP: 672

Refractors: 3 x 5

Attacks:

Drill tackle:

Will run for you at incredible speeds then hits you with its drill arm.

Description:

Roughly your height but a lot wider. Has 2 drills for arms. Most of them are green, but you'll find a few red ones as the game wears on. Has good defense as well as a high attack power. Be very cautious when fighting these. Note that the ones in Lake Jyun can cloak themselves.

Locations:

Kattelox Ruins  
Cardon Forest Sub-Gate  
Clozer Woods Sub-Gate  
Lake Jyun  
Sub-Cities

- Shekuten

HP: 32

Refractors: 8 x 1

Attacks:

Explosion:

Walks towards you then explodes, killing itself.

Description:

You'll first notice these as small orange needles in the ground. When you approach, they will pop out of the ground and 2 small silver legs will allow it to walk towards you. When it gets close enough, it will start blinking red then explode. It is invulnerable while it's in the ground, so either run past it or shoot it before it explodes.

Locations:

Kattelox Ruins

- Zakobon

HP: 64

Refractors: 2 x 2

Attacks:

Grenade:

Tips on it's side and fires a grenade.

Spin tackle:

Starts spinning then bolts towards you

Description:

The first reaverbot in the game. Very weak, but still deadly this early on. Looks like a cone with a very eerie smiling face. Colored tan/grey/green

Locations:

Starting Ruins  
Kattelox Ruins

- Zuuf Geleido

HP: 96

Refractors: 0 x 0

Attacks:

Missiles (Yellow only)

Fires 2-4 missiles at your ship

Torpedoes (Red only)

Fires 2 torpedoes

Description:

These are found at the start of the Lake Jyun boss battle. They will surface just long enough to attack. This is your chance to take them out. Shoot at the missiles in mid-air to detonate them, same with the torpedoes; this will keep your ship safe.

The torpedoes are more of a threat, so focus on them first.

Locations:

Lake Jyun

=====  
4.1)- Enemies by dungeon  
=====

Since navigating the above would be very tedious if you don't know the name of what you're looking for, here they are split up based on where you find them. Find the dungeon where you are in/about to enter and look up what you can expect to find :)

For a full description on what an enemy is, look up its name in the section above.

-----  
Starting Ruins  
-----

Starting ruins is where the game stars at.

Cannam  
Mirumijee  
Zakobon  
Hanmuru Doll (Boss)

-----  
Kattelox Ruins  
-----

Kattelox ruins are the smaller yet interconnected optional ruins scattered throughout Kattelox.

Arukoitan  
Foo-roo  
Gorubeshu  
GuruGuru  
Mimic  
Miroc  
Mirumijee

Orudakoitan  
Sharukurusu  
Shekuten  
Zakobon  
Hanmuru Doll (Boss, if you can call it that)

-----  
Cardon Forest Field  
-----

This is the actual field of Cardon, not the ruins.  
These enemies will only appear after you take care of the pirates at  
Clozer.

Leopordo  
Gun Battery

-----  
Downtown, City Hall, Old City  
-----

All of these (except Bruno) appear during the pirate attack on the  
city early in the game. Bruno appears after you unlock the sub-cities.

Blumebear mecs  
Bon Bonne  
Bruno  
Drache  
Feldynaught  
Horunisse  
Maiberu Haagen mecs

-----  
Yass Plains  
-----

This is the area before the Clozer Woods Sub-Gate.

Gun Battery  
Leopordo  
Marlwolf (Boss)

-----  
Cardon Forest Sub-Gate  
-----

Foo-roo  
Jakkos  
Jakko's Nest  
Mimic  
Sharukurusu

-----  
Lake Jyun  
-----



Drache (lake itself)  
Zuuf Geleido (lake itself)  
Barukon Gelede (lake boss)  
Firushudot  
Foo-roo  
GuruGuru  
Red Zakobon  
Sharukurusu  
Garudoriten (Ruins boss)

-----  
Clozer Woods Sub-Gate  
-----

Cannam  
Foo-roo  
Gorubeshu  
Mimic  
Miroc  
Sharukurusu  
Karumuna Bash (ruins boss)

Drache (on your way back after unlocking the sub-cities)  
Gesellschaft (on your way back after unlocking the sub-cities)  
Fokkerwolf (on your way back after unlocking the sub-cities)

-----  
Main Gate  
-----

Foo-roo  
Gorubeshu  
GuruGuru  
Karubun  
Karumuna Bash  
Mimic  
Mega Man Juno (Boss)

-----  
Sub-Cities  
-----

Arukoitan  
Gorubeshu  
Karubun  
Large-sized Sharukurusu  
Orudakoitan  
Red Zakobon  
Sharukurusu  
Gai-nee Tooren (boss of a sub-city)

+++++  
=====

5)- Boss Guide

=====

+++++

In this section you'll find in-depth strategies for every boss in the game.

-----  
Starting Boss: Hanmuru Doll  
-----

Hanmuru Doll is the very first boss you will face. As such, he's relatively easy. You could totally mess up and still beat him.

--= Hanmuru Doll ==-

- Description:

A huge bot with large spear-like things for arms. This one only has one arm and very little HP.

- HP: ?? (Lower than a standard Hanmuru Doll)

- Attacks:

Explosion:

Smashes its arm into the ground to create an explosion.

- Strategy:

Again, you can mess up horribly and still come out on top in this fight. The best thing you can do is stay right in front of the door you enter and pour fire into him. When he gets close, walk forward by a step or two then barrel roll to the side. Run to the other side of the arena and do the same thing.

- Prize:

Nothing. The only thing you get is to escape the island in one piece.

-----  
Longest boss fight: Pirate Attack on the City!  
-----

This isn't so much of a boss fight as it is a chapter in the game. I've broken it down into 2 Parts: Downtown and City Hall.

-----  
Downtown  
-----

--= Blumbear mecs ==-

- Description:

Large, cylinder-like tanks.

One of them holds the key, but which one? Only one way to find out...

The Yellow bot is build for defense and has a lot of HP.

The Red bot is built for combat and has more attack power.

The blue bot is built for speed and can move very quickly.

- HP:

Yellow - 1856

Red - 896

Blue - 768

- Refractors: 5 x 5

- Attacks:

Road kill:

Will run into you if you're not paying attention

Grenade:

A serve bot will pop the hatch and throw a bomb at you

Machine gun:

Fires a machine gun at you

- Strategy:

Don't get too close to their front, as they will hail you with machine gun fire or run over you. Try to get behind them and dodge the bombs while returning fire. Try to focus your attacks on just one of the bots. If you lose track of the one you're attacking, no big deal. Wander around and find another and attack it. The battle may be long, but it's not all that hard. I recommend killing all three as you could use the Zenny. If you get beat up too bad, you can grab a drink at one of the vending machines around town.

- Prize:

Some Zenny and a key to continue through to city Hall

=== Drache ===

- Description:

These are the annoying flying mecs. There are 2 of them during this battle.

- HP: 192

- Refractors: 5 x 5

- Attacks:

Strafing run (machine guns):

Will strafe you with machine gun fire

- Strategy:

They're hard to get a lock on, but have very low defense. They really aren't that much of a threat, but they do get lucky from time to time. Equip a rang-enhancing Buster Part if you have one. Take these down whenever you get a chance, as they can interrupt at the worst possible moment.

- Prize:

Zenny

=== Feldynaught ===

- Description:

Comes out after you've collected the key from the Blumebear mecs. This large spider-like thing is very formidable foe for this early in the game.

- HP: 4096

- Attacks:

Machine gun:

Fire a machine gun either straight, shotgun, or in a ring as it spins.

Bombs:

Like the machine gun, it will fire bombs either in a straight line, in a ring as it spins, or as a shotgun-mortar (you heard me)

Shockwave:

Fires a large fire-like cone at you

- Strategy:

Keep your distance and try to predict what attack it's going to use next. Most of its attacks can be dodged by rolling at the last second. The machine gun and bombs both have the same movements, but they are also dodged the same way, so that makes things easy.

When it stands straight up it either fire the mortar-shotgun bombs or a machine gun shotgun.

When it crouches down and leans forward it will either fire its machine gun or bombs in a straight line

When it crouches down on all four legs evenly and smoke starts to come out its feet, it's about to spin. When it does so, it will launch either bombs or machine gun fire in a wide arching ring.

Rarely, it will stand straight up then quickly crouch down and lunge its two front legs forward. That's when it fires its homing shockwave.

For this battle, you actually want this thing to destroy EVERYTHING in the city. Trust me, it will make your life a lot easier for the Bomb Squad side quest later in the game. Overall, you just want to barrel roll constantly and keep the trigger pulled down and locked on.

- Prize:

Nothing. Just the ability to go through the door to City Hall

-----  
City Hall  
-----

== Maiberu Haagen mecs ==

- Description:

Red and yellow Tank-like bots.  
Their goal isn't to hurt you, but they will run into you if you get in the way. The yellow bots will only attack the regular buildings, while the red ones will go after city hall. The red bots are of more importance, but more so you should focus on the Horunisse.

- HP:

Yellow - 768

Red - 384

- Refractors: 5 x 4

- Attacks:

Pound:

Pounds you with one of its arms (rare)

- Strategy:

For now, aim only at the Red ones. Mostly though, you should focus on the Horunisse.

- Prize:

Zenny

=== Horunisse ===

- Description:

Large V-shaped aircraft. They fly in and out of the area, transporting MHm's. There are 3 total.

- HP: 576

- Refractors: 5 x 5

- Attacks:

Spawn:

Will fly off the field and grab a new Maiberu Haagen mec

Bombing run:

Will fly around you and drop bombs

- Strategy:

These should be your main focus during the pirate attack on city hall. Lock onto them and fire away. There are 3 total, neither of which have a Particular advantage over the other. Track them down, then lock on and fire away. It's easiest to hit them when they come down for a bombing run. They are generally easier to track by standing on the City Hall side of the road that goes past the fountain. Look to the skys to the left and right and you're sure to find one.

- Prize:

Zenny

=== Bon Bonne ===

- Description:

After you save city hall from the rest of the pirates, this guy appears. He looks like a powered up Horunisse.

- HP: 2496

- Attacks:

Missile barrage:

Fires a ring of missiles at you

Clap:

Flies up to you and tries to clamp you

Raspberry:

Sticks its tongue out and tries to spear you

- Strategy:

His attacks are easy to tell aPart:

If he clenches his fists together in front of him, he's about to fire missiles.

If he clenches his fists out beside him, he's about to stick out his tongue.

If he falls back a little bit and opens up his hands beside him, he's about to crush you with a clap attack.

His missile attack is the most deadly, but you can dodge by barrel rolling straight through the ring just before the opening closes. Both the clap attack and tongue attack can be dodged by rolling to the side. Stay locked on and fire at him whenever you're on your feet.

If he gets near a building, he may get distracted and start pounding the building.

- Prize:

Class B License.

-----  
Clozer Woods Battle: Beware the Marlwolf!  
-----

Recommended Special:

Power Buster for the Marlwolf.

The Machine Buster will help clear out the tanks on your first time through.

After the attack on City Hall, you get some free time. But your next objective is to trek through the Yass Plains while being bombarded by Leopordos and Gun Batteries.

After you make it past 2 areas, you come to the final area. Down in the pit is the big boss:

--= Marlwolf ==-

- Description:

A huge yellow digging bot made to dig into the Clozer Woods Sub-Gate. All's they really accomplish is stalling you from entering the same Sub-Gate :(

- HP: 1536

- Attacks:

Rasengan (Plasma ball):

A huge green homing ball of energy is shot from the hands

Flying bombs:

Bombs with propellers attached will fly out and fall on you

Grenade:

A Serve bot will come out and try to throw a grenade at you

- Strategy:

Relatively easy to kill, especially if you have the Powered Buster. First, take out the treads of the tank. Next, climb up the Cliff. Once at the top, find a good spot and start shooting at the door on the back of the Marlowolf's head. When he shoots a plasma ball at you, either get up against the wall and dodge at the last second, or stay where you are and jump at the last second.

- Prize:

The Mayor will give you a Class A license

-----  
Battle on the High Seas: A Pirates Home Turf  
-----

Recommended Special:

Nothing really works well against the subs.

For the Barukon Gelede, the Powered Buster works well

After you fix the boat, its off to the Lake Jyun! This isn't a luxury cruise, however. Part way to the Ruins at the lake, you get ambushed by the pirates... again (where are they getting all of this metal?! You would think at this point that it would be cheaper to NOT attack you and forget about the treasure...)

A quick note, there are some Drache flying around, but they are a minor annoyance at best.

=== Zuuf Geleido ===

- Description:

The small subs that ambush you in the lake. More of a nuance than anything. The red ones are more of a threat than the yellow ones.

- HP: 96

- Attacks:

Missiles (Yellow only)

Fires 2-4 missiles at your ship

Torpedoes (Red only)

Fires 2 torpedoes

- Strategy:

They will surface just long enough to attack. This is your chance to take them out. Roll should alert you to where they are in relation to your own ship. Shoot at the missiles in mid-air to detonate them, same with the torpedoes; this will keep your ship safe. The torpedoes are more of a threat, so focus on them first. Defeating all of the subs isn't a requirement for this battle, but it does make things move faster if you kill a lot of them.

=== Barukon Gelede ===

- Description:

Looks like a giant purple frog. He will assault you after you tangle with the subs for a bit.

- HP:

Core - 1866  
Arm - 1024  
Gun Battery - 576

- Attacks:

Missiles:

Fires missiles from between it's eyes, rarely hit

Torpedoes?:

It lifts it arms up and shoots something. Doesn't do any damage

Cannons:

3 cannons mounted on the back that fire grenades. Very weak.

Plasma Ball:

Fired from the back of the ship only after you've taken out everything else

- Strategy:

After a few rounds, Roll may give you the option to retreat. If she does, take it, as it will give you time to heal. Anyway, when the battle starts Roll will pilot through a cannal. Shoot the missiles out of the sky until you reach the next lake and the battle really starts. Aim for its arms and cannons on the back. Once they're gone, shoot the plasma cannon that appears. Pretty easy battle overall. The Powered Buster works well against the cannons.

- Prize:

Entrance to Lake Jyun Ruins

-----  
Monster of the Lake Ruins: The Hulk is Angry!  
-----

You shouldn't have taken his crystal...  
Well what's done is done.

=== Garudoriten ===

- Description:

Giant yellow... thing... You pasted up that yellow pillar on your way to the crystal. Well this is that. It's like one of those little pill things that you put in water and it expands.

- HP: 2048

- Refractors: 24 x 6



- Attacks:

Slide-tackle:

Jumps from the center of the room and slides into you head first

Ground pound:

After slide-tackling, jumps into the air and slams into the ground creating a shockwave that can hurt you

Kick:

If you get too close to it, it will try to kick you

- Strategy:

This bot's only weakness is its head, which is only vulnerable from the front. It will walk in a small circle in the center of the room. Get up against the edge of the room and run around the very edge. When you hear the pounding of its feet stop, keep running until you hear a "sheewoop" sound. JUMP! If you don't, you'll get hit with a slide tackle. When you land, face the center of the room. When he touches down, jump to avoid the shockwave and fire a few shots at its head. Repeat.

- Prize:

You get to keep the huge red refractor you found... and your head

-----  
Clozer Woods Boss: Cerberus and the Gates of Hell  
-----

Recommended Special:

While I can think of better, the Powered Buster is pretty much your only choice.

Ok, so Cerberus had 3 heads and these are 3 separate dogs, but you get the idea >\_>

These dogs guard the final ID card that unlocks the Main Gate. (The "Gates of Hell" thing will become apparent once you beat the game.)

=== Karumuna Bash ===

- Description:

Very large dog/wolf bots. There are 3: Red, Grey, and Blue. In Clozer woods, they attack in unison. Each dog doesn't seem to have any particular advantage over the any of the others.

- HP: 1728

- Refractors: 8 x 6

- Attacks:

Take-down:

Jumps towards you and completely tackles you

Flamethrower:

Jumps back and shoots a stream of fire out of its mouth

- Strategy:

They will circle around you. Use some fancy side stepping and control stick work to follow them around in the circle, yet keep at the opposite end of them, allowing you to shoot across the circle at them. If you get to close, they will jump back and breath fire at you. When you are circling them and you see them jump to the side, do a barrel roll to keep from getting tackled.

- Prize:

The final ID card

-----  
Air Raid: Pirate Ambush in the Clouds!  
-----

Recommended Special:

Active Buster, fully upgraded if you can.

The pirates attack you again after you activate the Main Gate and start to head back to Cardon Forest.

=== Gesellschaft ===

- Description:

A large (can I stop saying large now? Seriously, whose every heard of a "small" boss?) green and white air ship. It only has 3 cannons that can actually fire, so its not much a threat to you.

- HP:

Underside - 1024  
Each Wing - 1280  
Gun Battery - 272 (each)  
Bonne Emblem - 1600

- Attacks:

Gun Batteries:

Will pull up beside you and its 3 cannons will fire at you

Plasma Cannon:

After you've taken out everything else, the emblem on the front of the ship will fire plasma balls at you

- Strategy:

The battle technically starts with 5 grey Draches that attack you, but come on, like they're a threat. After taking out the Draches, you fight the very weak and underpowered Gesellschaft. It will kind of float around you. Just keep pounding its vital points. If it floats beside you, fire at its cannons (not that they can really hurt you). After you take out the wings and underbelly, it will fly directly behind you. Now it will start hitting you with its plasma cannon. Even the plasma cannon doesn't do any damage, really pathetic. Fire right at it until the ship goes down.

- Prize:

You get to fight the even more powerful Fokkerwolf

---

Pirates Last Stand: Furry of the Fokkerwolf

---

This comes shooting out of the wreckage of the Gesellschaft. It is definitely more powerful and actually makes for a worth foe.

=== Fokkerwolf ===

- Description:

Does it really matter? You cant miss it... Fine. It looks like a giant orange Pterodactyl.

- HP: 2048

- Attacks:

Missiles:

Fires a barrage of 3 missiles at you while flying out of range

Strafing run (machine guns):

Will do a strafing run with its machine guns

- Strategy:

After the Gesellschaft goes down, the much-more-battle-prepared Fokkerwolf comes out. This thing is actually a threat. Keep your eye on it and shoot down the missiles as them come. When it gets ready for a strafing run, lock on and fire. Sometimes it will hover right overhead and fire straight down. That's your chance to inflict serious damage.

---

Reunited with an Old Friend: Hanmuru Doll Returns!

---

Recommended Special:

You'll be cave diving, so you'll probably just have the drill arm equipped.

Now, this isn't the SAME Doll you fought at the start of the game, but it is the same model of Reaverbot. This one is newer, so it's faster and has 2 arms. This one is buried deep within the Kattelox Ruins. He is also optional, you can bypass him if you want.

=== Hanmuru Doll ===

- Description:

A huge bot with large spear-like things for arms. This one is fully powered and has both arms.

- HP: 8160

- Attacks:

Explosion:

Smashes its arm into the ground to create an explosion.

Arm Cannon:

Shoots both of its spear like arms at you

- Strategy:

This fight is even easier then the first one. Just stay close to one of the doors and wait for him to pass. Once he goes by, follow him and fire at him from behind.

- Prize:

Lots of Zenny.

-----  
Pirate's Ultimate Weapon: Bruno!  
-----

Recommended Special:

Shining Laser.

Old City needed to be leveled anyway >.>

And you thought the Pirates were dead :P

Believe it or not, Bruno is actually hard. It's about time they built something worth while.

=== Bruno ===

- Description:

Easily the most menacing craft built by the Bonnes.

Bruno is a massive grey humanoid robot. It has way more guns then any other bot in the game, and it knows how to use them.

- HP: 8128

- Attacks:

Plasma balls:

A huge green homing ball of energy is shot from the hands

Cannons:

A bomb is shot from one of the many cannons on Bruno

Missiles:

Missiles launch from the top of Bruno

Machine guns:

Fire machine gun bursts from its legs

- Strategy:

Stay in and around the wreckage of the factory. Use the Sub-City entrances for cover (the only building that cant be destroyed). Wait for Bruno to crush the gate on the left and turn its back to you. Jump out and fire at its exhaust vents on its feet and shoulders, and the spring thing at its waist. You can destroy the missile and cannon turrets all over it, but it wont amount to much as the plasma cannons are the real problem. Dodge as much as possible and don't stray far from the black Sub-City doors. There really isn't any "tell" to its attacks. Its guns and cannons fire continuously, and the plasma balls fire every

so-often.

- Prize:

Entrance into a Sub-City

-----  
Beast of the Sub-City: Gai-nee Tooren!  
-----

Recommended Special:

No special really has an effect on him.

Gai-nee Tooren roams the Uptown Sub-City.

=== Gai-nee Tooren ===

- Description:

A very large grey caterpillar or train like bot.

- HP: 768

- Attacks:

Spawn:

Opens its rear hatch and spawns an enemy.

- Strategy:

Quickly find it and get behind it. It will walk for a ways then stop and open its rear hatch. Immediately begin pouring fire in. If you damage it quick enough, an enemy wont spawn. Repeat. Eventually, one of the "cars" will explode and the boss will speed up. Keep at it until there is nothing left. He doesn't have any attacks of his own, but he has an even more annoying ability to spawn enemies; Particularly Sharukurusu and Red Zakobon.

-----  
The Final Boss: Mega Man Juno, Terminator of Life!  
-----

Recommended Special:

Shining Laser.

The final boss fight is a two Part battle: human form and battle form.

-----  
Human form  
-----

- Description:

Well, you cant really miss him >.>

- HP: ?? (HIGH)

- Attacks:

Shining Laser 1:

Puts his fists together and fires a large laser in a straight line.

Shining Laser 2:

Puts his arms out to the side and fires the lasers while spinning clockwise or counter clockwise.

Shockwave:

Appears in a blue blaze in the middle of the room, then pounds the ground creating a shockwave.

Charge:

Appears near you and charges head first at you

- Strategy:

All of his moves have specific tells:

Shining Laser 1: Yells "Ready?"

Shining Laser 2: Yells "How 'bout this?"

Shockwave: Yells "How 'bout that!"

Charge: Yells "Defend yourself!"

Shockwave is usually done after a Charge. If its not, he wont yell and instead you'll have to listen for the "boom boom boom" of the blue explosions.

When the battle starts, run around the room counter-clockwise. Lock on and fire while running (probably wont hit him, but it's worth a shot). In between his attacks, stand still and fire at him. As soon as he disappears or moves in any way, start running counter-clockwise again. The best time to get a some good shots in is after his charge attack when he uses Shockwave. He'll leave himself open while the shockwave is spreading.

Dodge:

Shining Laser 1: keep running

Shining Laser 2: Run, but keep an eye on the lasers. Jump when they get close.

Shockwave: Jump just as his fists hit the ground

Charge: keep running

-----  
Battle form  
-----

Battle form appears after you defeat human form. This form is much more ready for combat, yet is slower then human form. Unlike human form, he will not teleport, making him open for attack at all times.

- HP: ?? (VERY HIGH)

- Attacks:

Leap x3:

Juno will leap towards you 2 times then jump back to the center

Charge:

Just like before, he will rush towards you

Shockwave:

Pounds his fists creating a shockwave

Sol:

Creates a huge red ball of energy and throws it at you

Ultimate Destruction:

Room turns red, Juno gathers energy, then crates a shockwave, then summons large lasers to attack you from above

- Strategy:

This form is much larger and more powerful, so stay sharp. Just like before, you're going to want to run counter-clockwise around the room while firing at him. in between his attacks, face the center of the room and start firing. As soon as he moves, RUN! Again, his attacks all have good tells:

Leap x3: Will leap into the air with a "wa-key-wa" sound

Charge: Yells "Are you ready?"

Sol: Yells "How 'bout this!?"

Shockwave: Yells "Take this!"

Ultimate Destruction: The room will turn red

Unlike before, Sol is normally done after a charge, not a shockwave. Ultimate Destruction doesn't become available to him until after you get his HP down past half.

Dodges:

Leap x3: keep running

Charge: keep running

Sol: hold your ground then run and roll at the last second

Shockwave: Jump

Ultimate Destruction: Jump over the shockwave, then run from the lasers

All and all, this is still an easy battle. Once you learn his pattern, it becomes really easy to dodge. The best time to attack him is while he's charging Sol, UD, while your jumping over a shockwave, or when he lands from is third jump in Leap x3.

+++++  
=====

## 6)- Items/Parts

=====

+++++

In MegaMan Legends, you have 3 separate sections of items:

Special

Normal

Buster Parts

Each of these have a specific use, and are listed in their own sections.

=====

### 6.1)- Special Items

=====

Special items can be broken down further into 3 categories:

Healing

Augmentative

Key

Healing items can be used to heal yourself. Healing items have a limited number of times they can be used before having to be refilled.

Augmentative augment your capabilities in a positive way. These items must be equipped in order to work. When equipped, they are always active. They can be un-equipped if needed for something by selecting them and un-equipping them.

Key are items you must use in your quest in some way. Most are just keys used to unlock doors. A key item can be used infinite times if needed.

The layout for this section is as follows:

- (Item Name)

    Square: (Uses grid map: Alpha down and Numerical across)

    Type: (type of item. See above)

    Found: (where to get the item)

    Use: (what the item is used for)

-----

- Energy Canteen

    Square: A1

    Type: Healing

    Found: Junk Shop for 650 Zenny

    Use: Use to heal yourself. Extra packs can be bought at the Junk Shop. Must be refilled after its used up. Can only be re-filled at the Junk Shop.

- Helmet

    Square: A2

    Type: Augmentative

    Found: Made out of the Safety Helmet

    Use: Absorbs some damage and prevents you from getting knocked down as easily.

- Jet Skates

    Square: A3

    Type: Augmentative

    Found: Combine the Rollerboard and Old Hoverjets

    Use: Hold C-down to engage. Allows you to move very quickly

- Jump Springs

    Square: A4

    Type: Augmentative

    Found: Made from Spring Set

    Use: Allows you to jump higher



- Flak/Kevlar/Kevlar Jacket Omega
  - Square: A5
  - Type: Augmentative
  - Found: Bought at the Junk Shop
  - Use: Reduces damage taken by 1/4, 1/2, 3/4 respectively. Can only hold one at a time. Must buy them in progressive order.
  
- Adapter Plug
  - Square: A6
  - Type: Augmentative
  - Found: Made from Joint Plug
  - Use: Allows you to equip 3 Buster Parts at once.
  
- Blue Refractor
  - Square: B1
  - Type: Key
  - Found: Starting Ruins
  - Use: None
  
- Yellow Refractor
  - Square: B2
  - Type: Key
  - Found: Cardon Forest Sub-Gate
  - Use: Powers the Boat.
  
- Red Refractor
  - Square: B3
  - Type: Key
  - Found: Lake Jyun Sub-Gate
  - Use: Powers Flutter
  
- Citizen's Card
  - Square: B4
  - Type: Key
  - Found: Given to you by a Police Officer
  - Use: Grants you access to the City
  
- Class A License
  - Square: B5
  - Type: Key
  - Found: Given to you by the Mayor
  - Use: Grants you access to Kattelox Ruins
  
- Class B License
  - Square: B6
  - Type: Key
  - Found: Given to you by the Mayor
  - Use: Grants you access to the Sub-Gates
  
- Walkie-Talkie
  - Square: C1
  - Type: Key

Found: Given to you by Roll  
Use: Calls the Support Car to pick you up.  
Doesn't work in all areas.

- Bonne Family Key  
Square: C2  
Type: Key  
Found: Downtown after destroying the Blumebear Mecs  
Use: Opens the door to City Hall
  
- Cardon Forest Sub-Gate Key x3  
Square: C3  
Type: Key  
Found: Cardon Forest Sub-Gate  
Use: Lowers the shield around the Refractor in Cardon Forest
  
- Lake Jyun Sub-Gate Key x3  
Square: C4  
Type: Key  
Found: Lake Jyun  
Use: Lowers the shield around the Refractor in Lake Jyun
  
- Clozer Woods Sub-Gate Key x3 (AKA ID Cards)  
Square: C5  
Type: Key  
Found: Clozer Woods Sub-Gate  
Use: Unlocks the Main Gate
  
- Sub-City Key x3 (Watcher, Sleeper, Dreamer)  
Square: C6  
Type: Key  
Found: One in each Sub-City  
Use: Unlocks the three doors at the bottom of the Main Gate

=====  
6.2)- Normal Items  
=====

Normal Items are a bit different from special items in they can only be used once.

Normal items, like special items, can be split into 3 categories:  
Useable  
Component  
Key

Usable allow you to temporarily augment your abilities. Most are relatively useless and you don't need to use a single one to beat the game.

Component, like its name suggests, is a component in building a new item or Special Weapon. The weapon that can be made out of the item is listed with the item. Components rarely make anything by themselves,

and normally have to be combined with other items to be useful (See Item Development section).

Key, similar to key special items, are key to completing a quest. Unlike special items, they can only be used once and are only used in Side-Quests.

The layout for this section is as follows:

Note the layout changes depending on the type of the item.

Items are listed in alphabetical order.

Usable:

(Item Name)

Location: (Location found)

Type: (type of item, see above)

Use: (what this item does when used)

Component:

(Item Name)

Location: (Location found)

Type: (type of the item, see above)

Component of: (lists what it makes)

Combined with: (what this item is combined in Development)

Key:

(Item Name)

Location: (Location found)

Type: (type of item, see above)

Quest: (side quest this item is used in. See Side Quest section)

-----  
- Ancient Book

Location: See Kattelox Ruins Side-Quest Part 3

Type: Component

Component of: Spread Buster

Combined with: Arm Supporter, Old Launcher

- Antique Bell

Location: Clozer Woods Sub-Gate

Type: Key

Quest: Museum Side-Quest

- Arm Supporter

Location: See Bombs in Downtown Side-Quest

Type: Component

Component of: Spread Buster

Combined with: Ancient Book, Old Launcher

- Auto Fire Barrel

Location: Main Gate

Type: Component

Component of: Auto Battery

Combined with: Generator Part

- Blunted Drill
  - Location: Main Gate
  - Type: Component
  - Component of: Drill Arm
  - Combined with: Nothing
  
- Blumebear Parts
  - Location: Downtown
  - Type: Component
  - Component of: Machine Buster
  - Combined with: Nothing
  
- Bomb
  - Location: See Bombs in Downtown Side-Quest
  - Type: Component
  - Component of: Power Blaster R
  - Combined with: Nothing
  
- Bomb Schematic
  - Location: Flutter
  - Type: Component
  - Component of: Grand Grenade
  - Combined with: Nothing
  
- Broken Circuits
  - Location: See Secret Hideout Side-Quest Part 3
  - Type: Component
  - Component of: Omni-Unit Omega
  - Combined with: Sun-light, Main Core Shard
  
- Broken Cleaner
  - Location: Apple Market
  - Type: Component
  - Component of: Vacuum Arm
  - Combined with: Broken Motor, Broken Propeller
  
- Broken Motor
  - Location: Downtown
  - Type: Component
  - Component of: Vacuum Arm
  - Combined with: Broken Cleaner, Broken Propeller
  
- Broken Propeller
  - Location: Uptown
  - Type: Component
  - Component of: Vacuum Arm
  - Combined with: Broken Cleaner, Broken Motor
  
- Cannon Kit
  - Location: Yass Plains Kattelox Ruins
  - Type: Component

Component of: Powered Buster  
Combined with: Nothing

- Chameleon Net

Location: Junk Shop

Type: Usable

Use: Makes you temporarily invisible to enemies. Does not work in boss fights.

- Defense Shield

Location: Junk Shop

Type: Usable

Use: Makes you temporarily invincible

- Flower

Location: Yass Plains

Type: Key

Quest: Roll Happiness Side-Quest

- Flower Pearl

Location: See Hospital Side-Quest

Type: Component

Component of: Gatling Gun

Combined with: Gatling Part

- Gatling Part

Location: Lake Jyun Sub-Gate

Type: Component

Component of: Gatling Gun

Combined with: Flower Pearl

- Generator Part

Location: See Kattelox Ruins Side-Quest Part 3

Type: Component

Component of: Auto Battery

Combined with: Autofire Barrel

- Giant Horn

Location: See Kattelox TV Side-Quest

Type: Key

Quest: Museum Side-Quest

- Grenade Kit

Location: Cardon Forest Sub-Gate

Type: Component

Component of: Grenade Arm

Combined with: Nothing

- Guidance Unit

Location: Clozer Woods

Type: Component

Component of: Active Buster  
Combined with: Nothing

- Hyper Cartridge

Location: Junk Shop  
Type: Useable  
Use: Refills your Special Weapon ammo

- Joint Plug

Location: Lake Jyun  
Type: Component  
Component of: Adapter Plug  
Combined with: Nothing

- Main Core Shard

Location: See Kattelox Ruins Side-Quest Part 3  
Type: Component  
Component of: Omni-Unit Omega  
Combined with: Broken Circuits, Sun-light

- Marwolf Shell

Location: See Secret Hideout Side-Quest Part 3  
Type: Component  
Component of: Shield Arm  
Combined with: Mystic Orb

- Mine Parts Kit

Location: Junk Shop  
Type: Component  
Component of: Splash Mine  
Combined with: Nothing

- Music Box

Location: See Kattelox TV Side-Quest  
Type: Key  
Quest: Roll Happiness Side-Quest

- Mystic Orb

Location: See Kattelox TV Side-Quest  
Type: Component  
Component of: Shield Arm  
Combined with: Marwolf Shield

- Old Bone

Location: Cardon Forest Sub-Gate  
Type: Key  
Quest: Museum Side-Quest

- Old Doll

Location: Cardon Forest Sub-Gate  
Type: Key

Quest: Museum Side-Quest

- Old Hoverjets
  - Location: Lake Jyun Sub-Gate
  - Type: Component
  - Component of: Jet Skates
  - Combined with: Rollerboard
  
- Old Launcher
  - Location: See Kattelox Ruins Side-Quest Part 3
  - Type: Component
  - Component of: Spread Buster
  - Combined with: Ancient Book, Arm Supporter
  
- Old Shield
  - Location: See Kattelox Ruins Side-Quest Part 1
  - Type: Key
  - Quest: Museum Side-Quest
  
- Pen Light
  - Location: See Kattelox Ruins Side-Quest Part 3
  - Type: Component
  - Component of: Blade Arm
  - Combined with: Zetsabre
  
- Plastique
  - Location: See Bombs in Downtown Side-Quest
  - Type: Component
  - Component of: Power Blaster L
  - Combined with: Nothing
  
- Prism Crystal
  - Location: See Museum Side-Quest
  - Type: Component
  - Component of: Shining Laser
  - Combined with: X-Buster, Weapons Plans
  
- Rapid Fire Barrel
  - Location: See Kattelox Ruins Side-Quest Part 3
  - Type: Component
  - Component of: Machine Gun
  - Combined with: Nothing
  
- Ring
  - Location: Lake Jyun Sub-Gate
  - Type: Key
  - Quest: Roll Happiness Side-Quest
  
- Rollerboard
  - Location: See Kattelox Ruins Side-Quest Part 1
  - Type: Component

Component of: Jet Skates  
Combined with: Old Hoverjets

- Safety Helmet

Location: Yass Plains  
Type: Component  
Component of: Helmet  
Combined with: Nothing

- Shield Repair

Location: Junk Shop  
Type: Useable  
Use: Repairs your shield

- Shiny Object

Location: See Kattelox Ruins Side-Quest Part 3  
Type: Key  
Quest: Museum Side-Quest

- Spring Set

Location: Cardon Forest Sub-Gate  
Type: Component  
Component of: Jump Springs  
Combined with: Nothing

- Sun-light

Location: See Pregnancy Side-Quest  
Type: Component  
Component of: Omni-Unit Omega  
Combined with: Broken Circuits, Main Core Shard

- Target Sensor

Location: Clozer Woods Sub-Gate  
Type: Component  
Component of: Sniper Scope  
Combined with: Tele-lens

- Tele-lens

Location: Clozer Woods Sub-Gate  
Type: Component  
Component of: Sniper Scope  
Combined with: Target Sensor

- Weapon Plans

Location: See Kattelox Ruins Side-Quest Part 3  
Type: Component  
Component of: Shining Laser  
Combined with: X-Buster, Prism Crystal

- X Buster

Location: See Secret Hideout Side-Quest Part 3



Type: Component  
Component of: Shining Laser  
Combined with: Weapon Plans, Prism Crystal

- Zetsabre

Location: See Kattelox TV Side-Quest  
Type: Component  
Component of: Blade Arm  
Combined with: Pen Light

=====  
6.3)- Buster Parts  
=====

Buster Parts aren't items per-se, they are weapons that heighten your attack power. They augment your Buster Gun. How much they change it by depends on the Part.

You can only have 2 (or 3 if you have the adapter plug) Buster Parts equipped at once, so choose wisely.

Layout for this section is as follows:  
Buster Parts are listed in alphabetical order.

- (Name)

Location: (location found)  
Price: (if it can be bought)  
Sell price: (how much you'll get if you sell it)  
Augments:  
(a list of abilities changed and by how much)

-----  
- Auto Battery

Location: Combine the Auto Fire Barrel and Generator Part  
Sell Price: 5,300  
Augments:  
ENG Maxed

- Blast Unit

Location: Bought at the Junk Shop  
Price: 960  
Sell Price: 240  
Augments:  
ATK + 1  
ENG + 2

- Blaster Unit Omega

Location: Bought at the Junk Shop  
Price: 22,400  
Sell Price: 5,600  
Augments:

ATK + 2

ENG + 3

- Blaster Unit R

Location: See Kattelox Ruins Side-Quest Part 3

Sell Price: 19,000

Augments:

ATK + 2

ENG + 2

RPD + 2

- Buster Max

Location: Given to you at the beginning of Easy mode

Sell Price: 10

Augments:

All Maxed

- Buster Unit

Location: See Kattelox Ruins Side-Quest 1

Sell Price: 410

Augments:

ATK + 1

RNG + 2

- Buster Unit Omega

Location: Main Gate

Sell Price: 18,000

Augments:

ATK + 3

RNG + 3

- Gatling Gun

Location: Combine Gatling gun and Flower Pearl

Sell Price: 4,650

Augments:

ATK + 1

RNG + 1

ENG + 4

- Laser

Location: Bought at the Junk Shop

Price: 9,600

Sell Price: 2,400

Augments:

ATK + 4

- Machine Gun

Location: Combine Rapid Fire Barrel

Sell Price: 1,450

Augments:

ENG + 3

RPD + 1

- Omni-Unit

Location: See Kattelox TV Side-Quest

Sell Price: 3,200

Augments:

ATK + 1

ENG + 1

RNG + 1

RPD + 1

- Omni-Unit Omega

Location: Combine Broken Circuits, Main Core Shard, Sun-light

Sell Price: 24,600

Augments:

ATK + 2

ENG + 2

RNG + 2

RPD + 1

- Power Blaster L

Location: Combine Plastique

Sell Price: 1,620

Augments:

ATK + 2

RNG + 1

- Power Blaster R

Location: Combine Bomb

Sell Price: 1,960

Augments:

ATK + 2

RPD + 1

- Power Raiser

Location: Starting Ruins

Sell Price: 50

Augments:

ATK + 1

- Power Raiser Alpha

Location: Bought at the Junk Shop

Price: 520

Sell Price: 130

Augments:

ATK + 2

- Power Raiser Omega

Location: Bought at the Junk Shop

Price: 3,400

Sell Price: 850

Augments:

ATK + 3

- Power Stream
  - Location: Main Gate after waking up Mega Man Juno
  - Sell Price: 22,000
  - Augments:
    - ATK Maxed
  
- Range Booster
  - Location: Bought at the Junk Shop
  - Price: 160
  - Sell Price: 40
  - Augments:
    - RNG + 1
  
- Range Booster Alpha
  - Location: Bought at the Junk Shop
  - Price: 400
  - Sell Price: 100
  - Augments:
    - RNG + 2
  
- Range Booster Omega
  - Location: Bought at the Junk Shop
  - Price: 2,400
  - Sell Price: 600
  - Augments:
    - RNG + 3
  
- Rapid Fire
  - Location: Kattelox Ruins past the Junk Shop man
  - Sell Price: 240
  - Augments:
    - RPD + 1
  
- Rapid Striker
  - Location: See Lake Jyun Sub-Gate
  - Sell Price: 5,300
  - Augments:
    - RPD + 2
  
- Sniper Range
  - Location: Bought at the Junk Shop
  - Price: 7,800
  - Sell Price: 1,950
  - Augments:
    - RNG + 4
  
- Sniper Unit
  - Location: Bought at the Junk Shop
  - Price: 860
  - Sell Price: 210
  - Augments:
    - ENG + 1
    - RNG + 2

- Sniper Unit Omega
  - Location: Bought at the Junk Shop
  - Price: 14,800
  - Sell Price: 3,700
  - Augments:
    - ENG + 2
    - RNG + 3
  
- Sniper Scope
  - Location: Combine Target Sensor and Tele-lens
  - Sell Price: 9,0850
  - Augments:
    - ATK + 1
    - RNG + 5
  
- Triple Access
  - Location: See Kattelox Ruins Side-Quest Part 2
  - Sell Price: 960
  - Augments:
    - ENG + 1
    - RNG + 1
    - RPD + 1
  
- Turbo Battery
  - Location: Bought at the Junk Shop
  - Price: 7,200
  - Sell Price: 1,800
  - Augments:
    - ENG + 4
  
- Turbo Charger
  - Location: Bought at the Junk Shop
  - Price: 120
  - Sell Price: 30
  - Augments:
    - ENG + 1
  
- Turbo Charger Alpha
  - Location: Bought at the Junk Shop
  - Price: 320
  - Sell Price: 80
  - Augments:
    - ENG + 2
  
- Turbo Charger Omega
  - Location: Bought at the Junk Shop
  - Price: 2,200
  - Sell Price: 550
  - Augments:
    - ENG + 3

+++++  
=====

## 7)- Item Development

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+++++

Item development is a way for you to make new weapons and items out of otherwise worthless junk.

Item development isn't available right off. You need to have the support car. Item development is preformed by Roll in either the support car or the R&D room of the Flutter. Talk to Roll and select Item Development and see what she comes up with.

The new items made aren't random; each item and weapon in the game has to be made from specific items. Nowhere in the game do you have to choose between which item you want to make.

Listed in alphabetical order. Layout as follows:

- (Item name)  
  Makes: (What it's used to make)  
  Combine with: (What its combined with to make the above)  
  Location: (where this item is found)

-----

- Ancient Book  
  Makes: Spread Buster  
  Combine with: Arm Supporter, Old Launcher  
  Location: Kattelox Ruins

- Arm Supporter  
  Makes: Spread Buster Special Weapon  
  Combine with: Old Launcher, Ancient Book  
  Location: Bombs in Downtown Side-Quest

- Autofire Barrel  
  Makes: Auto Battery Buster Part  
  Combine with: Generator Part  
  Location: Main Gate

- Blumebear Parts  
  Makes: Machine Buster Special Weapon  
  Location: Downtown trash can

- Blunted Drill  
  Makes: Drill Arm Special Weapon  
  Location: Main Gate

- Bomb  
  Makes: Power Blaster R Buster Part  
  Location: Bombs in Downtown Side-Quest

- Bomb Schematic
  - Makes: Grand Grenade
  - Location: Chest inside Barrels room in the Flutter
  
- Broken Circuits
  - Makes: Omni-unit Omega Buster Part
  - Combine with: Sun-light, Main Core Shard
  - Location: complete the secret hideout Side-Quest
  
- Broken Cleaner
  - Makes: Vacuum Arm Special Weapon
  - Combine with: Broken Motor, Broken Propeller
  - Location: Apple Market box
  
- Broken Motor
  - Makes: Vacuum Arm Special Weapon
  - Combine with: Broken Cleaner, Broken Propeller
  - Location: Downtown trash can
  
- Broken Propeller
  - Makes: Vacuum Arm Special Weapon
  - Combine with: Broken Cleaner, Broken Motor
  - Location: Uptown trash can
  
- Cannon Kit
  - Makes: Powered Buster Special Weapon
  - Location: Kattelox Ruins
  
- Flower Pearl
  - Makes: Gattling Gun Buster Part
  - Combine with: Gattling Part
  - Location: Ira (hospital) Side-Quest
  
- Gattling Part
  - Makes: Gattling Gun Buster Part
  - Combine with: Flower pearl
  - Location: Lake Jyun Sub-Gate
  
- Generator Part
  - Makes: Auto Battery
  - Combine with: Autofire Barrel
  - Location: Kattelox Ruins
  
- Grenade Kit
  - Makes: Grenade Arm Special Weapon
  - Location: Cardon Sub-Gate
  
- Guidance Unit

Makes: Active Buster Special Weapon  
Location: Clozer Woods Sub-Gate

- Joint Plug

Makes: Adapter Plug special item  
Location: Lake Jyun Sub-Gate

- Main Core Shard

Makes: Omni-Unit Omega Buster Part  
Combine with: Broken Circuits, Sun-light  
Location: Kattelox Ruins

- Marlwolf Shell

Makes: Shield Arm  
Combine with: Mystic Orb  
Location: Complete the secret hideout Side-Quest

- Mine Parts Kit

Makes: Splash Mine Special Weapon  
Location: Prize for saving the junk man

- Mystic Orb

Makes: Shield Arm Special Weapon  
Combine with: Marlwolf Shell  
Location: Get class A in Balloon Fantasy game

- Old Hoverjets

Makes: Jet Skates special item  
Combine with: Rollerboard  
Location: Lake Jyun Sub-Gate

- Old Launcher

Makes: Spread Buster  
Combine with: Ancient Book, Arm Supporter  
Location: Kattelox Ruins

- Pen Light

Makes: Blade Arm Special Weapon  
Combine with: Zetsabre  
Location: Kattelox Ruins

- Plastique

Makes: Power Blaster L Buster Part  
Location: Bombs in Downtown Side-Quest

- Prism Crystal

Makes: Shining Laser Special Weapon  
Combine with: X-Buster, Weapons Plans  
Location: Complete the Museum Side-Quest



- Rapidfire Barrel
  - Makes: machine gun
  - Location: Kattelox Ruins
  
- Rollerboard
  - Makes: jet skates
  - Combine with: Old Hoverjets
  - Location: Kattelox Ruins
  
- Safety Helmet
  - Makes: Helmet
  - Location: Outside the junk shop in Yass Plains
  
- Spring Set
  - Makes: Jump Springs special item
  - Location: Cardon Sub-Gate
  
- Sun-light
  - Makes: Omni-unit Omega Buster Part
  - Combine with: Broken Circuits, Main Core Shard
  - Location: Pregnancy sub-quest
  
- Target Sensor
  - Makes: Sniper Scope Buster Part
  - Combine with: Tele-lens
  - Location: Clozer Woods Sub-Gate
  
- Tele-lens
  - Makes: Sniper Scope Buster Part
  - Combine with: Target Sensor
  - Location: Clozer Woods Sub-Gate
  
- Weapon Plans
  - Makes: Shining Laser
  - Combine with: Prism Crystal, X-Buster
  - Location: Kattelox Ruins
  
- X-Buster
  - Makes: Shining Laser Special Weapon
  - Combine with: Prism Crystal, Weapons Plans
  - Location: Complete the secret hideout Side-Quest
  
- Zetsabre
  - Makes: Blade Arm Special Weapon
  - Combine with: Pen Light
  - Location: Get class A in the Beast Hunter game

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=====  
8)- Special Weapons  
=====

Special Weapons, the things that make most shooters very fun.  
Sadly, MML has very few usable specials. They are fun to try though.

Most specials have to be made by Roll out of Normal Items (See Item Development).

To upgrade a special, talk to Roll and select upgrade. Choose a weapon and select what stat you want to upgrade. Note that you cannot skip an upgrade level. You have to go from 2 to 3 to 4. You cant go straight from 1 to 4.

Statistics (or "stats") of a weapon are laid out like this:

```
ATK :===| 1|      2|      3|  1 = 1,000 | 2 = 2,000 | 3 = 5,000
ENG :=====|
RNG :|
RPD :=====|  1|      1 = 3,100
SPC :===|
```

Each section represents a different stat listed in the game.

The "=" marks form the line that you see in game. The higher the bar, the higher the stat.

A "|" represents the end of a line.

On upgradeable weapons you will see "#|" the number represents the upgrade level, while the "|" represents where the line will be after the upgrade.

On the far right of any upgradeable weapon you'll see something like: "# = ####" The first number represents the upgrade level for that stat, the second represents how much that upgrade costs.

If the amount of ammo is listed in seconds, that was tested on the lowest rapid setting. If your rapid stat is maxed, figure about half that.

Layout for this section is as follows:

- (Name)
  - Made from: (Parts needed make weapon)
  - Ability: (what this weapons does)
  - Stats: (Statistics of the weapon)
    - ATK : (Attack)
    - ENG : (Energy, the amount of ammo)
    - RNG : (Range, how far the weapon reaches)
    - RPD : (Rapid, how fast it fires)
    - SPC : (Special, unique to each weapon)
  - Special: (what the special rating means, if known)
  - Ammo:
    - (How many shots you get. Subdivided by level)
  - Total Zenny: (amount Zenny needed to fully upgrade)

Comments:

(closing remarks on the weapon)

-----  
- Normal Arm

Made From: Already unlocked

Ability: Kick your right leg.

Stats:

ATK :===|

ENG :=====|

RNG :|

RPD :=====|

SPC :===|

Special: Unknown

Ammo:

Start: Infinite

Total Zenny: None

Comments:

Well, you cant start out with the Shining Laser... this isn't even a weapon. Heck, its not even an arm! You just kick your leg.

- Machine Buster

Made From: Blumebear Parts

Ability: Basically a machine gun

Stats:

ATK :===| 1| 2| 1 = 3,400 | 2 = 10,000

ENG :=====| 1| 2| 3| 1 = 3,000 | 2 = 8,000 | 3 = 12,000

RNG :=====|1| 1 = 2,600

RPD :=====| 1| 2| 1 = 5,000 | 2 = 10,000

SPC :=====| 1| 2| 1 = 1,200 | 2 = 2,000

Special: Increases the shotgun effect of the shots

Ammo:

Start: 20 seconds

Level 1: 40

Level 2: 60

Level 3: 80

Total Zenny: 67,200 Zenny.

Comments:

Very weak, and not very useful. More useful then the Powered Buster for your standard baddies, but not effected at all against bosses. Wouldn't bother with upgrades.

- Powered Buster

Made From: Cannon Kit

Ability: Pretty much a small cannon.

Stats:

ATK :=====| 1| 2| 1 = 3,500 | 2 = 11,000

ENG :===| 1| 1 = 5,000

RNG :=====| 1| 2| 3| 1 = 1,600 | 2 = 3,200 | 3 = 6,400

RPD :===|

SPC :===|

Special: Unknown

Ammo:

Start: 16 shots  
Level 1: 32  
Total Zenny: 29,700 Zenny

Comments:

Very good against boss, and I recommend you use it throughout most of the game. Very cheap to upgrade and deals out a lot of damage. Now if only it could fire faster... First thing you should upgrade is the ENG and RNG. ATK wont help you much if you cant reach your target.

- Drill Arm

Made From: Blunted Drill  
Ability: Destroys certain walls

Stats:

ATK :====|| 1| 2| 1 = 3,000 | 2 = 8,000  
ENG :====| 1| 2| 1 = 5,000 | 2 = 12,000  
RNG :|  
RPD :====||  
SPC :===|

Special: Unknown

Ammo:

Start: 60 seconds  
Level 1: 120  
Level 2: Infinite  
Total Zenny: 28,000

Comments:

Cant really be used in combat, but essential to completing the Kattelox Ruins. ENG is the only stat that matters. Max that out before you leave.

- Grenade Arm

Made From: Grenade Kit  
Ability: Throw weak grenades

Stats:

ATK :====| 1| 1 = 6,500  
ENG :====|1|2|3| 1 = 1,200 | 2 = 4,000 | 3 = 8,000  
RNG :====|1|2| 1 = 1,400 | 2 = 5,000  
RPD :====||1|2| 1 = 2,000 | 2 = 3,000  
SPC :===|

Special: Unknown

Ammo:

Start: 24 grenades  
Level 1: 32  
Level 2: 40  
Level 3: 48  
Total Zenny: 31,100

Comments:

Horribly inaccurate and not worth the trouble.

- Spread Buster

Made From: Ancient Book, Old Launcher, Arm Supporter  
Ability: shoots several grenades in a wide arc

Stats:

ATK :====|| 1| 2| 1 = 45,000 | 2 = 89,000  
ENG :===|1|2| 1 = 18,000 | 2 = 30,000

RNG :=|1| 1 = 12,000  
RPD :===|  
SPC :=====| 1| 2| 1 = 20,000 | 2 = 35,000

Special: increases the number of bombs per throw by 2 per Level

Ammo:

Start: 16 shots

Level 1: 24

Level 2: 32

Total Zenny: 249,000

Comments:

Really fun to use, but also really useless. Would be better if they gave you more shots. I suppose it could be useful in Lake Jyun when confronted with the cloaked enemies.

#### - Vacuum Arm

Made From: Broken Motor, Broken Cleaner, Broken Propeller

Ability: Sucks up Zenny and other things for a distance

Stats:

ATK :|

ENG :=====| 1| 1| 1 = 1,000

RNG :=====| 1| 2| 1 = 500 | 2 = 1,000

RPD :=====|

SPC :=====| 1| 2| 3| 1 = 500 | 2 = 2,500 | 3 = 5,000

Special: increases the suction power

Ammo:

Start: 60 seconds

Level 1: Infinite

Total Zenny: 10,500

Comments:

Finally, and arm worth equipping. This little thing will increase your profits 10 fold with the amount of Zenny you normally cant reach in time. ENG and RNG are the most important.

#### - Active Buster

Made From: Guidance Unit.

Ability: Shoots homing rockets.

Stats:

ATK :=====|1| 2| 3| 1 = 30,000 | 2 = 85,000 | 3 = 200,000

ENG :=====| 1| 2| 3| 1 = 5,000 | 2 = 35,000 | 3 = 990,000

RNG :=====|1| 2| 3| 1 = 20,000 | 2 = 60,000 | 3 = 100,000

RPD :=====| 1| 2|3| 1 = 8,000 | 2 = 28,000 | 3 = 84,000

SPC :=====| 1| 2| 3| 1 = 5,000 | 2 = 30,000 | 3 = 60,000

Special: increases the homing capability of the rockets

Ammo:

Start: 32 missiles

Level 1: 56

Level 2: 96

Level 3: infinite

Total Zenny: 1,760,000

Comments:

Probably the best special in the game, right up with the Shining Laser. It costs a ton to upgrade, but is WELL worth it. Focus on ENG first, then ATK and SPC, then finally RNG and RPD last.

- Blade Arm

Made From: Zetsabre, Pen Light

Ability: it's like a lightsaber

Stats:

ATK :=====| 1| 2| 1 = 4,000 | 2 = 8,000  
ENG :=====|1|2| 1 = 1,000 | 2 = 2,000  
RNG :|1|2|3| 1 = 3,000 | 2 = 8,000 | 3 = 12,000  
RPD :===|  
SPC :===|

Special: Unknown

Ammo:

Start: 32 slashes

Level 1: 64

Level 2: 128

Total Zenny: 38,000

Comments:

Totally worthless. It's kind of neat to use, but completely worthless in practice. When you increase the range a little, it will fire out kind of a supersonic slash. It doesn't go very far. This weapon is extremely powerful at close range though. Attack power doubles when you hit the enemy with the actual sword verses the supersonic slash.

- Grand Grenade

Made From: Bomb Schematic

Ability: throw really powerful grenades

Stats:

ATK :=====| 1| 1 = 100,000  
ENG :=|1| 2| 1 = 50,000 | 2 = 150,000  
RNG :===|1|2| 1 = 14,000 | 2 = 30,000  
RPD :===|  
SPC :===|

Special: Unknown

Ammo:

Start: 8 Grenades

Level 1: 16

Level 2: 32

Total Zenny: 344,000

Comments:

Again, really inaccurate. Fun to use, but to low ammo to actually make use of it.

- Splash Mine

Made From: Mines Part Kit

Ability: Allows you to lay mines

Stats:

ATK :=====| 1| 1 = 3,000  
ENG :===|1|2| 1 = 800 | 2 = 1,600  
RNG :|  
RPD :=====|  
SPC :===|

Special: Unknown

Ammo:

Start: 24 Mines

Level 1: 32

Level 2: 48  
Total Zenny: 5,400  
Comments:

Utterly useless. At least its better then the normal arm. The mines will explode after just a few seconds of being on the ground, that's what makes this so useless.

- Shield Arm

Made From: Mystic Orb, Marlwolf Shell  
Ability: when active, protects you from attacks

ATK :|  
ENG :===|1|2| 3| 1 = 12,000 | 2 = 24,000 | 3 = 36,000  
RNG :|  
RPD :=====|  
SPC :=====| 1| 1 = 20,000

Special: increases the shield size

Ammo:  
Start: 10 Seconds  
Level 1: 15  
Level 2: 20  
Level 3: 40

Total Zenny: 92,000  
Comments:

Neat idea, but it needs to be implemented better. I would actually use this if it had infinite ammo.

- Shining Laser

Made From: Prism Crystal, X-Buster, Weapons Plans  
Ability: Shoots a focused stream of energy, destroying everything

Stats:  
ATK :=====| 1| 2| 3| 1 = 50,000 | 2 = 100,000 | 3 = 250,000  
ENG :===| 1| 2| 3| 1 = 50,000 | 2 = 100,000 | 3 = 200,000  
RNG :=====|1|2| 1 = 25,000 | 2 = 60,000  
RPD :=====|  
SPC :===|

Special: Unknown

Ammo:  
Start: 20 seconds  
Level 1: 35  
Level 2: 60  
Level 3: infinite

Total Zenny: 835,000 Zenny  
Comments:

The most powerful weapon in the game. Sadly, its overshadowed by the Active Buster ability-wise. But that's ok, 'cus this weapon can take down Mega Man Juno in just a few seconds :)

Mega Man Legends and Mega Man 64 are the same game when it comes to the actual game. They have differences based on the consoles power.

Mega Man 64 is on the cartridge-based Nintendo 64.

Mega Man Legends is on the CD-based Playstation (and more recently the PSP and PC)

Since MM64 is cartridge-based, it has no load times and more save files. The draw back is given the small amount of space on a cartridge, the sound has to be compressed, reducing the quality of the music and voices. However, the N64 being more powerful then the PS1, MM64 has superior graphics. The N64 also had force-feedback (rumble). MM64 also supports the control stick, as was a new feature at the time.

MML is CD-based and therefore requires load times. Since it cannot save directly to the disk, it requires a memory card and has fewer save files. Since a CD is larger (space-wise), sound files don't need to be compressed as much resulting in better quality sound. But the PS1 is less powerful then the N64 and cant render as shiny of graphics. The PS1 version lacks force-feedback (rumble). In MML, you have to use the D-pad to move, as the PS1 didn't have control stick at the time of this games release.

List form:

MM64:

- + No load times
- + Better graphics (via AA)
- + More save files
- + Rumble
- + Control stick support
- Bad sound quality

MML:

- + Better sound quality
- Load times
- Not as many save files
- Worse graphics
- No Rumble
- No control stick support

Some other minor things are changed that aren't even worth mentioning (posters have been changed, ect).

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10)- Secrets

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Mega Man Legends doesn't really have that many hidden things. And the ones it does have that great. But here they are anyway.

-----

10.1)- Black Armor

-----

Yes, the legendary black armor.



If you do something really evil, your armor will turn black.

Supposedly, you can do this by kicking the can into the bakery many times. I've kicked that can in there a good 50 times and my armor doesn't fade in the least.

It's much easier to shoot down the TV blimp during the City Hall pirate battle, or steal the brief case from the Police Chase through Downtown side quest.

What does this do? It turns your armor a real deep navy-blue/black color. It doesn't actually augment your power any. People in the city will treat you differently, though. But like you ever talk to them anyway....

---

#### 10.2)- Unlock Easy and Hard Modes

---

This is pretty east. Unlock hard mode by beating the game and watching the credits. Unlock easy mode by beating the game in hard mode and watching the credits.

---

#### 10.3)- Easy Mode bonuses

---

As soon as you start easy mode, you'll have the Jet Skates as well as the Buster Part Max Buster. This Part maxes out all of your stats and can only be gotten in easy mode.

---

#### 10.4)- Easy Money tricks

---

This actually has its own little section as this is what most people will come here looking for >\_>

-----  
Eligible when: Once you've completed Cardon Forest Sub-Gate  
-----

You'll want the Vacuum Arm. You want to go to Cardon Forest Sub-Gate. Go into the first room with the Jakko's Nests. Destroy them for a ton of Zenny, then go out and jump up the ledge into Kattelox ruins and destroy the Miroc's there. Repeat.

-----  
Eligible when: You first come to Apple Market  
-----

Apple Market. There's a can near the entrance to Cardon. Kick it into the Bakery. The backer will give you 1000 Zenny. Go out of Apple Market and repeat.

-----  
Eligible when: After you unlock the Sub-Cities  
-----

Again, the Vacuum Arm is nice. Drill the wall separating the Main Gate and the Kattelox Ruins where you saved the Junk man. Now take that entrance into the Main Gate. Kill the purple dog, grab the Zenny, go out the same door you came in. Turn around and go back in. repeat.

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11)- Gameshark Codes

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```

If you have a gamshark, you know how this works. If you don't, don't bother trying to figure it out 'cus you cant use them anyway.

These codes are for Mega Man 64, not Legends.

MUST BE ON!  
F10A1680 2400

Rapid Fire:  
80204EB3 0002

Infinite Health:  
801204A1E 0050

Infinite Zenny:  
811BC404 E0FF  
811BC406 05F5

Have all Normal Items:  
81205650 FFFF  
81205652 FFFF  
81205654 FFFF  
81205656 FFFF

Have all Special Items:  
8120564C FFFF  
8120564E FFFF

Have all Buster Parts:  
\*NOTE\* Turn this code on, start your game, save, then quit and turn off the code. If you try to equip and use one of the Parts while the code is on, your game could freeze.

80204E04 0001  
80204E05 0002  
80204E06 0003  
80204E07 0004  
80204E08 0005  
80204E09 0006  
80204E0A 0007  
80204E0B 0008  
80204E0C 0009  
80204E0D 000A  
80204E0E 000B  
80204E0F 000C

80204E10 000D  
80204E11 000E  
80204E12 000F  
80204E13 0010  
80204E14 0011  
80204E15 0012  
80204E16 0013  
80204E17 0014  
80204E18 0015  
80204E19 0016  
80204E1A 0017  
80204E1B 0018  
80204E1C 0019  
80204E1D 001A  
80204E1E 001B  
80204E1F 001C  
80204E20 001D  
80204E21 001E  
80204E22 001F  
80204E23 0020

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12)- Copyright/contract info

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In other words this is mine, don't steal it and put your name on it.

Email: scooterspv@yahoo.com

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13)- Version History

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Version 1.0 8/10/07

Yay! I've wanted to write this guide for a long time now! ^\_^  
This is my most favorite game ever! ^\_^  
Then again, I haven't played Legends 2 yet, so that may change :(

Anyway, first and probably last update. I've played this game so many times, I practically did this whole thing from memory. Doubt I'm going to have to make to many corrections.

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14)- Credits
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```

Starfox062090 for helping with some editing

Prima's strategy guide, as that's where all of the internet got the HP for the Reaverbots from.

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