

Mega Man Legends FAQ/Walkthrough

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Updated on Mar 24, 2001

Mega Man Legends

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Table of contents:

A: About This Walkthrough

1: Terms

2: How to Use the Walkthrough

B: Controls

C: Characters

D: Places of Interest

E: General Tips

F: Walkthrough*

1: The Starting Ruins

2: Welcome to Kattelox Island

3: Save the Junk Store Owner

4: Find Barrel

5: Pirate Attack!

6: Save City Hall!

7: Explore the Ruins

8: Pirate Attack #2!

9: Explore the Town

10: Mini Games

11: Sub Gate #1

12: Explore the Ruins #2

13: Another Pirate Attack

14: Sub Gate #2

15: Sub Quests

16: Sub Gate #3

17: Yet Another Pirate Attack

18: More Sub Quests

19: Main Gate

20: Yes, Another Pirate Attack

21: Bank Robbery, The last Sub Quest

22: Explore the Ruins #3

23: Sub City #1

24: Sub City #2

25: Sub City #3

26: Main Gate #2

27: Juno

G: Items*

1: Regular Items

2: Special Weapon Items

3: Buster Part Items

4: Special Item Items

5: Special Items

H: Buster Parts

I: Special Weapons

J: The Big Secrete

K: A Few More Things

L: Acknowledgements

About this Walkthrough

Terms:

Zenny: The currency in Legends.

§: My abbreviation for Zenny.

(Quantum) Refractors: Crystals that provide energy for machines, power plants, etc. They are found under ground and guarded by Reaver Bots.

Reaver Bots: Robots that guard refractors.

Refractor Shards: Called Deflectors in the manual they are pieces of Refractors. They are worth different amounts of Zenny depending on size and color.

(Mega) Buster: Mega Man's left arm gun.

Portals: Entrances to underground ruins.

Sub Gates: Large ruins.

Main Gate: A huge ruin with no apparent way in.

Mother Load: A legendary treasure. According to legend once found it will provide enough power for the entire world.

Digger: A Person who explores old ruins looking for Quantum Refractors and other Treasure.

Spotter: A person who assists a digger above ground.

How to Use This Walkthrough

This is a complete walkthrough for Mega Man Legends. It includes: item descriptions and uses, special weapon uses, sub quests, mini game tips, recommended buster parts combos, boss strategies, and just about everything else. I strongly recommend that you beat the game by your self before using the walkthrough so you can experience the game without knowing what will happen next. But if you're stuck you should be able to find something in here to help you.

Each section in the walkthrough has a list of what you can get (Note: the items in the list are ones that you find I do not list items that you can buy).

You'll also find the recommended buster part combo for that area (Note: You might like a different combo better, if so use it! These are not necessarily the best they're just ones that I think work well for that part of the game).

During a fair amount of the game you'll spend time exploring under ground ruins. I have done my best to provide good instructions to get you where you're going and get all the items on the way. If these instructions are confusing just try to follow them anyway (it's not easy do give good instructions for big mazes without a map). Also to some extent they get a little less detailed later in the walkthrough compared to the beginning, I figured by that time you'd pretty much have the idea (besides it would be even harder to describe every twist and turn in the ruins). Note: When I tell you to go through a door I usually also mean to follow the hall on the other side. And when I say to go down a hall I generally mean to follow it to the next intersection.

Note: sections marked with an * give away things about the games story.

Unmarked sections give away little or nothing of the story.

Controls

If more people would read the manuals (you know that little book that came with your game) I wouldn't have to do this section but here it goes.

Every ware: These buttons work almost anytime anywhere. Select: Displays a map of either the ruins your in (Note: it only has parts you've already been) or a map of Kattelox island. Start: Brings up the main menu screen and skips movies. Start and Select: Resets the game. L1 and R1: Rotates your view left or right (if you have turn option on L1/R1), or (if option is on Directional Buttons) moves left or right. R2: Hold down to automatically lock your weapons on to the nearest enemy, or (if there are no enemies in range) hold down and use up and down buttons to look up and down. O: Open doors and chests, check out items, garbage cans, boxes, push buttons, talk. Hold down O and use directional buttons to walk slowly. When you get and equip the Dash Parts hold down O to use them, when you a using the Dash Parts left and right steers, back is slow down, forward is speed up, L1 and R1 and sharp turn to the

left or right. Square: Shoot Mega Buster (left arm) or kick (in areas where there is no fighting). Triangle: Shoots special weapon (right arm) or kick (in no fighting areas). X: Jump. Some times you'll hang on the edge of ledge if you do use up to pull your self up onto the ledge. Accept.

Menu: These are for when you're in the menu screen. X: Accept. Triangle: Cancel, go back.

Characters

This is a list of the main characters in the game and a brief description of each. This is a little more detailed then the profiles in the manual but gives nothing important away. Note: There are a couple characters I'm leaving out to avoid giving away some major parts of the story.

Mega Man Voulnut: 14 years ago Barrel Casket found a baby in a dig sit. He named him Mega Man Voulnut and raised him with his grand daughter Roll. Now Mega Man is 14 years old and the leading digger for the Casket family. He has many special skills and abilities. But it is still unknown why he was abandoned as a child.

Roll Casket: Roll is 14 and is Mega Man best friend. When roll was still a baby her parents disappeared while exploring a dig. Her grand father Barrel Casket then raised her. She has followed in her parent's footsteps hoping to find out the truth about their disappearance. Roll is a mechanical genius and can fix or build just about anything. During a dig she is Mega Man's spotter, she offer tips on what to do or how to get a refractor and warn you of danger.

Barrel Casket: Once a famous digger Barrel is now retired. He uses his vast experience and knowledge to help Mega Man and Roll on their digs.

Data: Data is a mechanical monkey who has been with Mega Man ever since he was found 14 years ago. And for some reason Mega Man is the only one who understands what he is saying. Data main job is to give you hints on what to do next, Save your game, and Recharge your energy so it is a good idea to talk to him often.

The Bonne Brothers: A group of pirates who steal treasures from diggers. Their group members are... Teasel Bonne: Teasel is the leader of the Bonne brothers and is very smart. He is also very persistent and does not accept defeat.

Tron Bonne: Tron is 14 years. She is Teasel and Bomb's sister. She is a Mechanical expert and she builds and maintains the Bonne's various machines. Bomb Bonne: The youngest member of the Bonne Brothers. Bomb is very large but is really just a big baby.

Servebots: You'll see these little robots all over the place. Tron built them and their main job is to pilot the Bonne's various attack machines and do whatever else needs to be done. There are 40 of them each with different characteristics.

Places of Interest

Cardon forest: The forest where the flutter crash lands.

Yass Plains: The hilly area north of City Hall.

Clozer Woods: A forest connected to the Yass Plains.

Lake Jyun: A large lake with several islands. It is north of Uptown and is only accessible by boat.

Apple Market: A shopping area south of Down Town.

Down Town: The area of town where most of the people live. It is in the center of the city.

Uptown: A resort area west of Down Town.

City Hall: The part of town where city hall is. It is north of Down Town.

Old City: A run down abandoned part of the city, it is full of mean dogs. Power

Plant: A power plant north of the Old City.

Main Gate: The area where the main gate is. It is south of the Old City and full of cats.

Junk Store: A store full of great stuff to buy. It is in the Apple Market.
Library: A library with some good books to read. It is in the Down Town area.
KTOX TV Station: A TV station where you can compete in game shows. It is in the Uptown area.
Boat Rental Shop: A boat rental place in the Uptown area.
Museum: An art museum in the uptown area.
Hospital: The island Hospital, it is in the Uptown area.
City Hall: The city hall is in the City Hall area.
Police Station: The Police station in the City Hall area.
Bank: The bank is the City Hall area.
Main Gate: A huge ruin in the Main Gate area.
Sub Gate 1: A large ruin in the Clozer Woods.
Sub Gate 2: A large ruin on an island in lake Jyun.
Sub Gate 3: A large ruin in the Cardon Forest.
Portal 1: A small ruin next to the entrance to the Apple Market.
Portal 2: A small ruin in the Clozer Woods.
Portal 3: A small ruin in the Cardon Forest.
There are also a couple of area I'm not mentioning because it would give some thing away.

General Tips

This is a section full of useful tips to help you through the game.
Always upgrade your armor as soon as possible, it comes in very handy.
Talk to Data whenever you can to save your game and make sure you read whatever tips he may have for you.
Watch out for cars when you're in the town. You'll take damage if you get hit.
If you fry a servebot you can kick it several times for energy cubes.
The Vacuum Arm is a great way to get cash so max it out as soon as possible.
The Powered Buster will be your best weapon for most of the game, so max it out as soon as possible.
The best ways to get cash are: Run around in the ruins with the vacuum and play the mini games at the TV station. Another good way is to sell buster parts that you're not using.
Don't put a lot of money into short-range weapons, long range are much more useful.
When shooting bots make sure your far enough away no to get hurt by the explosion when they blow up.
Beware, a few of your weapons can hurt you if you're not careful.
Always open chests from the side. That way if their traps you won't get hurt.
You can also shoot trapped chests for cash.
Here is a list of what the different refractor shards are worth: Small Blue = 50, Small Green = 100, Medium Purple = 250, and Large Blue = 500.

Walk Through

When you start the game make sure that you listen to the intro. I know it sounds like part of a computer storybook but it has some important story stuff in it. At the start screen push start then choose New Game. Mega Man will say, "Let's do it!" it a voice completely unlike his voice in the regular and X series and the game will start.

Starting Ruins

Things to get: Blue Refractor, Power Raiser. Best Buster: none.

Well here you go. Listen to Roll then read the explanation on how to use your buster. Go forward, when the first bot comes out of the wall back up a couple of steps and shoot it (make sure you're not close enough to get caught in the explosion). Take out the next to bots in the same manner and continue forward.
At the intersection Roll tells you to go right. All there is forward is a

couple of bots and a dead so take her advice and go right. At then next intersection Roll asks if you can see a door. Left are more bots and a dead end, right is the door, forward is another intersection, left is a dead end, and right leads to an easy trap. Go to the door on the right read about the O button then go through the door. Shoot the bots then go through the door on the other side of the room. Go up the ramp and read how to jump. Jump on the ledge and go down the corridor. Roll has you stop and wait for some bots to pass by. Left is a dead end so go right. At the next intersection go right and shoot the big box, it explodes into cash and energy, read the explanation and get the goodies. Back at the intersection go forward, look at the energy barrier and listen to Roll. Go forward, listen to Roll and use the R2 button to target the spider bot on the ceiling. Shoot the bot, go in to the room at the end of the passage. Shoot the two flashing things to destroy both the first barrier and the one right in front of you. Go down the passage where the barrier in front of you was and get the chests for \$ and the Power Raiser. Read about buster parts, equip the Power Raiser, and then go back to the first barrier. Listen to Roll then go through the door.

Boss: Big Robot with spike arm. This guy is pretty easy and only has one attack. The attack is: he raises his arm and slams it down where you are standing creating an explosion. Start shooting at him as soon as you enter the room, when he raises his arm run around behind him and start shooting. Repeat this until he is destroyed. Note: make sure you don't touch the bot. Toughing him or any other bot will damage you. After you beat him watch the movie, Mega Man jumps onto the Flutter just in time to escape the return of the boss (all man, I wanted to fight him again) and they fly off. Mega Man and Roll talk then you have engine trouble and are forced to crash land on Kattelox Island.

Welcome to Kattelox

Things to get: Broken Cleaner. BB: Power Raiser.

After Roll Mega Man and Barrel stop talking talk to Data to save your game. Congratulations! You've been elected to go find a town. Look around and you'll see a trail with a sign next to it, that is the way to town. Start toward town, before you get very far a police car drives past. Go back over to where Roll and Barrel are and talk to Barrel. Barrel leaves to fill in the immigration forms and you decide to check out the shopping arcade out side of town. Follow the path to town and talk to the people right outside the city, then enter the Apple Market. Once inside talk to the people (one tells you how to look up and down), and explore the shops. Check the boxes and garbage cans for \$ and the Broken Cleaner. Talk to the lady in the Junk Store. She says her husband is gone exploring in the ruins and she wants you to check on him. Tell her that you'll help, then leave the city. You'll find Data right outside, save, then enter Portal #1 (the dome shaped thing).

Save the Junk Store Owner

Things to get: Rapid Fire, Mine Parts Kit, Citizen's Card. BB: Power Raiser.

Inside the ruins you'll here a man's voice calling for help. Go down the passage to your right. At the end of the passage check the hole in the wall (it looks like a big black hole in the wall) for \$ the go right. You'll eventually reach a room with a man on a ledge; shoot all the bots in the room then talk to the man. He'll thank you and says to come by his store later then he leaves. Go through the door on the left side of the room, and follow the passages (watch out for bots in the narrow parts). At the end is a room, get the chest for the Rapid Fire buster part, equip it, then leave the ruins.

Go back to the Junk store and talk to the owner's wife. You'll get the Mine Parts Kit. When they ask you your name say what you want but lying gives you a bad reputation (see section K: A Few More Things to find out about reputations). Go to the old van outside of town and talk to Roll, she'll use the Mine Parts Kit to make you the Splash Mine special weapon. Talk to Roll

about all the different things you'll be able to use the van for when she fixes it. Leave the van and talk to the policeman, you'll get the Citizen's Card. He warns you about pirates and says that the city is being evacuated. Roll gets worried about Barrel and asks you to find him. Save.

Find Barrel

Things to get: Broken Motor. BB: Power Raiser Omega, Range Booster Omega.

Go in the Apple Market and go in the Junk Shop. It's time to buy some things. Make sure you buy the Energy Canteen (it stores energy) and a bunch of Life Gauges (they raise your life gauge, max is 10 bars) (buster parts help too). If you need money kick the soda can into the Jetlag Bakery for \$1000 (if you do it enough it gives you a bad rap though). When you're done shopping try to talk to Jim and the gang, read how to sneak up on people (this is the only time in the game where you sneak) then sneak up on Jim. Listen to their plan. After they finish talking go through the door to the Down Town area. Watch the movie with Tron and the Servebots then explore the Down Town. Talk to everyone, read the books in the library, etc. Watch out for cars, they can hit you and do damage. Check the garbage cans for \$ and the Broken Motor. Then go in the North door and explore the City Hall area. Then talk to the police outside city hall and they will take you to Barrel. After talking to Barrel and mayor Amelia leave city hall and watch Tron get chased by Paprika. Go back to Down Town. Tron is up a lamp post with Paprika guarding her. Talk to Tron then to Paprika. After they talk go talk to Roll.

Pirate Attack!

Things to get: None. BB: Power Raiser Omega, Range Booster Omega.

The Bonnes start attacking the city! Roll gets worried about Barrel and takes off to find him. Go to the Apple Market. Note: If you don't have any cash kick the can once for some money. Data is by the N door, talk to him and ask him about the Junk Shop to get a free Shield Repair. Save, then go through the door. Watch the movie, Mega Man takes off to try to defeat the Bonnes. Read the Mission.

Boss: Red, Blue, and Yellow Servebot tanks. Like the mission said they each have a certain strength. Red does more powerful attacks, blue is much faster, and yellow has a bigger life gauge. Attacks: They shoot lasers, move or roll out of the way. They throw a bomb, just step to the side. As soon as you can, pick a tank and start shooting. After a few seconds they say that you're too strong and split up. Chase them around and shoot whenever you can. The best time to get them is when they're passing the key from one to another because while they're doing it they can't attack. There are also a few airships that fly over head and shoot at you. You can either avoid them or shoot them for cash. If you need energy buy a soft drink (you can also kick the machine for free drinks but you get a bad reputation) or kick a Servebot. When you blow up the tank that has the key the key will float in the air. You can grab it to end the mission or shoot the other bots first, it's up to you. Once you have the key the Servebots go crying to Tron and after some talking she attacks you.

Boss: Tron's spider bot. Attacks: She will shoot a thing of fire along the ground, move away from it. She will shoot bullets at you, get out of the way. If she keeps shooting at you in a spread form jump over the shots and run across the street, repeat this until she stops. She shoots a straight line of bombs, side step. She spins and shoots a circle of bombs, get to the inside or outside of the circle to avoid the blasts. She starts spinning and shoots bombs everywhere, RUN, get away from this one fast. Tron's bomb and fire attacks can destroy buildings and the more buildings that get destroyed the more it will cost you to fix them so make this fast. Stay on the road in front of Tron and keep shooting. Unless you need to buy a soft drink (save your canteen) stay on the road (Tron will destroy less buildings this way), if she moves down the street make sure you don't get run over, then follow her. When

you beat her watch the bot blow, Tron leaves. Data is by the N door, Save (get a new Shield Repair if you need one), then go through the door.

Save City Hall!

Things to get: Class B Diggers License, Walkie-Talkie. BB: Power Raiser Omega, Range Booster Omega.

Watch the movie and read the mission. The red bots only attack city hall while the other colors attack anything nearby. Once again the more stuff that get destroyed the more it costs you later. Run to the front of city hall, hold down R2 and blast away. The flying bots are the worst and they can bring in more ground bots so try to get them first. When there are no more bots around city hall check the rest of the area. Don't use your canteen (you probably won't need it anyway). Note: If you want to do something mean you can shoot down the KTOX ship. When you destroy all the bots Bomb will come over to get you.

Boss: Bomb Bonne. Attacks: he will shoot homing missiles, either hide behind something or run away and he will eventually blow up. He shoot his party blower at you, this is powerful but easy to dodge just step aside. He will fly forward and try to hit you, run. Bonne can also destroy building so keep him busy with you. After you beat him the Bonnes retreat. And Teasel hears about their defeat on TV and decides to handle this himself.

After talking to Barrel and Amelia you get the Class B Diggers License. Leave City hall. Alright Roll fixed up the van! Go in the van, talk to Roll about every thing, you'll get the Walkie-Talkie. Talk to Data and save (remember to get a new Shield Repair).

Explore the Ruins

Things to get: Old Shield, Buster Unit. BB: Power Raiser Omega, Range Booster Omega.

Note: You don't have to do this now (or ever) if you don't want to but you'll get a lot of cash and items.

Go to the Cardon Forest. When you reach the Flutter, take the path that doesn't go to town. At the end of the path there is a man walking around, look around for Portal #3. Enter. Go through the door. At the end of the hall go in the passage on the left side of the room. Go in the door at the end of the hall then enter the passage in front of you. When you get to the top, dodge the big metal things and go through the door. The passage you're in now is a square. There are two boxes to your left. Watch out for the big bot (its some thing like an advanced version of the first boss), when he chases you duck into the indents where the doors are and let him pass you then chase him and shoot him from behind. Go through the door to the right of where you entered this area. When you reach the room with the 3 fireball shooting bots, get the chest for \$ then go through the door. In the next room there is a hole in the right wall, get it for the Old Shield. Then go through the door on the right wall on the other end of the room. In the next big room, get the chest on the right for a trap (you can shoot trapped chests for cash) and the chest on the left for the Buster Unit. Blast the boxes and go through the door. At the end of the hall jump down, go through the doors, and leave the ruins.

Pirate Attack #2

Things to get: Safety Helmet, Flower, Cannon Kit, Powered Buster, Helmet, Class A Diggers License. BB: Blast Unit, Buster Unit.

Stop by the Junk store and shop. Go to City Hall Area and go through the door behind city hall. Shoot the tanks (if you need energy kick a bot). Go in the building where the police car is and talk to the people. Watch out for the bomb shooting towers on the hills. Get the garbage can by the other building for \$. Go to the top of one of the small mounds near you and try to jump to

the area where the pirate towers are. You might need to switch mounds and it takes a little practice but it is do able. Go to the building up there and check the box for the Safety Helmet. Inside the building is the Junk Store's 2nd location. Go through the passage at the other end of the area. At the fork go left and the Flower on the right side at the edge of the trees. Enter Portal #2, which is just ahead. Go through the door. Get the chest for \$, then go through the next door. At the fork, go right. Get the chest for a trap and the hole for \$. Go left and through the door. In the big room go in the passage at the far right end. Go across the bridge. Go right, jump to the platform with the chest. Get it for Cannon Kit. Leave the ruins.

Go back to City Hall Area and call Roll. Do Item Development for the Powered Buster Special Weapon and the Helmet. Talk to Roll and give her the flower. Equip and enhance the Powered Buster. Equip the Helmet, Save, and leave. Go back to the area with the ruins, and go to the tunnel that Data is standing next to. Talk to Data, save, then go through the tunnel. Shoot the bots, watch the move and read the mission.

Boss: Teasel's Digger Marlwolf. Attacks: he shoots big green ball, move and watch out for the after shock. A servebot will drop a bomb, move. A servebot will throw several flying bombs in the air, shoot them. As soon as the fight starts run forward and climb up the platforms. When the Marlwolf passes by jump onto the area on it right by the door. Note: If it moves to fast for you shoot the tank treads to slow it down. When the door opens shoot inside it with the Powered Buster. After that it will hit itself in the head and cause even more damage. Then it will try to knock you off with its hands so either try to dodge or jump off. Repeat this until it is destroyed. Watch the move. Teasel leaves defeated. Head back to town. When Roll calls say yes to return to city hall. Watch the Bonnes plan their next move. Then talk to Barrel and Amelia and you'll get the Class A Diggers License. Talk to Amelia and rebuild all the stuff that you can (like I said the more stuff that gets destroyed the more it costs you). Talk to Roll and give her the Flower. Leave and save.

Explore the Town

Things to get: Broken Propeller, Vacuum Arm special weapon, cat. BB: Blast Unit, Buster Unit.

Go to Down Town and go through the W door to reach the Up Town area. Check the trash cans for the Broken Propeller. Talk to everyone and explore. If you talk to the lady behind the counter at the TV station you can play the Beast Hunter and Balloon Fantasy mini games (see section 10: Mini Games). You should try to beat the games if you have trouble you can come back later, Beast Hunter is the same each time but Balloon Fantasy is easier with better buster parts. Go back to the Down Town area. Go through the E door. You'll end up in the Old City. There is a bunch of old building and a couple people but nothing special. There are also a lot of dogs. They run into you and cause damage, kick them to make them lay down. In the Old City, the N door leads to the Power Plant (nothing much to do there though). The S door goes to the Main Gate, which is a big ruin with no door. There are a bunch of cats near the Main Gate, talk to them and one will give you the option to take it home, say yes.

Call Roll and do item development for the Vacuum Arm special weapon. Equip and enhance it, then save.

Mini Games

Things to get: Zetsabre, Mystic Orb, Music Box, Omni-Unit, Giant Horn. BB: Some thing with high range and energy.

Beast Hunter: To play talk to the lady behind the desk and choose Beast hunter. This should be a cool game huh? I mean, with a name like Beast Hunter

it sounds pretty cool right? WRONG! In this game there is a fake man running around in circles being chased by a fake dog. Your goal is to kick balls and occasionally mini dogs at the dog chasing the man without hitting the man himself. Each time you hit the dog with a ball you get 1 point, and you get 2 points for hitting it with a mini dog. But if you hit the man with a ball you lose 1 point, and you lose 2 points for hitting him with a mini dog.

Kick the balls and hit the dog as much as possible. Don't hit the man! Sometimes a flashing dog runs across the screen hit it for 1 point (2 with a mini dog). This is pretty easy so you shouldn't have much trouble with it. At the begging it will say how many points you have to have to go to the next rank. You start at rank D and advance to rank A. When you beat a rank you get \$. When you beat rank A you get the Zetsabre. Tip: if are having trouble getting enough points kick excess balls away so you'll get mini dogs faster.

Balloon Fantasy: Equip buster parts that give you decent range and good energy. Talk to the lady behind the counter and pick Balloon Fantasy. In this game you are in a room with a bunch of big bouncing balloons. The goal is to shoot the all the red balloons without shooting the blue balloons. You have so much time to get all the red balloons, each time you hit a blue one you lose time. The rank system is the same as all the other mini games. Although you might have trouble beating the high ranks in this early in the game, I beat it as soon as I could go to the TV station so it is possible. If you get stuck come back later with better buster parts. Beat rank A for the Mystic Orb.

Races: You can't play the races until you get the skates. To play talk to the man in the TV station. In the races you race through the Down Town area with the skates. In all the races your goal is to go through all the flashing red cones, in order, before the time runs out. If you knock down the yellow cones it will freeze the timer for a second. The ranks are the same. This is the most fun mini game so enjoy. Tip: hold down the forward button to move faster.

Straight Course: This is pretty easy. Beat rank A for the Music Box.

Left Curve Course: This is medium. Use sharp turns (L1, R1). Hit all the yellow cones you can. Beat rank A for the Omni-Unit.

Technical Course: This one is pretty hard. It is tough to memorize the course. Use sharp turns and hit the yellow cones whenever you can. Don't give up. Beat rank A for the Giant Horn.

Sub Gate #1

Things to get: Key found in Clozer Woods Sub Gate x3, Old Doll, Grenade Kit, Spring Set, Old Bone, Yellow Refractor, Grenade Arm special weapon, Jump Springs. BB: Blast Unit, Buster Unit.

Equip the Vacuum Arm and enhance it. Go to the Flutter. Take the path to the ruins but instead of going in them go through the tunnel. Continue forward, Roll will drive up in the van to help. Shoot all the robots so Roll can continue forward. Note: If you don't clear a path for Roll you won't be able to enter the Sub Gate. If you get hurt go in the van and refill your energy. Note: Just like regular cars you can get hit by the van and take damage (at least Roll apologizes). When you reach the fence Roll will ram it so you can get to the Sub Gate. Enhance the Vacuum more if you can then save and enter.

Go down the hall and look at the yellow refractor. You need 3 keys to lower the force field surrounding the refractor. Go through the door. Tip: Shoot the big balls of robot bugs from a safe distance. On the ground get the hole for \$. Shoot the bridge on the platform with the ramp and cross. Shoot the next ball deal and it will leave you the 1st Key. Get the key then go from platform to platform until you reach a door, enter. Get the hole for the Old Doll. Go down the hall and go left, get the chest for the Grenade Kit. Turn on the conveyor belt and follow it to the next room. Get the hole for \$. Go through the door. Go back to the first conveyor belt room. Go in the hall with the chest and go right. Cross the ice before it breaks and don't bother

trying to open the chest. Break the ice under the chest and follow it along the conveyor belt. At the end the chest will break. Pick up the 2nd Key. Go back to the ice room. Go through the door on the other side and get the chest for the Spring Set and the hole for the Old Bone. Go through the door. Push all the buttons and try to go through the hall before the barrier comes back (this may take a few tries). Get the 3rd Key and go through the door. Go to the refractor and use the Keys on the control panel to lower the force field. Get the refractor. Leave the Sub Gate. Do item development for the Grenade Arm special weapon and the Jump Springs. Equip the jump springs. Cool, now you can jump about three times higher! Save.

Explore the Ruins #2

Things to get: Rollerboard, Shiny Object, Pen Light, Rapidfire Barrel, Blade Arm weapon, and Machine Gun. BB: Blast Unit, Buster Unit.

Go back in the Sub Gate and jump on the ledge to the left. Go through the door. In the room, go down the hall and get the chest for the Rollerboard. Go up the ramp, get the holes for \$ then go down the hall. Go left and get the chest for \$. Jump down the up on other ledge. Get the trap chest and boxes then go in the door near the trap chest. In the big room jump on the ledge with the chest, get it for \$. Go down the hall. Get the hole for the Shiny Object then go down the hall to the right. Watch out for the spider bots. Go through the door at the end. Go through the door to the left and go down the hall in the next room. Get the chest for the Pen Light. Go to the room with all the self-destructing bots and go through the far door. Jump on the ledge across the room and get the chest for \$. Go through the passage and jump on the ledge across the room. Get the holes for cash. Go down the hall, shoot the boxes, go down the hall. Go through the door at the end and jump into the passage on the left. Get the chest for the Rapidfire Barrel and leave the ruins. Call Roll and do item development for, Blade Arm special weapon (if you beat Beast Hunter) and Machine Gun buster part. Go to the Junk Shop and buy some of the new stuff. Save.

Another Pirate Attack

Things to get: None. BB: Laser, Sniper Range.

Go to the boat rental shop in the Up Town area. Go inside, check the boxes for \$, enter the shop. Go through the door next to the counter (don't worry about what the owner says). Check the garbage can for cash. Talk to the construction people, when you get the option call Roll. Watch the movie. Alright! Now you can use the boat to get to the 2nd Sub Gate. Talk to Data to save.

Get in the boat and watch the movie. Read the mission. Yikes! The Bonnes sent a bunch of subs and stuff to attack you! Ok, this is pretty easy. Roll will steer the boat in circles around the lake. Your job is to shoot all the subs and a few ships up in the air. Use your buster and listen to what Roll says, when she says "Their behind you!" she doesn't mean for you to stand around facing forward while the ship is being blasted. You can also shoot the torpedoes and stuff that they shoot at the ship. Note: You can't get hurt but the ship can. It has a life gauge and if it goes down you'll get game over. When all the subs and ships are destroyed the Bonnes will come out it their big new bot to finish you off themselves. When you get the option retreat. Yes I said retreat. The reason is unless you're an incredible player the ship took some damage while fighting the subs. If you retreat you'll get a chance to save and be able to fight with full energy.

Back at the dock, equip the Powered Buster then save. Go back in the boat. The Bonnes will attack.

Boss: The Bonnes big water robot. You'll start out rather close to their ship. Don't attack it. Concentrate on keeping your boat from taking any damage by shooting their missiles. Roll will drive into a river. Keep a look out behind you. The Bonnes are still following you down the stream. Soon

you'll reach a small pond and the Bonnes will surface and begin the real fight.

Attacks: They shoot homing missiles, shoot them. They hit the water with their arms shooting water at you, there's nothing you can do about it.

Roll will drive the boat in circles around them. As soon as you enter the pond, start blasting their arms and the cannons on the back with your buster. When you destroy all of their weapons a cylinder will appear on the back where the cannons were. It will shoot more of those big green balls at you. When you get in range blast the cylinder with the Powered Buster. You can't avoid the balls so destroy the thing as soon as possible. When you beat them watch the movie. You'll end up on the island where the 2nd Sub Gate is. Go back to shore and equip the Vacuum. Go back to the 2nd Sub Gate and talk to Data to save.

Sub Gate #2

Things to get: Old Hover Jets, Gattling Part, Key found in Lake Jyun Sub Gate x3, Ring, Joint Plug, Rapid Striker, Red Refractor, Bomb Schematic, Grand Grenade weapon, Jet Skates, Adapter Plug. BB: Laser, Machine Gun.

Go in the Sub Gate. Go through the doors and follow the hall. At the first room get the two holes for \$. Continue down the hall. At the next room take the path to the right and get the chest for the Old Hover Jets. Go back to the last room and go down the path to the left. Take the first hall on the left (the 2nd hall on the left goes to the same place) Take the 2nd right and get the hole for the Gattling Part. Get out of the indent and go forward. Get the Chest for the first Key (you need two more). Go back to the main hall and take the path on the right. Get the hole on the right wall for the Ring. Continue down the hall and go through the door. Enter the weird room and watch out for the teleporting bots. Tip: If you stay off the ground the bots usually leave you alone. Tip: You can destroy all the bots if you try. Go in the room with the chest and get it for the 2nd Key. Leave the chest room and take the 2nd path to the left. The door in front of you goes back to the big hall. Take the small hall in this room and reenter the big room. Jump forward to the platform then left to the next chest room. Get the chest for the 3rd Key and the hole for \$. Get the chest in the center of the big room for the Joint Plug. Go through the last door (the one on the wall on the big room). In the hall with the weird walls watch out for the gator bots (just run past them). Take the path on the left and go through the door. Keep going. At then end get the chest for the Rapid Striker. Go back to the hall with the gators. The path on the right dead ends so don't bother going there. Leave the Sub Gate and save. Then go back to the gator hall and go through the door and the end. Ignore the big yellow thing and go through the door. Lower the shield and get the refractor. Refill your energy then leave the room. Watch the movie.

Boss: Big Yellow Bot. Attacks: he will slid toward you, jump out of the way.

He will jump to the center of the room creating an energy wave along the floor, jump over it. He'll also kick you if you get to close. Replace the Machine Gun with the Sniper Range. Jump and shoot his face (this is his only vulnerable point). Keep your eye on him as much as possible. When he blows use the Vacuum to get all the \$ then leave the ruins. Go to shore and watch the Bonnes plan their next move. Call Roll. Alright the Flutter is fixed! Talk to Roll. Leave Roll's room and explore the Flutter (if you got the Cat at the Main Gate it makes its self at home). Check the chest in Barrel's room for the Bomb Schematic. Talk to Roll, talk to Barrel, talk to Roll again and go to the R&D Room. Talk to Roll and give her the Ring. Do Item Development for the Grand Grenade special weapon (it can only bust one particular wall), Jet Skates, and Adapter Plug. Equip the Skates and another buster part then save.

Sub Quests

Things to get: Lipstick, Plastique, Bomb, Power Blaster L, Power Blaster R, Pick, Bag, Arm Supporter, Saw, Blumbear Parts, Marlow Shell, Comic Book, Stag Beetle, Beetle, Broken Circuits, Old Heater, X Buster, Machine Buster weapon,

Shield Arm weapon. BB: Laser, Turbo Battery, Buster Unit.

You don't have to do this stuff now. You don't have to do it period. But you get a lot of good stuff.

You can now talk to the man in the TV station lobby to play the racing mini game, I recommend that you try to beat those now.

Go to the hill by the boat shop and talk to the painter. Say her painting needs red. Now to find red paint... Go to the women's clothing store in the Apple Market, talk to the lady behind the counter and say yes to get Lipstick. Give it to the painter. She finishes then runs off. Now the museum is open. Go to the building that looks kind of like a church and go inside. Look at the paintings then go upstairs. Talk to the lady behind the counter. Talk to her again and say yes. Talk, yes, talk, yes, talk, yes. To give her the Old Bone, Shiny Object, Giant Horn (if you beat racing technical A), and Old Shield. If you go down stairs and then go back up you can see your stuff on display.

Save. Go to the Police Station and talk to the inspector a couple of times. He'll ask you to investigate some thing Down Town. Go to the Down Town Area. A bomb will explode on the street! You have to find the other two before they explode. If you talk to the people the lady says she saw one by a green house and the man says you should check one the rooftops. Quickly run over to the green house on your right and check around it. IF you don't see the bomb check around the other green houses (use the skates). When you find the bomb pick it up to get Plastique. Then hop on top of a street lamp and then on top of the houses. The bomb will be on a flat roofed house. Get it for Bomb. Call Roll and talk to her to give her the Music Box (if you beat the Straight Course A race). Do item development for the Power Blaster L and Power Blaster R buster parts.

Save. Go to the Yass Plains. Go in the building on the far right. Jim and the gang are inside. Talk to Jim and say yes. You need a pick. Go to the City Hall area and talk to the construction man (sometimes he thanks you for paying for the repairs) to get the Pick. Go give it to Jim. You need to come back later.

Go to the Police Station and talk to the Inspector. Talk to the Flustered Man in the lobby then talk to the inspector then talk to the man again. You need to find his lost moneybag. Note: You have to do this next part in the exact order I say or it won't work. Go to the Electronics Shop and talk to the man behind the counter. Go to the Jetlag Bakery and talk to the lady behind the counter. Go to the Library and talk to the lady behind the counter. Go to the soda machine near the N door and talk to the girl near it. Then talk to the boy in the red vest that's running around near the library. Talk to him a couple more time and he says to check the trash can near him. Check the can for the Bag. Go to the inspector's office and talk to the Inspector, you'll get the Arm Supporter.

Talk to Jim. You need a saw. Talk to the construction guy. He threw his away. Check the Down Town garbage cans for the Saw and the Blumbear Parts. Give Jim the Saw.

Go to the hospital and talk to the girl in the wheel chair.

Kill time for a while then go talk to Jim when the building where he is looks like a house. Check the pile of stuff for the Marlwolf Shell. Go to the 2nd junk Shop on the hill and pick up the red thing behind it to get the Comic Book. Go to the are of the Clozer Woods near Portal #2. There is a small hill here. Get the bug on top of it for the Stag Beetle. Go to the Cardon Forest. Head toward the 1st Sub Gate. On the hill where the girl is get the Beetle. Go talk to Jim and say yes, check the pile for the Broken Circuits. Talk to Jim and say yes, check the pile for the Old Heater. Talk to Jim and say yes, check the pile for the X Buster.

Go to the museum and give the lady the Old Heater. Call roll and do item development for the Machine Buster special weapon and the Shield Arm special weapon (if you beat Balloon Fantasy class A).

Sub Gate #3

Things to get: Tele-lens, Guidance Unit, Antique Bell, ID Card found in Clozer Woods Sun Gate x3, Target Sensor, Ancient Book, Active Buster weapon, Sniper Scope. BB: Laser, Turbo Battery, Buster Unit.

Go to the Flutter and equip the Grand Grenade. Talk to Roll and tell her to go to the Cardon Forest Sub Gate. You'll fly over. Leave the Flutter (Note: You have to use the Grand Grenade for one part in here, if you want you could equip it a little later when you come back to save though).

Go through the door and fall down the hole (now would be a good time to notice that the elevators don't work). Go through the door on the right and check out the control panel. You need 3 ID Cards. Leave the room and go through the other door. Go through the door to the left and get the holes for \$ and the Tele-lens. Leave the room. Go through the door to the right and get the chest for the Guidance Unit. Jump down, each of the four pillars has a hole in it. Get them for \$ and the Antique Bell. Jump on the ledge on the other side of the room. Get the chest for the ID Card (one down two to go). From your starting point the door on the right side goes back to the last room.

Go through the door on the left wall. Stand where the little purple dots on the map are, look up, and use the Grand Grenade to destroy the rocks. Leave the room, go in the other door right around where you are. Go left, get the chest for the Target Sensor. Go the other direction. Go down the passage on the right. Go through the passage on the left side of the room and get the chest for the ID Card (one more). Walk up to the big deal in the center of the room and check the control panel to turn it on (now the elevators work). Leave the room, follow the hall to the other door and go inside. Jump into the passage on the right wall and get the chest for the Ancient Book. Return to the 3rd Sub Gate.

Leave the Sub Gate and do item development for the Active Buster special weapon, and Sniper Scope. Change the Buster Unit with the Snipe Scope. Save, go back in the Sub Gate (Note: keep the Grand Grenade).

Go to the room where you busted the hole in the ceiling. Jump up, go through the door, and go down.

Boss: 3 Big Dogs. Attacks: they will charge and try to run into you, RUN! They stand still and shoot fire at you, get out of range and shoot. As soon as the fight starts leave the elevator shaft. This is a tough fight because you have to fight all 3 at the same time. Dodge and use the Grand Grenade when you can (if you have a Hyper Cartridge save it for later). The best time to get them is when they're doing the fire attack. Just don't get too close it's powerful.

When you beat them, go through the door and follow the walkway. Go down the hall and get the chest for the last ID Card. Go back to the computer room and use the ID Cards. The Main Gate will open!!!

Leave the Sub Gate and save.

Yet Another Pirate Attack

Things to get: None. BB: Laser, Turbo Battery, Sniper Scope.

Equip a weapon with got energy, range, and speed. The Machine Buster and Active Buster are good choices (Note: Don't use the Powered Buster, it's too slow). Enhance your weapon as much as you can afford. Save. Tell Roll to go back to the Cardon Forest. Watch the movie. The Bonnes attack! Read the mission.

Defend the Flutter. You can get hurt too so watch it. Use your buster to take out the easy little ships. If you need to, move around the ship for a better shot. Watch the next movie.

Boss: Gesellsgraft. The places to hit are the engines and the square part on the bottom. Use your buster and blast the three weak spots. When you are near the cannons blast them and their bombs too. After you destroy all three spots you'll fly in front of the Bonne emblem and it will shoot big green balls at

you. Blast is as quick as you can with your special weapon. Watch the Bonnes escape in their other ship.

Boss: Big Red Thing. Attacks: it will fly around the ship and shoot. It will fly over the ship and shoot. It will hover above the ship and rain down bullets. This is a tough fight. You can easily get hurt so protect your self and the ship. Blast it with your special weapon, especially when it is hovering. Watch the movie. Are the Bonnes dead? Wait and see. Leave your room and talk to Barrel. Go in Roll's room. She's dressing (or something like that) and yells at you and you leave her room. Go back in her room and save.

More Sub Quests

Things to get: Sun-Light, Flower Pearl, Gattling Gun. BB: Laser, Turbo Battery, Sniper Scope.

Note: You don't have to do this now or ever. Go to the Apple Market. Talk to the grocer. He says his wife is missing. Go to the Flutter. Take the path to Portal #3. At the clearing near the portal look for the woman who is leaning on the mountain (she is kind of hard to see so just walk around the boarder of the mountains). Talk to her and take her to the hospital. Leave the hospital and then go back inside. Talk to the grocer and you'll get the Sun-Light.

Go shop at the Junk Store but be shore to save some money. Go back to the hospital and talk to the lady behind the counter. Go through the door to the right and talk to the nurse inside. The hospital needs new equipment. Go to city hall and talk to the mayor. Make sure you have around \$15,000 handy. Ask about the hospital and give the mayor the money. Go back to the hospital and visit Ira, you'll get the Flower Pearl. Call Roll and do item development for the Gattling Gun buster part.

Main Gate

Things to get: Buster Unit Omega, Shiny Red Stone, Auto Fire Barrel, Blunted Drill, Generator Part, Prism Crystal, Drill Arm weapon, Auto Battery. BB: Laser, Gattling Gun, Sniper Scope.

Go to the Main Gate. Equip the Vacuum and save. Enter the Main Gate. Follow the long hall. Get the hole on the right wall for \$. Go in the first door on the right. Get the chest for the Buster Unit Omega. Go back in the hall and continue down. Go in the next door on the right and take the first left. Tell the machine to unlock the Sub-Cities. Ignore the warnings and unlock them. Continue down the hallway and watch out for the return of the first dog from Sub Gate 3. The best way to get him is to hide behind the panels at the room entrance and shoot him from there. Go down the hall, go right, and get the hole for \$. Goright at the next fork and get the hole for the Shiny Red Stone. Watch out for the 2nd dog. Go take the other passage and watch out for the 3rd dog. Go left, get the hole for the Auto Fire Barrel. Continue down the hall and get the chest for the Blunted Drill. Go back to the big room. Go through the door on the right (from where you first entered). Go right and get the chest for the Generator Part. Leave the Main Gate.

Go to the museum. Give the lady the Antique Bell and Red Stone. Leave the museum and the go back in. Talk to the little girl on the top floor and say yes to get the Prism Crystal. Call Roll and do item development for the Drill Arm special weapon and the Auto Battery buster part. Equip a good long range weapon and go back to the Main Gate. Save.

Go in the Main Gate. Go back to the big room with the dog. Go in the door on the on the left. Take the ladder then go in the ware house.

Yes, Another Pirate Attack

Things to get: None. BB: Laser, Auto Battery, Sniper Scope.

Watch the move. The Bonnes are alive! And ready to attack you with their new very big robot.

Boss: Bruno. Attacks: he shoots one big green ball and then another (what is it with the green balls?) that can destroy buildings at close range, hide behind a building or RUN! If you get close to him he'll start shooting bombs so keep your distance. He shoots homing missiles, shoot them or dodge. This is a tough fight and Bruno is heavily armed. The only buildings he can't destroy are the small black ones where the warehouse used to be. When he breaks the fence run out and hide behind the buildings and blast him with your special weapon. When you beat him watch the Bonnes walk off defeated (Teasel sounds like he flipped his lid). When they get farther away from you they plan to let you get the treasure then get it from you. Save.

Bank Robbery, the Last Sub Quest

Things to get: Trunk. BB: Laser, Auto Battery, Sniper Scope.

Go to the Flutter and watch the TV. There's a bank robbery down town! Go to the Down Town area. The police are chasing a red car. Shoot the red car until it breaks but don't shoot the police car. Pick up the Trunk. If you want to do the good thing give it to the inspector to get a \$20,000 reward. If you want more \$ leave the Down Town area. It will ask if you want to steal the money. If you say yes you get \$200,000 but you turn completely black.

Explore the Ruins #3

Things to get: Weapon Plans, Blaster Unit R, Triple Access, Old Launcher, Main Core Shard, Spread Buster weapon, Omni-Unit Omega, Shining Laser weapon. BB: Laser, Auto Battery, Sniper Scope.

Equip the Drill Arm and go in Portal #2. Go through the door and jump on the ledge across the room. Shoot the boxes and then go down the hall. Jump off the ledge and go through the door. Use the Drill Arm to destroy the wall then go back to the room with the three pillars. Go down the hall and at the end of the room follow the passage. Jump on the ledge and go through the door. Go in the door on the right and follow the hall. In the next room jump on the ledge and follow the passage. Go through the door at the end. Use the Drill on the two walls then jump in the passage on the left. Get the hole for the Weapon Plans and the chest for the Blaster Unit R. Return to the hall. Bust the wall then go through the door at the end of the hall. Follow the hall and when you reach the big room go in the door. Jump on the ledge and get the chest for \$. Go down the hall. Both the chests on this ledge are traps. Jump on the other ledge and get the left chest for a trap and the right chest for the Triple Access. Return to the hall that had all the walls and go to the room with the ramp. Go in the door on top of the ramp and go in the door on the far ledge. Follow the hall and at the intersection go right. Bust the wall and go forward. Get the chest for the Old Launcher. Go back to the last room and go left. Break the wall down and follow the hall. Go right and get the chests for \$ and traps. Go down the left path and break the wall. Go through the door at the end of the passage and go in the door at the end of this passage. Follow the hall and destroy all the walls. Get the holes for the Main Core Shard and \$. Leave the ruins.

Do item development for the Spread Buster special weapon, Omni Unit Omega, and Shining Laser special weapon (if you beat technical class A). Save

Sub City #1

Things to get: Watcher Key. BB: Laser, Auto Battery, Sniper Scope.

Equip the Vacuum and go to the Old City. Go in the black box (where the warehouse used to be) on the left. This is a pretty cool place. Your goal is to destroy all the bots. Note: Some of the bots are on the roofs. After you destroy all the bots Mega Man will say he heard a door opening. Go to the large tower and go inside. Get the chest for the Watcher Key. Leave the Sub City. Save

Sub City #2

Things to get: Sleeper Key. BB: Laser, Auto Battery, Sniper Scope.

Go Down Town and go in the black box. This is pretty much the same as #1. When you get all the bots go in the tower and get the chest for the Sleeper Key. Leave the Sub City. Save.

Sub City #3

Things to get: Dreamer Key. BB: Laser, Auto Battery, Sniper Scope.

Go to Up Town and go in the Sub City.

Boss: Giant Caterpillar. The Caterpillar makes regular bots. When it opens its hatch shoot inside it. Eventually part of it will blow up. Repeat this with the other parts until it is totally destroyed. Tip: If the caterpillar makes too many bots for you to handle hop on a roof and take some out. When it is gone blast the rest of the bots then go in the tower and get the Dreamer Key. Leave the Sub City. Save.

Main Gate #2

Things to get: Power Stream. BB: Laser, Auto Battery, Sniper Scope.

Sell all the buster parts you are not going to use, get your canteen to at least 20, get a Defense Shield and Hyper Cartridge, and equip a good long range weapon. Save and enter the Main Gate.

Go in the door all the way at the bottom. Use the keys to open the next three doors. Go in the room and watch the movie. A strange robot called Mega Man Juno says he is going to destroy all the people on the island the traps Mega Man in some sort of energy deal! Then Tron and Teasel rescue Mega Man and send him off to get Juno! Follow the hall and get the chest for the Power Stream. Equip it in place of the Laser. Continue down the hall and go in the door. Look at the cool refractor and go through the other door. Follow the hall and go right, then go left. Go in the door and talk to Data about everything then save. Note: Right now if you want you can leave the Main Gate and do what ever but when you enter the door you can't leave until you beat the game.

Juno

Things to get: None. BB: Power Stream, Auto Battery, Sniper Scope.

There are two ways to beat Juno, both of which will be covered here. 1: The Wimpy Cheater Way. Or 2: The Cool Challenging Way.

1: The Wimpy Cheater Way.

Equip the Shinning Laser and max it out. You'll be able to nail him with it in several seconds with it in both of his forms. For attack info and other stuff see way #2.

2: The Cool Challenging Way.

Make sure you have at least 20 in you canteen and have a Hyper Cartridge and a Defense Shield. Also get a good long-range weapon (the Active Buster and Machine Buster work well) and the Kevlar Jacket Omega armor.

Enter the door and watch the movie.

Boss: Mega Man Juno. Note: Although Juno says you have to beat him before Eden gets into position (or some thing like that) you have no time limit. Note: Juno has some thing he says before doing most of his attacks so by hearing what he says you can tell what he is going to do. Although, he doesn't always say it before the attack so don't really on his voice cues alone. Attacks: He flies at you, (voice cue) "defend yourself", move or jump out of the way. He jumps at you, (sound effect) "boing", move or jump out of the way and watch out for the after shock. He shoots lasers out of his arms and shoots him arms at you, "are you ready", move or jump away from the 1st then the 2nd. He shoots lasers and spins around, "how appropriate" (?), jump over the lasers.

He goes under the floor and makes a bunch of explosions followed by a shock wave, none, stay away from the explosions and jump over the shock wave. This will take some practice but after a little while you should be able to beat him without take more the five or six bars of damage. Use you regular buster to beat him. He disappears a lot so try to keep your eyes on him at all times. Watch the movie as Juno (or what's left of him) gets into a giant robot with better attacks and a bigger power gauge.

Boss: Mega Man Juno 2nd Form. Note: He does not have many voice cues. Attacks: He charges at you, jump out of the way. He smacks the ground causing lots of explosions, jump over them. He throws a huge fireball, "how's it", step to the side. He jumps at you (this is very powerful), move. When his energy gets low he makes a shock wave then rains lasers on you, jump over the wave then keep moving to avoid the lasers (note: stay away from Juno while you dodging the lasers or he will hit you). This is a tough fight. Shoot him with your special weapon whenever you can (when he shoots the fire ball is a good time) and try to dodge his attacks. When you beat him watch the movies.

You'll end up at the Flutter. Go to the Apple Market, the Junk Store, and Down Town and say good bye to every one. When you're done go back to the Flutter. Talk to Data and say yes and he'll give you a hint about the Big Secrete (see The Big Secrete). Then talk to Roll and say you're ready to leave. Watch the movie, watch the credits, and watch the last movie. Note: DO NOT TURN OFF YOUR PLAYSTATION!!! First read about the Big Secrete.

Items

Here are the item lists. I've divided them into several categories. Regular Items (stuff like a Shield repair), Special Weapon Items (Items that are made into special weapons), Buster Part Items (items that are made into buster parts), Special Item Items (items that are made into special items), and Special Items (special items). For each item I'll have it's name, what it does or what it is made into, and where to get it.

Regular Items

Camouflage Shield, makes you invisible from regular robots for a short time, Junk Shop. Defense Shield, makes you invincible for a short time, Junk Shop. Hyper Cartridge, Refills your current special weapon energy. Shield Repair, fixes your life shield, Junk Shop. Extra Pack, adds one unit to your energy canteen (max 99). Life Gauge, adds one bar to your life gauge (max 10). Flower, a gift for Roll, Clozer Woods. Music Box, a gift for Roll, straight race class A prize. Ring, Sub Gate #2, a gift for Roll. Antique Bell, give it to the museum, Sub Gate #3. GiantHorn, give it to the museum, technical race class A prize. Old Bone, give it to the museum, Sub Gate #1. Old Doll, give it to the museum, Sub Gate #1. Old Heater, give it to the museum, get it at the club house in exchange for the Beetle. Old Shield, some where in the regular ruins, give it to the museum. Shiny Object, give it to the museum, Sub Gate #3. Shiny Red Stone, give it to the museum, Main Gate. Bag, down town garbage can, give it to the inspector. Beetle, give it to Jim, Cardon Forest. Comic Book, give it to Jim, behind 2nd Junk Shop. Lip Stick, give it to the painter up town, women's clothing shop. Pick, give it to Jim, from the construction man near city hall. Saw, give to Jim, construction man then down town garbage can. Stage Beetle, give to Jim, Yass Plains. Trunk, give it to the inspector, from bank robbers down town.

Special Weapon Items

Splash Mine = Mine Parts Kit (reward from junk store owner for saving him in the ruins). Powered Buster = Cannon Kit (in the ruins under Portal #3). Grenade Arm = Grenade Kit (Sub Gate #1). Vacuum Arm = Broken Motor (Downtown garbage can), Broken Cleaner (Apple Market garbage can), Broken Propeller (Uptown garbage can). Blade Arm = Zetsabre (Rank A prize in Beast Hunter), Pen

Light (regular ruins). Machine Buster = Blumbear Parts (Down Town garbage can after you defuse the two bombs in the bomb sub quest). Grand Grenade = Bomb Schematic (chest in Barrel's room in the Flutter). Shield Arm = Mystic Orb (class A prize in Balloon Fantasy), Marlow Shell (reward for helping Jim finish the clubhouse). Spread Buster = Old Launcher (Sub Gate #3), Arm Supporter (reward for helping man at police station get his bag back), Ancient Book (Sub gate #3). Active Buster = Guidance Unit (Sub Gate #3). Drill Arm = Blunted Drill (Main Gate). Shining Laser = Prism Crystal (talk to the little girl on the top floor of the museum after you have given the museum everything), X Buster (reward for giving Jim the Comic Book), Weapon Plans (regular ruins).

Buster Part Items

Here are all the items that are made into buster parts.

Auto Battery = Autofire Barrel (Main Gate), Generator Part (regular under ground ruins). Gattling Gun = Gattling Part (Sub Gate #2), Flower Pearl (Hospital, reward for helping Ira). Machine Gun = Rapid Fire Barrel (Sub Gate #3). Omni-Unit Omega = Main Core Shard (Sub Gate #3), Sun Light (Hospital, reward for helping the grocer's wife), Broken Circuit (Club House, for giving Jim the Stag Beetle). Power Blaster L = Plastique (Down Town, for defusing the first bomb). Power Blaster R = Bomb (Down Town, for defusing 2nd bomb). Sniper Scope = Target Sensor (Sub Gate #3), Tele-Lens (Sub Gate #3).

Special Item Items

These are items that are made into special items.

Helmet = Safety Helmet (box in Yass Plains). Jet Skates = Roller Board (regular under ground ruins), Old Hover Jets (Sub Gate #2). Jump Springs = Spring Set (Sub Gate #1). Adapter Plug = Joint Plug (Sub Gate #2).

Special Items

Remember you must equip certain special items before the will work.

Energy Canteen (refills some of your life gauge, the more extra packs you buy the more it refills (max 99)). Buy it at the Junk Shop. Helmet (helps keep you from taking damage when you fall on your head). Made from Safety Helmet. Jet Skates (when you turn them on you can move much faster). Made from Roller Board and Old Hover Jets. Jump Springs (lets you jump much, much higher). Made from the Spring Set. Armor (Flack Jacket, Kevlar Jacket, Kevlar Jacket Omega) (they reduce damage by 1/4, 1/2, and 3/4 respectively). Buy them at the Junk Shop. Adapter Plug (lets you equip three buster parts at once). Made from the Joint Plug. Blue Refractor (doesn't really do anything). You get it in the opening movie. Red Refractor (used to fix the Flutter). In Sub Gate #3.

Yellow Refractor (used to power the boat). In Sub Gate #1. Class A Diggers License (lets you into the three sub gates). Gift from the mayor after you beat Teasel's Digger Marlow. Class B Diggers License (lets you into Portals #2 and #3). Citizen's Card (let's you enter the city). Given to you by a policeman after Roll gives you the Splash Mine. Walkie-Talkie (used to call Roll in the van). Roll gives it to you when she fixes the van (after you beat Bomb Bonne). Bonne Family Key (allows access to city hall area). Gotten from the three servebot tanks. Key found in Clozer Woods Sub Gate x3 (they lower the shield around the Yellow Refractor). Sub Gate #1. Key found in Lake Jyun Sub Gate x3 (used to lower the shield around the Red Refractor). Sub Gate #2. ID Card found in Cardon Forest Sub Gate x3 (they open the Main gate). Sub Gate #3. Key found in Sub City x3 (Sleeper, Watcher, Dreamer) (open the doors at the bottom of the Main Gate). Found in the three Sub Cities.

Buster Parts

Here is a list of all the buster parts, where to find them, and what they do.

ENG = energy, RPD = rapid, ATK = attack, RNG = range.

Name	Power	Location
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(made from)

Auto Battery generator part	ENG, MAX	Autofire Barrel +
Blast Unit	ATK, 1 ENG, 2	Junk Shop
Blaster Unit Omega	ATK, 2 ENG, 3	Junk Shop
Blaster Unit R	ATK, 2 RNG, 2 RPD, 2	Sub Gate #3
Buster Max mode	every thing MAX	got at start of easy
Buster Unit	ATK, 1 RNG, 2	regular ruins
Buster Unit Omega	ATK, 3 RNG, 3	Junk Shop
Gattling Gun	ATK, 1 RNG, 1 ENG, 4	Flower Pearl + Gattling Part
Laser	ATK, 4	Junk Shop
Machine Gun	ENG, 3 RPD, 1	Rapidfire Barrel
Omni Unit class A prize	every thing, 1	Left Curve race
Omni Unit Omega Broken Circuit	ATK, 2 RNG, 2 ENG, 2 RPD, 1	Main Core Shard + Sun Light +
Power Blaster L	ATK, 2 RNG, 1	Plastique
Power Blaster R	ATK, 2 RPD, 1	Bomb
Power Raiser ruin	ATK, 1	starting
Power Raiser Alpha	ATK, 2	Junk Shop
Power Raiser Omega	ATK, 3	Junk Shop
Power Stream	ATK, MAX	Main Gate
Range Booster	RNG, 1	Junk Shop
Range Booster Alpha	RNG, 2	Junk Shop
Range Booster Omega	RNG, 3	Junk Shop
Rapid Fire	RPD, 1	
Regular ruins		
Rapid Striker #2	RPD, 2	Sub Gate
Sniper Range Shop	RNG, 4	Junk
Sniper Scope + Tele-Lens	ATK, 1 RNG, 5	Target Sensor
Sniper Unit	ENG, 1 RNG, 2	Junk Shop
Sniper Unit Omega	ENG, 2 RNG, 3	Junk Shop
Triple Access	ENG, 1 RNG, 1 RPD, 1	Regular Ruins
Turbo Battery	ENG, 4	Junk Shop
Turbo Charger	ENG, 1	Junk Shop
Turbo Charger Alpha	ENG, 2	Junk Shop
Turbo Charger Omega	ENG, 3	Junk Shop

Special Weapons

Here is a list of the games special weapons, what items are needed to get them, a brief description of what each one does, and a rating. The rating is how useful I think that particular weapon is. It goes from 1(maybe I should sell the item's instead of getting the weapon) to 5(you can't beat the game without it).

Splash Mine. Needs: Mine Parts Kit. It drops a land mine if front of you that explodes on contact. Unfortunately it is easier to hit your self with it then a robot and naturally it not all that easy to get a robot to walk over it.
Rating: 1

Powered Buster. Needs: Cannon Kit. It shots a big fireball that goes very far. This weapon packs a punch and has great range and although it shoots pretty slowly it is one of the best weapons in the game. Also since you'll be using this weapon most of the game you should max it out as soon as possible.

Rating: 5

Grenade Arm. Needs: Grenade Kit. It throws grenades that explode on contact. This is another weapon where it's easy to cream yourself, especially considering that the grenades bounce off walls. Rating: 2

Vacuum Arm. Needs: Broken Motor, Broken Cleaner, Broken Propeller. This one doesn't attack, instead it sucks refractor shards toward you. This one can be upgraded to infinity energy and is a great way to get cash. Max it out as soon as possible. Rating: 5

Blade Arm. Needs: Zetsabre, Pen Light. This is kind of like a laser sword. It does a good amount of damage but has a lousy range and to be honest short range weapons aren't very useful in this game. Rating: 2

Machine Buster. Needs: Blumbear Parts. This weapon is cheap to max out, shoots very fast, and has around 400 shots when you max out the energy. Although it is not very powerful it can still do tons of damage and is pretty useful. Rating: 4

Grand Grenade. Needs: Bomb Schematic. The Grand Grenade is very powerful but it has very few shots and the things you shoot are rather slow. It says in its description that it can bust walls but actually there is only one wall it can break. Rating: 5 (it got a five because you literally can't beat the game without it!)

Shield Arm. Needs: Mystic Orb, Marlowolf Shell. This creates a energy shield in front of you. I'm not sure exactly how well it works but you can not move while you have the shield up so it's not all that great. Rating 2

Spread Buster. Needs: Old Launcher, Arm Supporter, Ancient Book. This weapon shoots 3 bombs at a time in different directions. The disadvantage is that it shoots bombs not bullets or lasers or something like that. Rating: 3

Active Buster. Needs: Guidance Unit. This is a cool weapon that shoots homing missiles. If you max out it is the best weapon in the game. Although that takes quite a lot of money and unless you have it put a lot of money into it it's not all that great. Rating: 4

Drill Arm. Needs: Blunted Drill. This is a very short-range weapon. It does a decent amount of damage but considering how close you have to be to hit any thing with it using it on bots is pretty stupid. This is also the only weapon that can destroy the walls in the ruins allowing you to get some items needed for some other weapons. Rating: 4

Shining Laser. Needs: Prism Crystal, X Buster, Weapon Plans. This is the most powerful weapon in the game. Capable of taking out any bot (including the final boss) in a matter of seconds. But the range is not all that good. Rating: 4

The Big Secrete

Most games have at least one or two really cool secretes in them and Legends is no exception so now for the moment you've all been waiting for...

The Big Secrete

When you beat the game sit through the credits. When you get back to the title screen start a regular new game. Depending on how much stuff you got and how fast you went in your last game your new game will be easier (you'll start out with the skates or other stuff like that).

The Bigger Secrete

When you beat the game watch the credits. When you reach the title screen you should see the word Normal (in purple) under New Game, Load Game, and Options. Go down to it and use the D-Pad to change it to Hard (green). Now start a new game. You are now in hard mode. The changes from normal are faster robots that have larger power gauges, and refractor shards that disappear faster.

The Biggest Secrete

Beat hard mode (the official guide says you have to do it in under 8 hours) and go back to the title screen. Go down to where it says hard and change it to Easy (I think it's yellow). Start a new game. Congratulations! You are now in easy mode! Here you start out with a buster part that maxes out your power, range, energy, and rapidity! Also all refractor shards are worth 4x as much as the are in Normal!

A Few More Things

Here's where I toss in anything else that might be useful.

Reputation

Your reputation is an indicator of how good you are. If you have a bad reputation your color gets darker. Color goes from light blue (you're perfect) to almost totally black (your incredibly bad). This doesn't make much difference in the game beside the color. The other differences are: 1, when you listen to what people are saying about you inside their houses it goes from "That blue boy is a good influence on our boy" to "I'm worried about Jim, I mean with that blue hoodlum going around..."; 2, the headlines in the news papers range from "Blue hero saves town" to "blue thug suspected in bank robbery".

To give yourself a bad reputation: lie (such as "my name is Hippopotamus"); kick the can into the Jetlag Bakery a bunch; let Tron's bots destroy the town and don't pay to rebuild it; shoot down the KTOX ship when you're defending City Hall; kick soda machines for a free drink; destroy soda machines (kick them enough); shoot the police car when chasing the bandits; steal the banks money; and kick the dogs in the Old City.

To get a good reputation: avoid all the stuff above; complete all the sub quests; bring the cat to the Flutter.

Credits

Mega Man Legends, Capcom, etc, etc, etc are all Trademarks of Capcom.

Thanks

Thank to Capcom for making such a cool game (although they could bring more Mega man games to the U.S. and maybe redo some of their old classics, hint, hint)

Thanks to my mom for letting me do this as one of my school turn papers.

Thanks to Anthony Hartley (Antookis@columbus.rr.com). For providing me with a reference when compiling my item and buster parts lists.

And Thanks to everyone who actually takes the time to write walk throughs to 60 hour games.

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