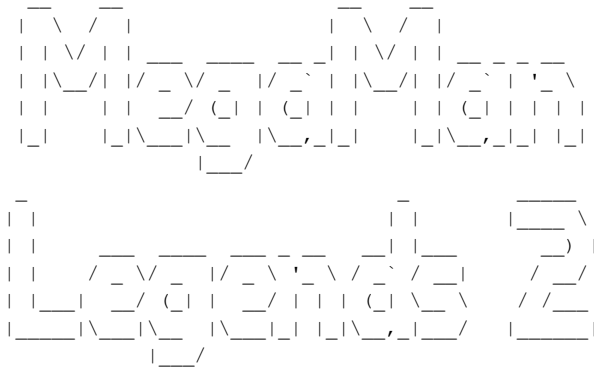


Mega Man Legends 2 FAQ/Walkthrough

by KeyBlade999

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Introduction

Welcome to my most recent FAQ/Walkthrough for the PlayStation console. This FAQ will cover one of my absolute favorite games, MegaMan Legends 2. This game was released more than ten years ago when I wrote this, and when I first played it, and yet, even by modern standards, this game is perhaps the best way to spend your money. Especially if you have around a hundred bucks burning a hole in your digital wallet.

This wouldn't be my first FAQ, either. My first ever FAQ was written for this game's prequel, MegaMan Legends, **way** back in 2008, and later re-done in late 2011. That FAQ is, by a long gap, perhaps my best ever FAQ/Walkthrough. And, given that this is my 183rd FAQ or so, that means quite a lot! ^_^

Maybe it won't take me four years like with the original to feel that this FAQ is finally complete. In fact, it probably won't take but a month at the most. (I hope.)

Well, useless rambling aside, I hope you enjoy this FAQ for perhaps the greatest PlayStation game in history!

Nah, screw that - it **is** the greatest PlayStation game in history!

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Walkthrough

Welcome to the bulk of this FAQ/Walkthrough. Within this section, you'll find a wealth of information, guiding you from start to finish for this game. All of the info is arranged in a semi-chronological order. This section has been arranged into some smaller sub-sections so you can find what you want a bit more easily. What the sub-sections are can be found by looking in the Table of Contents section near the top of the document.

Prologue: The Flutter

Welcome to our next adventure! During the introductory scenes, Roll will ask you some questions. You can feel free to bypass them, since most of the stuff is obvious except for the question concerning your weapons. Remember how you spent twelve hours grinding up 1,760,000 Zenny for the super-powerful Active Buster in MegaMan Legends 1? Roll sold it and all of your weapons, except apparently your always-on Jump Springs. GAH! >_<

Anywho, onto business. When you find the fires in front of you caused by Data's ... whatever, you'll be asked if you know how to use the Aqua Blaster. If you do, great. If you don't, you should use the Triangle Button. Here, the Square Button also suffices, but, in most other instances, that will control the Buster Gun. Go forward and take out the fires in the area. From the intersection, go left and through the door in front of you to the living room.

Take out of the fires in here, but be careful of the door diagonally opposite of where you enter. Odd as it is (it leads to the bathroom), flames will burst and explode through the door when you put out the fire near it. Once these fires are extinguished, go through the door directly opposite the one you entered through. On the other side is the kitchen. Within, you'll find the cause of the fire - Data burning some pizza. Enjoy his semi-humorous cries for a bit, if you want, but you'll eventually have to put out the fires. Also beware of the flaming Data - he'll have a random tendency to ram you for reasons unknown, so quickly put him out too.

Afterwards, you'll watch a scene concerning the progress on the Sulphur Bottom. Apparently, Bluecher is indeed going into Forbidden Island for the second time, much like three decades ago; all he needs to do is bypass that big vortex around the island. The ship is attacked by the person looking like Roll's mother, though, and begins to nosedive towards the island.

The Flutter, however, is unable to make it through the vortex, and doesn't have much fuel left anyways, so they decide to set down on Yosyonke Island.

Prologue: Arrival on Yosyonke Island

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|----------------|---------|------------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 1,000 Zenny | | 5,000 Zenny | | 1,000 Zenny | | 2,000 Zenny | |
| Rapid Fire | | 2,000 Zenny | | Mechanic Notes 1 | | 1,000 Zenny | |
| Broken Vacuum | | Reaverbot Claw | | | | | |

To explain briefly on the above checklist. The basic idea for it is that it is quite helpful in making sure you've found everything, and does so in a checklist-style format in case you decide to print this FAQ out. It will list, chronologically, left-to-right then top-to-bottom, the treasures found during the course of the given sub-section.

So, anyhow, you're on Yosyonke (man, I'm going to hate typing that for a while). Once you land, go back into the Flutter. Go through the door marked with the wheel to the cabin and hand Roll 2,000 Zenny to fix up the Flutter. You can do other stuff like this later, depending on how much Zenny you have on hand, but it's pretty optional, albeit quite helpful in the end.

Exit the cabin and through the "M" door into MegaMan's room. (What, did you think it meant "Mario"?) Within, examine some of the stuff to the left of the door to find 1,000 Zenny. Return to the hallway and go into the room with the "B", Barrel's room, and examine the bed. Odd place to keep 5,000 Zenny worth of crystals, but whatever. Also examine the nearby Flutter model for 1,000 Zenny before leaving to the hall. Go down the ladder nearby, then go straight across and down another ladder.

Down here, go through the green door and examine the paneling to the right to find a conveniently-stashed 2,000 Zenny. Return outside and go into the blue door and cross the room to the R&D Room. Examine the crap on the floor to find something not quite so crappy - Rapid Fire. Put this on your Buster, for it will end up boosting the speed at which you fire.

Leave the Flutter.

Back in the snow, go ahead and speak with Data to save your game. Go to his left and along the path into the town of Calinca. There, you'll need to head into the Junk Shop and you'll find the owner speaking with some dude named Joe. The owner tries in vain to stop Joe from going to some ruins. Roll will then show the owner the Dropship and find out that Joe had the same design. By that logic alone, Roll claims Joe to be her father and leaves.

Leave, but don't follow Roll yet. First, go further along the cobblestone road and turn left to head between the buildings. You'll see a yellow can nearby - unlike the original MegaMan Legends, it's useless. Relativistically speaking, anyways - you can kick it into a trash can for 200 Zenny, and the can resets after entering and leaving a building. (The relativistic part comes in that, in MML1, you get 1,000 Zenny.) Meanwhile, examine the nearby trash can for the Mechanic Notes 1. Continue

circling around the outer fringes of the area to find another treasure inside a trash can - 1,000 Zenny. Go into the entrance of the nearby house and examine some of the stuff to the right to find a Broken Vacuum, part of an extremely useful invention called the Vacuum Arm.

Remember where the Junk Shop is? Go around to the back of it and through its back door. Speak with the owner and you'll receive the Reaverbot Claw, which can traded later on for something quite useful. Go around front and speak with him if you want to buy some items from him. I recommend the Rollerboard, Power Raiser, Normal Armor, then spend everything else on the Bionic Parts (boosts maximum health) and Energy Canteen (health restorer). Equip the Power Raiser and leave the store.

Outside, go right and back to the landing area. To the left and forward, you'll see a building. Go to the door opposite the Flutter, where Roll is. Speak with her and say what you will, then enter. Inside, you'll find a Dropship. Holy crap, THAT was unexpected.

MegaMan and Roll will scope the place out before some snobbish girl comes in, telling you eventually that Joe went to the ruins, and that she doesn't know of anyone named "Caskett". Whelp, I guess Joe is not Roll's father. Maybe.

Anyhow, Roll wants to go to the ruins. Leave the building and go back to Data. Save if you want, then go through the gate nearby.

Prologue: Abandoned Yosyonke Mines

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Broken Model Gun | | 100 Zenny | | 300 Zenny | | Old Hoverjets | |
| 500 Zenny | | Refractor | | | | | |

This is where you'll begin to get use out of that Buster Gun, especially given that the alternatives are just throwing enemies with your Lifter, or spraying them to death with your Aqua Blaster. (Which, in theory, given the cold environment, actually should be freezing them. Hm.) Also, for a few laughs, try picking up Roll with the Lifter.

Outside, you'll basically want to follow the given path to the left along the railroad tracks. At random points along the way, you'll fight some Reaverbots. During the fights, you're welcome to shoot around sporadically; just note that hitting Roll will affect her diary entries, but little more. If she gets hurt too much, she'll fail to follow you until spoken to. Continue along to the entrance into the mines at the end of the tracks. Go inside if you want, though, to the right, you can also find a side path. Right now, it has no true use other than more fighting and completionism crap; later on, we can find treasures.

So, as for the actual mine...

^s1|A map of the mine, B1F.

You can pretty much just follow Roll for the majority of this part of the dungeon. If you get lost, go east to the next room, then north and east. There are two rooms jutting off of this one, and Roll just went east. She **definitely** can fend for herself, so let's go north. Defeat the Reaverbots you'll find in here, then go east and along the linear path of rooms.

At the end, you'll find a free-to-take treasure chest. Open it to find the Broken Model Gun, then backtrack your way north, west, and south to where your path and Roll's split up. Go east and you'll meet up with her. She wants to continue belowground with you, but MegaMan eventually persuades her not to.

After all, she usually is the Spotter. Anywho, MegaMan goes down the elevator to find Joe.

^s2|A map of the mine, B2F.

Wow, so complex. Anyhow, go into the room in front of you and you'll find two chests with money totalling 400 Zenny. Leave the room, then go left, then left at the next intersection. Go along this path, defeating Reaverbots as you go. At the next intersection (west/south), go west and through the door to find the Old Hoverjets. With these and the Rollerboard, we can make the Jet Skates!

Wait, doesn't that sound familiar?

Anywho, exit that room and go back to the west/south intersection. Go south to another intersection, at which you'll continue south. Go into the room on your right to find 500 Zenny inside a chest, then exit and go along this hall with the Reaverbots. Go back west, then north, then west. Defeat some Reaverbots and continue along to the elevator that will take you into the next area.

^s3|A map of the mine, B3F.

In the next room, you'll see a big refractor nearby, as well as Joe leaning against the wall, injured. Apparently, the big Reaverbot in the next room kicked the crap out of him (what a surprise), and it needs to be defeated before it reaches full power and wreaks havoc on Calinca. Go through the door nearby and you'll meet your first boss.

BOSS: Hanmuru Doll

- **HP Level:** Medium
- **Difficulty:** 3/10
- **Recommended Buster:** Power Raiser + Rapid Fire/Range Booster
- **Recommended Special Weapons:** Aqua Blaster (because you can't have anything else)
- **Recommended Headgear:** None can be used.
- **Recommended Torso Armor:** Normal Armor
- **Recommended Shoes:** Jet Skates (if you went back to get them)
- **Boss's Attacks:** Pretty much swinging arms is it.
- **Strategy:** Akin to the original MegaMan Legends, this first boss can be readily dealt with by justing running around in circles and shooting him. There is a red spike on the boss's back that seems to take more damage if it is, but, given the way the boss will do his hardest to face you, don't expect it help you out in a desperate situation. The pillars in this room are able to be used as shields, and Jet Skating around can help out with the dodging. A pretty easy fight in general.

After the fight, leave this room to find Roll next to Joe. I wonder how she got past some of those Reaverbots. =/ Anyways, you'll be told by Joe to get the giant Refractor - go next to it and examine it to obtain it - then we'll all leave this ruin.

Afterwards, back in Calinca, we'll find ourselves in the hospital. Joe is obviously injured, and, being an amnesiac, knows naught about the Casketts. He's pretty badly hurt, so we end up leaving after being given his Dropship. Neat-o; we can head to the Forbidden Island now. Shop up in town if you want, then return to the Flutter. Speak with Roll and opt to go to the Forbidden Island.

Prologue: The Forbidden Island

Once you crash-land on yet another island, go north and defeat the Reaverbots. Go further on and you'll notice some trapped people. Hm... As you continue along northward, you'll notice some lumps in the ground; shoot them to make some Reaverbots rise. Blast 'em and continue onwards. Further ahead, in the relative clearing, you'll find a wolf-like Reaverbot howling as it thrusts you into combat.

The battle with the wolf is, at best, a mini-boss and, most likely, just a slightly harder battle. It'll mostly be a shoot-and-dodge type of fight - at least, that's the safest way to battle this one, despite that it may take a while with the wolf's tendency to leap around.

After the battle, go along northward some more. You'll defeat some more enemies before reaching some icy domes. As you approach some, large Reaverbots come out of them. Blast 'em and move on - they're pretty easy to deal with, despite their size. Defeat the trio of them and you'll soon find yourself on a fairly narrow path.

This narrow path will have some more tank Reaverbots speeding along it. You'll need to time your movements so that, as one enemy passes, you rush forward somehow - Jet Skates would be preferable - and get into an alcove on the side before the next one passes by. Repeat and, on the other side, you'll meet up with some weird old dancin' monkey. Oh, right, that monkey. Speak with Data to heal and save, then go towards the end of the linear path. Atop the hill is some type of crystal.

Examine it and some stuff will happen. Roll will lose contact with you and a massive Reaverbot comes from below.

BOSS: Large Tank Reaverbot

- **HP Level:** Moderately high.
- **Difficulty:** 4/10
- **Recommended Buster:** Power Raiser + Rapid Fire/Range Booster
- **Recommended Special Weapons:** Aqua Blaster (because you can't have anything else)
- **Recommended Headgear:** None can be used
- **Recommended Torso Armor:** Normal Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** The obvious one is that it can sort of tackle you, as well as jump at you. It can also throw large snowballs and red spheres at you if you get far enough away or just damage it a bunch.
- **Strategy:** There isn't much to specifically say. I prefer to stay close to it and locked-on, then running around in an elliptical orbit around it while shooting. It mostly won't manage to hit you at all, and this being close helps to deal with the longer range attacks that are, in my opinion, tougher to avoid. The

red spheres will be used somewhat periodically, so just be ready to dodge at any time. The use of the Energy Canteen will be nice here, because you could really get hurt here.

After the battle, the blizzard ceases and the Sulphur Bottom, smoking though it may be, can be found still in the skies above. You'll watch Barrell and Bluecher talk about some minor stuff.

As for MegaMan, we see him gazing at the purplish crystal in the sky. It will sky, then disintegrate, leaving behind a man and an apparently naked woman. Ooh la la; definitely not rated "E". The scene will shift to the woman that looks like Roll's mother, Yuna, and her assistant, Gatts. Apparently Sera has been awakened. Well, lotsa plot in one minor scene.

The man with Sera, Geetz, will speak on how Yuna refuses to let Sera have the Keys, and Sera will ponder about how strange Yuna's logic is, just like the Master's. (Don't worry, all will be made clear in about fifteen hours.) Anyhow, Sera will speak with MegaMan and the Sulphur Bottom lands. We'll then watch as the Bonnes listen on Bluecher. He is currently speaking of the Mother Lode; how it is a source of infinite power, being able to let whosoever has it make all of the refractors civilization will ever need.

Back to the Bonnes. Teisel gets mad as Glyde speaks about them being a "unified front". Teisel calms down slightly when Tron mentions how they can just dump Glyde and his gang whenever. The group then decides on a plan - split up and take to the towns with ruins on them. Klaymoor leaves to speak with a friend, Bola. Somewhere else, Barrell and Bluecher end up calling MegaMan onto the ship.

Prologue: The Sulphur Bottom

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|----------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Heavy Duty Gear | | 1,000 Zenny | | 1,800 Zenny | | 500 Zenny | |
| 2,000 Zenny | | Broken Motor | | Vacuum Arm | | Homing Missile | |
| Machine Gun Arm | | | | | | | |

As you enter the main hall of the Sulphur Bottom, you'll want to go south into the Flutter room. There, you'll want to check some of the crates in the area. Examine them clockwise and you'll probably obtain a total of 2,800 Zenny and a Heavy Duty Gear. In the southeastern corner is an additional crate you can examine for some laughs. Inside, you'll find the Junk Shop. Buy what you want - I'd opt for the Padded Armor, Long Barrel, and Bottle Rocket - before leaving.

Back in the Flutter room, go north and to the main hall. Inside the southeastern room of this deck should be a plant which can be examined for 500 Zenny. Return to the main hall and go north to Bluecher's office. Speak with them and agree to find the four Keys to the Mother Lode. We'll then end up going to find the first one, on Manda Island, where the pirates already are.

Leave the office and you'll speak with Roll. Afterwards, head back to the Flutter and, in the cabin, speak with Roll. The repairs to the Flutter should be finished by now, so go down the ladder to the lower deck from the hallway. Go down the hall and left, then go right into the storage area, where you examine the chest for a Broken Motor. Return to Roll and you can now have her develop the Vacuum Arm, Homing Missile, and Machine Gun Arm. Upgrade what you want on a particular weapon. You'll need to start picking out a good weapon to use for the majority of the game - I prefer the Homing Missile - so equip and upgrade it after you max the Vacuum Arm. Trust me, you'll want the Vacuum Arm in some of these ruins...

Also speak with Roll and have her fly to Manda Island.

Key #1: Arrival on Manda Island

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Broken Drill | | Drill Arm | | Bowling Ball | | 1,800 Zenny | |
| 2,000 Zenny | | 1,200 Zenny | | | | | |

When you arrive on the island, you can go along the path ahead of you. In the field with the Servbots, you can go left into the Class B Ruins, if you want; there isn't much major there that would affect the other stuff before entering the Manda Ruins, so we'll leave it until we're done plundering the island.

If you want to, go ahead. Feel free to kick and toss the Servbots. Otherwise, head in the opposite direction to meet up with Tron. She'll try, in vain, to trick MegaMan into believing Roll is bad. (Though I think a good point is brought up. I doubt it costs 9,999,999 Zenny to put a lot of laser energy into the Shining Laser, but only 500,000 Zenny to put an infinite number of missiles into the Homing Missile weapon. =/)

Anyways, boss time!

BOSS: Tron's Crab-Bot

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Recommended Buster:** Power Raiser + Rapid Fire/Range Booster

- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** None can be used
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** It can fire fiery embers at you directly, or in a circular pattern with varying heights. You can probably just run out the former, but the latter will require some well-timed jumping (full jumps are not always best). Sometimes, it will create jumpable shockwaves, and may even do a leaping attack. Its worst attack, though, is often saved for the end - this attack basically is powerful and will destroy a majority of the nearby buildings. You'll know that this one is going to happen when you suddenly aren't doing damage.
- **Strategy:** Much like with the big tank from Forbidden Island, I prefer to lock-on, run in an elliptical orbit (basically hold Right or Left on the D-Pad/Analog Stick while locked-on), and to shoot my weapon. Whenever my Homing Missile has enough energy, I'll just hold Triangle, but otherwise use Square to shoot the Buster. Dodge the attacks and hurry up - for completionism, the more buildings destroyed means more money you'll end up paying.

After the battle and post-battle scenes, if a building was destroyed, go north and east into the Manda Ruins and immediately return to the town where the battle was fought. Pay the girl in the pink some Zenny and come back, then repeat until the buildings are back. While you're at the school, you'll probably want to investigate the pots nearby for a Broken Drill. You can use this in combination with the Heavy Duty Drill to make the Drill Arm. Its main purpose is to break down walls in ruins, so you know.

Once the houses are back, go around the back of the Junk Shop (the house with the gear on its door) to find a trash can, which you can examine for a Bowling Ball. Also consider going into the Junk Shop to replace your Rapid Fire or Range Booster with the Buster Unit or Blaster Unit (4,000 and 3,000 Zenny respectively). Go to the southeastern house and examine the shelves within to find 1,800 Zenny, then go into the northwestern house, where examining the drawers and chest yields a total of 3,200 Zenny, rounding us off at a nice 5,000.

Now, if you want, you can head straight into the Manda Ruins and continue on with the storyline. However, northwest of the Flutter are the Class B Ruins, which you can enter for some minor grinding and the like. If you don't want to deal with them, then just head along to the **Key #1: Manda Ruins** section.

Key #1: Class B Ruins

^14|A map of the Class B Ruins, also known as the Pokte Caverns.

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|----------------|---------|---------------|---------|------------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 6,500 Zenny | | 2,000 Zenny | | 4,000 Zenny | | Mechanic Notes 2 | |
| 2,500 Zenny | | Bomb Schematic | | 3,000 Zenny | | Refractor B | |

This walkthrough will assume you brought along the Drill Arm with you to destroy the broken wall, marked with a brown rectangle on the map above, to create a shortcut. Using the map, I'm quite sure you can still figure out a way to go around and still comprehend this guide should you have not brought it. (Which is just as good an idea because of the Vacuum Arm or Homing Missile.)

Once you enter, go north and defeat the Reaverbot. Go north and through the door and you'll find some Reaverbots nearby. Take out the three of the walking ones nearby, and the nearby ones with the shields if you desire. (The shields can be readily knocked aside by the Homing Missile or the Drill Arm.) Afterwards, you'll have two viable paths to the use.

Let's go along the west path. Go west and north, then through the doors to find yourself with two other ways to go. Defeat the Reaverbot to the east, but don't continue since goes down to the end of the dungeon. Instead, go west to the north/west intersection. Go west and beware the trapped chest; defeat it and examine the hole in the nearby wall to find 6,500 Zenny. Then go north and defeat some more Reaverbots, as well the shielded enemy further north.

To your east and west are some side-rooms. Go into the western one to find a chest with 2,800 Zenny, then go into the eastern one. There are two trapped chests here, plus a chest with 4,000 Zenny. Go back into the main hallway and then north through the doors.

Defeat the nearby two frog-like Reaverbots. Nearby, also, are two westbound paths. The southern of the two leads to a trapped chest, which you can destroy for Zenny. The other westbound path goes to a chest with the Mechanic Notes 2. Go north into the next room.

There, you'll find three more frog-like Reaverbots. Defeat them, as well as the nearby trapped chest. (It is the western one.) The other chest, which is more authentic, will yield 2,500 Zenny when opened.

Now, if you don't have the Drill Arm, there's no point in continuing east. Otherwise, go east, through the doors, and along the path to the big wall. Use the Drill Arm on it and behold the mighty power of the superweapon known as the Drill Arm!! ... Anyways, in this room, you'll find another trapped chest and some worm-like Reaverbots. Kill them all.

Afterwards, go south and out of the room, then along the path to find a north/south intersection. Go north and through the door to find a bunch of Reaverbots. Like I said before, **kill them all**. Afterwards, leave to the east past where the shield Reaverbots once were to find a treasure chest; open it to find the Bomb Schematic. Go west and south, then through the doors to the north/south intersection from before.

Go south for a bit, past the intersections, to find a hole in the wall. Examine it for 3,000 Zenny, then go north and west into the next room. In there, defeat some more frogs and worms, then leave to the south. Now that we've emptied this floor, go south and west to the room just after the start. Go west, north, through the doors, east, through the doors, then east and north to the elevator, defeating some minor Reaverbots on the way. At the elevator, go down.

Afterwards, go south and through the doors to find yourself facing a boss.

Wow, déjà vu.

BOSS: Hanmuru Doll

- **HP Level:** Medium
- **Difficulty:** 2.5/10
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** None can be used.
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Pretty much swinging arms is it.
- **Strategy:** Akin to the original MegaMan Legends, this first boss can be readily dealt with by justing running around in circles and shooting him. There is a red spike on the boss's back that seems to take more damage if it is, but, given the way the boss will do his hardest to face you, don't expect it help you out in a desperate situation. And, yes, this pretty much is the same boss as from the Yosyonke mines, except there's no pillars.

After the battle, go south to the next room. There, you'll find a blue Refractor B. This refractor actually serves no real purpose in the game's storyline ... except to be sold for a whopping 30,000 Zenny. Sweet!

Well, I guess you know how to backtrack out. Right?

Key #1: Manda Ruins

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|----------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 5,000 Zenny | | 10,000 Zenny | | Blue Card Key | | 2,000 Zenny | |
| 8,000 Zenny | | Thick Pipe | | 4,000 Zenny | | 2,000 Zenny | |
| 6,000 Zenny | | Normal Helmet | | Rusted Mine | | First Key | |
| Buster Cannon | | Ground Crawler | | | | | |

After having beaten the Crab-Bot boss from Tron, and possibly after having cleared the Class B Ruins, you can enter the Manda Ruins. Initially, at the very least, I'd recommend coming with the Drill Arm until we actually use it the times to get some great treasure (a Thick Pipe and 25,000 Zenny total).

Also, I would possibly suggest getting the Light Chip (for 30,000 Zenny) from the Junk Shop in Pokte Village. Why? There are, at two points, electrified floors in this dungeon, which will electrify you and greatly reduce your movement. In those parts of the dungeon, that could easily result in death. It is quite possible to make it past there without them, but, if nothing else, go back outside just before you enter that first room. You also could sell the Refractor B from the Class B Ruins for 30,000 Zenny. So you know.

To get to the actual ruins, go to where you fought Tron, then go north to the school, then east to find the ruins.

^s5|A map of B3F of the Manda Ruins, where you begin this dungeon.

As you enter the ruins, Roll will ask you to examine the big blue control tower (more like an obelisk, but whatever) - doing so yields nothing other than that you'll need some kind of key to use it. Begin by going west and along the hallway. Take out some of the snake-like Reaverbots as you go.

Soon, you'll reach a depressed portion of the area, where some Reaverbots are rushing along. You can dodge between these groups or jump with ease, so continue along to the other side. Further ahead, you'll find the elevator to reach the next floor.

^s6|A map of B2F of the Manda Ruins.

Nearby are two frog-like Reaverbots. Destroy them and go northeast along the jagged hallway. Further along you'll fight another pair of them, then you'll go south through a door. There, you'll meet up with Bola, one of the newer allies of the reluctant Bonnes.

BOSS: Bola

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** None can be used.
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** He send out four frog-like Reaverbots at random points during the fight, typically at the very beginning and around 20% health. Most of the remainder of his time is spent dealing with spinning blades; he'll toss three out, possibly move around, and toss them again. He seems to stop this after missing three times, though he may fire six consecutive times closer to the end.
- **Strategy:** Meh. ... Well, I guess that won't suffice for a strategy. The general idea is the same as the one presented in the previous fights - lock-on and run in a circle while attacking. If you've been using your Special Weapon readily up to this point, then I don't see a point in using it here (need to conserve ammo); of course, if you brought along the Drill Arm, there isn't much point in using it here anyways. The only other thing to mention are the frog-bots - take them out quickly. Trust me, otherwise they'll grow invincible and mess with you during the fight with Bola. And you want that like you want another hole in your head.

After the battle, exit the room to the east. In this area, you'll find another frog-like Reaverbot in addition to some Reaverbots that are inactive right now, and also indestructible. Once the live enemy is gone, you'll probably take note of the weak wall to the south. Drill through it with the Drill Arm and go into the next room to find a total of 15,000 Zenny in two chests. You'll also find a Map Control Panel, which you can use to reveal the whole map to you, for the most part. I find StarFighters76's maps to be a lot better. =)

Return into the hallway and go east to the next room. There, you'll find a floor that is normally electrified, but is currently inactive, so you'll be fine. Nearby are some of the spider-like Reaverbots that you'll definitely recall from the first MegaMan Legends. Defeat them. Also beware of the rotating, inactive bar - though it is not in "bug zapper mode", it will still hurt you if it hits you.

Go north to the next area to find a moderately long hallway with three more of those spider-like Reaverbots. Go north and west to the next area.

Well, "next" is a bit of a misnomer. You end up in the area above the starting room. Examine the nearby control panel, then take the suicidal leap down to the floor below.



Back in the starting room for B3F, we can now go north and to the next area, which largely consists of a hallway. Here, you'll find some more Reaverbots shooting at you; return fire and go north and east. As you turn the corner, you'll find some hopping enemies. Shoot them down if you can and continue along to find a pair of shield-wielding Reaverbots, as well as some snake enemies, but the latter will come down from the ceiling, so just look out. Go south into the next room. Here, you can defeat the nearby shield Reaverbots, and you probably should. Also use the control panel next to them to unlock the door next to you. On the opposite side of the room is an Item Control Panel, which will show the locations of the real treasure chests. Use it, then go south because, hey, I see something there!

Hey it's a chest! Open it for a Blue Card Key ... then a boss fight!

- BOSS: Bola**
- **HP Level:** Medium
 - **Difficulty:** 4/10
 - **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
 - **Recommended Special Weapons:** Homing Missile
 - **Recommended Headgear:** None can be used.
 - **Recommended Torso Armor:** Padded Armor
 - **Recommended Shoes:** Jet Skates
 - **Boss's Attacks:** Bola can jump and create small shockwaves - they're VERY small, so you'll almost certainly dodge them inadvertently. Heh. Also, Bola can throw blades like before, but they will always be three consecutive shots, despite missing or not. There are five spinning blades in the room (four for the corners, one in the center) that can damage you. Around 25% of health, Bola will go over the center one, get a blue aura (which makes him invincible), and smash the corner blades into the center blade.
 - **Strategy:** Pretty much the same as before. Lock-on, run in a circle, and fire. I usually did constant jumping in conjunction with this and it was only through unlucky circumstances that I ever actually got hit.

After the post-battle cutscene, go back north into the previous room, then exit to the west. Hey, doesn't this area look familiar?

Go to the south side of the room where the blue thing was and use the Blue Card Key to activate it. This causes a bridge to come out and connect the areas higher above, start up a lot more Reaverbots, and open up some traps. Oh, what fun!

Leave this room by heading west. Go through this hallway as before, since it is majorly the same, except for one thing. The column close to the end of one of the gaps is electrified and moving, and you don't want to be hit and then hit by speedy Reaverbots beneath you. I hope. Continue along to the next floor.

Back on B2F, go northeast and defeat the pairs of frog Reaverbots. The first two are the same as usual, but, later on, you'll find some that are quite hot. And by hot, I mean that they're on fire. If they hit you, you, too, will catch aflame and be hurt continuously for a brief period of time.

In the next room, where you fought Bola, you can fight off some more Reaverbots and head go into the small hall. There, you'll find the frog Reaverbot again. Additionally, the wall-attached Reaverbots are now active and readily attacking you with a barrage of red explosive spheres. Return fire on them - it's safer and yields actually a fair amount of Zenny - before going east to the next room.

In this room, you'll find that the floor has been electrocuted. **If you have your Hover Shoes, equip them. Otherwise, stay off of the floor.** Touching that electrocuted floor (where the spider-like Reaverbots are) will consequentially electrocute you, slow you down greatly, lower your jumping height, and quite easily result in losing a lot, or all, of your health. If you've got the Hover Shoes, feel free to take over the spider Reaverbots below, but, otherwise, defeat the only other Reaverbot, cross the bridge **carefully**, and continue north into the next area.

Okay, now you're back at the top of the starting room aren't ya? Before even thinking of crossing that narrow bridge, defeat as many of the Reaverbots nearby that you can. You don't need one smacking you and you falling down a floor and having to bracktrack. It is not fun.

Once you defeat them, go west and through the doors. In the hall, you'll find a bunch of the wall-attached Reaverbots, as well as two frog-like ones. Defeat all six like you normally would. On the west side of the hall, you'll find a weak wall. Drill through it with the Drill Arm to find a nice trio of chests. Within is a Thick Pipe in addition to 10,000 Zenny total. After this, backtrack out of the dungeon and get your preferred Special Weapon for the boss fight ahead.

Back outside the final hidden room, go north and east to the next area. Here, you'll find some more hopping Reaverbots to kill. Do so and open the chests for a total of 6,000 Zenny. Continue east into the next hallway. Defeat the Reaverbots here - six flaming frogs and a shield-wielder. Then go along the northbound path to find a chest with 6,000 Zenny. Go south, then east to find the elevator heading to the top floor.

^s7|A map of B1F of the Manda Ruins.

Here, go west for a bit. Ignore the path to the north and continue further west. Defeat the nearby shield-wielding Reaverbot, and go south into the side-hall to find a trapped chest. Defeat it and go north and west into the next area. There, you'll find another electrocuted floor room. Use the Hover Shoes if you have them and do as you will. There are four Reaverbots in this room as well that you can defeat.

In the next room to the west, you'll find two shield-wielding Reaverbots. Defeat them and start opening chests. Two of them are trapped, but the other two contain a Rusted Mine and the Normal Helmet. **Equip the Normal Helmet** and go south to the final hallway. Go along it and you'll soon meet up with Data. Get healed and save, then go east to find the room with the First Key in it.

Wait, where IS the First Key? Bola quickly appears to say that the boss here got the munchies and ate it. He says it's yours if you get it back; he's gonna get a head start on the other three. Well, boss time.

BOSS: Large Frog Reaverbot

- **HP Level:** Moderately high
- **Difficulty:** 6/10
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile or Vacuum Arm
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** As per the stereotype, this boss often will use its tongue to whip you quite literally; it's hard to dodge since it somewhat homes in on you. He can also use a cloud of bubbles that are readily destroyed with attacks. The boss can leap from platform to platform, often resulting in you being tackled if you're on its destination platform. He can also create mist that will bring some statuses on you if you're on his platform. There are also random spinning blades and some Reaverbots, both aerial and somewhat-terrestrial nearby.
- **Strategy:** This boss is actually pretty hard. You'll want to try to keep a lock on it and stay on a different platform than it is on. Fire at it constantly, more or less, with your Buster Gun until it starts to do damage - this happens when you hit its mouth while it is open for a tongue whip or bubble blast. Then you may want to swap to the Homing Missile if you're using that. That's pretty much it. Keep off of that dude's platform, but also don't get on the edge of the area where the blades are. You may also want to shoot down some of the flying Reaverbots - this can net you some Energy Cubes (hence the Vacuum Arm recommendation), and it also stops the boss from grabbing these and getting healed.

After winning the battle, you'll automatically leave the dungeon and return to the Flutter. Speak with Roll on the Flutter. Make some more weapons if you want (Buster Cannon and Ground Crawler), then opt to head to the Sulphur Bottom.

Back on the Sulphur Bottom, head north into Bluecher's place to find Barrell and Bluecher. You'll hand over the First Key to be stored in the back room of this office, and you'll also receive knowledge that the Second Key can be found on Nino Island. You can also meet the Digger's Guild's overseer there. Return to the Flutter and head to Nino Island.

Key #2: Defending Nino Island!

| TREASURES AND REWARDS CHECKLIST | |
|---------------------------------|---------|
| Treasure Name | Got It? |
| 3,000 Zenny | |

As you arrive at Ruminoa City, the Flutter gets shot down by some idiot thinking **we're** the pirates. Luckily, the Flutter doesn't explode and is able to maintain a hovering status while it gets repairs. The Guildmaster (the idiot) and assistant come to apologize, and also mention checking out the Guild.

Inside the main building, you'll find some doors nearby. Nothing is worth your (current) interest, so go into the elevator with the down-pointing arrow. Nearby is a trash can, which can be examined for 3,000 Zenny. Then go by the stores if you want. You may be moderately interested in swapping your Buster/Blaster Unit for an Upgrade or Booster Pack, but I don't particularly care for it. You may also want the Padded Armor Omega and the Light Barrier, but neither are really needed in the next dungeons for now. **You will want the Aqua Chip**, so use it and make the Hydrojets. These let you skate underwater with the Jet Skates and... Well, you'll find out soon enough. =P

Anyhow, head into the "Digout" building, which is the Digger's Guild. In Normal Mode, you can speak with the lady at the desk to take tests to upgrade your Digger's License to A-Rank, then S-Rank. See the sidequest section named **Digger's Licenses** for test details. In Easy Mode, you're forced to a Class C (which is good, as it is basically a better Rank SS); on Hard, you have a Class S License, which is as far as the game permits testing for; and on Very Hard, you'll have a Class SS License, the highest of them all. You can take the tests here and upgrade your license. Just note that you cannot go down after going up, so be sure to check out the section named **Digger's Licenses' Effects** for just what you're getting into. Most people are able to play fairly easily at Rank A, but only series veterans should play at Rank S.

And, finally, you can see an elevator opposite the door you entered. This leads to a completely optional dungeon unrelated, for the most part, to the Digger License examinations. If you want further details, please see the section titled **Key #2: The Diggers' Guild Ruins**.

Anywho, head into the room next to the desk. Speak with the Guildmaster and his assistant, Johnny. And then, suddenly, the island is attacked! Glyde and his Birdbot gang begin their onslaught!

After that cutscene, you'll end up needing to head back upstairs through the elevator. Speak with Roll and Data for their usual duties, then go through the door marked with a "1" to begin a new mission series. I recommend saving and bringing along the Homing Missile.

These missions basically are a self-preservation type of deal. There are five consecutive ones, each divided by a line like the one above here. In each one, you'll basically want to fend off the Birdbots. The foot-soldiers are pretty generic - shoot at them before they launch rockets. There are other things in the levels to be discussed at that time.

Also, if you fail to protect the door, as per your goal, the super-suicidal Guildmaster will blow up the whole tower - "ka-fricking-boom" is the typical saying. You won't survive that. Also, if you want some humor, you can use the Lifter to pick up Birdbots and toss them into each other (speak of killing two birds with one stone, eh?). You can also throw Johnny overboard, but that's gonna make you go very dark after two throws. See the **"Bad Boy, Bad Boy, What'cha Gonna Do?"** sidequest section for further details on just what you're getting into...

As for recommended equipment, I'd suggest using either the Homing Missile or Buster Cannon for the homing abilities on the first few missions, with the only change being to the Ground Crawler on the third mission.

So, missions...

For our first one, begin by shooting down the four Birdbots nearby. Be careful to not hit the nearby cannons - these are your allies and will help shoot down the Birdbot carriers. Speaking of these carriers, you'll probably want to shoot them down, too. They can come in from any side except for the side where the building is. Generally, you'll only want to shoot them down as they're coming in - do so by using your Homing Missile/Buster Cannon and you'll, at the very least, cause them to drop their load of Birdbots. Looks like the sharks are gonna feast today.

You'll want to keep this up for several minutes as the main cannon is repaired - Roll will let you know when. Once it is, go to the right of the gate and jump at the lever to pull it down. This is the same door you'll be protecting for the majority of the fight, so stick around in that area when there are foot-soldiers about. There are also crates that can be produced for **some** protection by pulling the other lever.

After that round, go back to Data, heal and save, then go through Door #2.

Up here, you'll have to do pretty much the same thing as with the first mission. However, the gate is smaller and unprotected by crates. Additionally, Birdbots will come in by planes, which are more resilient and less likely to explode from afar. You'll want to try and focus on one at a time with the planes, attacking them with your Buster until they land, at which point you oughta start blasting Homing Missiles/Buster Cannon shots.

You'll also want to remain wary of the field around you. Staying the center of the platform should manage to keep you able to see all of the planes with a quick rotation of the camera, as well as any foot-soldiers. Remember, foot-soldiers take priority.

After going back in, use Data as usual then use Door #3.

Here, you'll want to basically attack from a distance. This fight is actually exceedingly easy with the Homing Missile. Take down any swarms of Birdbots that come at you first, then begin focusing on Glyde's actual ship. Don't worry about Johnny's ship - in fact, shoot down the Flutter if you want to. (It has no known negative consequences.)

If Johnny's ship does go down, it will get a bit harder, as the Birdbot expulsion rate approximately doubles. Get to the gate, or close to it so that you have a clear shot at the ship, then fire, fire, fire, fire, fire, fire! Once the ship goes down, you'll win this fight. Like it was that much trouble...

Alternatively, you can shoot down the foot-soldiers and then Johnny's ship, then quickly move up to the main enemy ship and abuse the Ground Crawler.

You know the deal with Data back inside, right? Afterwards, use the up-pointing elevator, then climb the ladder in that room.

Here, you'll have another "defend the fort" activity. Here, you'll be dealing with both Birdbots and their planes. Their planes will sometimes attack you and sometimes bring in reinforcements. These attacks from the planes are often machine gun fire and bombs, and the Birdbots themselves will often dip into their apparently massive supply of explosives as well.

The bombs can be thrown back if you want, though it is not necessary. The only thing really worth worrying about is if they hit **you**; the door rarely takes damage anyways. Focus first on shooting down Birdbots before the planes, but it is still more of a timed activity.

Afterwards, you'll end up having to fight the main Birdbot plane. It is a pretty basic fight. It is, in effect, like fighting a slightly harder plane from before. You'll have to dodge the typical machine gun fire, some bombs, and quite a few diving tackles. Bring along the Homing Missile and you'll have this done pretty easily; the main difficulty here is mostly in the enemy's agility and evasiveness rather than brute power, which is why I'm not really listing this as a boss.

After the series of fights, Glyde's gang will leave, and you will not be dead from one of the Guildmaster's suicidal tirades. (Huh. I just got thinking about Wigglytuff from Pokemon Mystery Dungeon 2 in combination with this. Creepy.)

Anywho, back in the Digger's Guild building, speak with the Guildmaster to learn that we may as well take out Glyde's base; otherwise, they'll come again and again, and we can't escape the Guildmaster's shaky hands every time. Luckily for us, the Flutter is repaired. Go there now and fly southeast to Calbania Island.

First, however, the next section will detail the ruins in the Diggers' Guild that I mentioned a while back in this sub-section. If you want to go onto the Calbania Island sections, go to **Key #2: Invasion of Glyde's Fortress!** first.

Key #2: The Diggers' Guild Ruins

^132|Map of the Diggers' Guild Ruins.

| TREASURES AND REWARDS CHECKLIST | | | |
|---------------------------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? |
| 12,000 Zenny | | 8,000 Zenny | |

A few notes before actually entering. The first one is that, to obtain any of the chests here, you'll need to bring along a Drill Arm to break down two walls. Secondly, the enemy formations in here are randomized, so I'll be unable to detail that stuff as well.

Anywho, upon entering, go north into the next room. Empty it of enemies if needed, then go east into another room. Empty it and go further east into a upside-down-"T"-shaped hallway. At the southeastern portion of the inverted-"T", you can find a cracked, brown wall. Drill it away with the Drill Arm to find a chest yielding 12,000 Zenny. Go west and north to the next area, defeating enemies on the way if needed.

Empty this large room of enemies, then go west to the next area. Continue west, defeating enemies as needed as you trek to the next area. Here, you'll find another inverted-"T" hallway. The northbound branch of the inverted "T" has another wall. Drill it down with the Drill Arm to find, behind and beyond it, a chest. Open it for 8,000 Zenny. Then go south and west to the next area - note, though, that, if you are not inclined to battles in this game, you're more than welcome to backtrack to the start, as there are no more chests in this completely optional ruin.

Here, go west, then south down a long hall, then west a bit more to the next room. Empty the squarish room of enemies and leave to the east. That pretty much finishes off this dungeon. Go through the southern end of this room to find the elevator back to the surface.

Key #2: Invasion of Glyde's Fortress!

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 2,000 Zenny | | Door Key 1 | | Door Key 2 | | Fried Chicken | |
| Accessory Pack | | Door Key 3 | | Cute Piggy | | | |

After landing on the island, go along the dirt path west to find Kito Village. There, you'll meet Dah and Appo (like "the apple", a reference to their need for educational items won from the [[Pokte Village Quizzes]]). These twins' sister, Shu, has been kidnapped by Glyde's gang for unknowable reasons. Say that you'll help them, then investigate a nearby trash can for 2,000 Zenny. Go northwest and out after the kids.

In the open fields, pretty much just follow Appo and Dah; there's nothing much here except some enemies and the Class A Ruins (northwestern second field). You can go there if you want - there's not much that will actually **help** with fighting Glyde and his comraderie - if you have a Class A License. If you want to go there right now, the walkthrough is at the section named **Key #2: Class A Ruins**. Otherwise, continue after the twins.

You'll soon arrive at Glyde's fortress. We're currently outside this guarded fort, and aren't readily able to go inside. Glyde is actually smart enough, unlike the Bonnes and Bowser (the latter not being related to this game), to lock doors. Hm... Quite the foe we're facing.

Anyways, outside the fort, don't worry about the twins. Oh, yes, it is not right to let kids get involved in a firefight, but these kids are pretty sturdy. At worst, they get hit enough that you have to carry them to their destination. Anyways, shoot down all of the enemies using your Buster Gun - we kinda want to save some of that Homing Missile ammunition - and go around to the left side of the fort (from your viewpoint).

If one or both twins aren't there, find them and carry them to the side. Then leap on them as they use their strength to leap you over the wall and into the fortress.

From this point until you end up having a timer, you can backtrack out of the fort to reach Data to heal and save. From this first area, use the door in the corner left of where you land, and opposite the big door to the other parts of the area. Yay.

In this first area, simply take out the planes. Since you're able to backtrack to Data, just unleash an firestorm of Homing Missiles upon the group. The last enemy to be defeated will fly off, scorched (a.k.a. well-done), and dropping the Door Card Key 1. The little cannons on the walls don't actually count as enemies, so just ignore them. After the fight, get the Door Card Key 1 and go west to the next area (after a healing if needed).

In this second area, you'll be dealing with a tall tower, atop which are many Birdbots tossing out bombs, in addition to two wall cannons. Take out those two cannons first with the Buster, then switch your focus to the lookout tower in the corner.

Waaay on up there are a bunch of Birdbots, though only a few are actually available for hitting at a given time. Be wary of the bombs they toss down, but also shoot up at the Birdbots with your Homing Missile weapon. There are quite a few enemies up there, so you may have to switch to your Buster Gun.

Eventually, you'll get rid of all of the Birdbots and a scorched one will fly off, leaving behind the Door Key Card 2. Before leaving, go into the ruins of the lookout tower. On the bottom floor, examine the fridge for a Fried Chicken, and the cabinet for an Accessory Pack. Then leave to the south.

Here, you'll have a pretty basic thing to do. You'll be up against three Birdbot Tanks, three foot-soldiers, and some groupings of machine guns on the walls. I don't recall the wall guns mattering too much, so don't worry about them. Get rid of the foot-soldiers with your Buster, then get to the tanks with the Homing Missile. The last enemy to be defeated will drop the Door Card Key 3; use it to go east to the next area.

Here in the fourth area, you'll see three large Birdbot-controlled robots going around, in addition to three foot-soldiers with rocket launchers. The robots specialize in tackling and slapping, as well as using guns and bombs. Crap.

Well, first take out the foot-soldiers by using the Buster Gun, then run around the tops of buildings or in the ruins of older ones (for the protection, albeit slight) and blast out the Homing Missile. Do as you will, but don't get killed. We need MegaMan to finish this game. I think. You will then need to find two crates and bring them to the northwestern tower. Bring them via the Lifter to the grayish rectangle near the tower, and stack them, then use them to jump to the tower balcony.

Go through the door to find Shu. Defeat the nearby Birdbots to free her ... and we then find out that Birdbots have something in common with the Diggers' Guildmaster.

Suicidal tendencies.

Oh crap.

The self-destruct device for the fortress has been activated, and will go off in two minutes, incinerating MegaMan, Shu, and everyone else inside. We can't (and don't want to) save everyone else, so we gotta make some "sacrifices" and hurry and leave.

So, what to do? It will take approximately 20 seconds to bring Shu by carrying her to the main guarded door to leave, so we basically have 100 seconds to wreak havoc upon the enemy. Simply blast everything in sight; there will be a Birdbot plane above which I think can be destroyed, but it takes a while. After the majority of the enemies are gone - you should do that because being hit makes you drop whatever you're carry - carry Shu over the door to watch the fortress go boom-boom.

Afterwards, back in the village, you'll be thanked for saving Shu and you'll get a Cute Piggy ... so long as you don't eat it. Sorry, no bacon for you. T_T
You can also now speak to Shu to hand over the various items from the [[Poke Village Quizzes]] - the Textbook, Pencil, and Notes - so she can educate her little brothers. This will result in some letters being sent from the twins to the Yosyonke post office at some points, so be sure to go there and read them at some point.

That will pretty much finish it for here. If you want to, the next section will discuss the Class A Ruins, found on the plain north of the village. If you already did them, or just want to ignore it, or something like that, go past there to the **Key #2: Return to Ruminoa City** section.

Key #2: Class A Ruins

^|8|A map of the Class A Ruins. Note that it is missing a few wall (blue square) items in the top-right "T" section.

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 3,000 Zenny | | 3,000 Zenny | | 8,000 Zenny | | 5,000 Zenny | |

| | | | | | | | |
|-------------|--|-------------|--|-------------|--|---------------|--|
| 5,000 Zenny | | 3,000 Zenny | | Sniper Unit | | Rusty Bazooka | |
| 5,000 Zenny | | 8,000 Zenny | | 7,500 Zenny | | 12,000 Zenny | |
| Refractor A | | | | | | | |

Once you enter these ruins, go south and you'll find six flying, explosive Reaverbots. Deal with them and you'll also take notice of the east/west fork. Ignore the western branch, as it is a dead end, and go east and through the door into the next room.

There, you'll find three different paths to go along. Begin by going north and through the door to find a northbound path with two eastbound paths to the side. Go along the first one you reach to find some more of the floating bomb Reaverbots; the second northbound path has an enemy nearby, but also a hole in the wall yielding 3,000 Zenny. Return west and south to the four-way room, then go south. Go along to the end of the linear path, where you'll meet another purplish Reaverbot, and another 3,000 Zenny in the hole in the wall.

Go east and north back to the crossroads room, then exit through the eastern door. Go along it east and south to the next room, defeating the large Reaverbot on the way. In this room, you'll find two more holes in the wall - one on the west yields 8,000 Zenny, and one on the east yielding 5,000 Zenny - to plunder, as well as a few Reaverbots to short-circuit. Also take the nearby elevator. On the lower floor, you'll find paths to the west, north, and east, each one having one chest yielding 5,000 Zenny, 3,000 Zenny, and a Sniper Unit, respectively.

Return to the upper floor via the elevator, then exit to the northeast. Go along the path to the next room while defeating the Reaverbot on the way. Defeat the previously-seen Reaverbots found here, then exit to the north. In this hall, go north and west. Defeat the large Reaverbot, then go west at the intersection to find a Rusty Bazooka. Go east and, if you keep an eye on the wall to the north (your left), you'll find a hole with 5,000 Zenny, then another with 8,000 Zenny at the end.

Go back to the previous room. You can exit to the east if you want to fight a few more aerial exploder Reaverbots, but it lacks treasure there. Along the southern path, you'll find a few more previously-fought Reaverbots. Past there, you'll find some more boss-like Reaverbots. They actually have nothing special about them, so blast away and you'll be okay. Check the northern and southern walls for holes with Zenny totalling 19,500 Zenny in value.

That's nothing. Oh, yes... Exit this room to the east to find the yellow Refractor A. This massive refractor is worth a whopping 50,000 Zenny. Sweet! Well... We have a map at the start of this sub-section, so guide yourself outta there. Now, onto Ruminoa City...

Key #2: Return to Ruminoa City

| TREASURES AND REWARDS CHECKLIST | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Rebreather | | Firecracker | | Hyper Shell | |

As you return to Nino Island, have Roll swap your Special Weapon to the Aqua Blaster. Trust me, you'll thank me later. Possibly. Anywho, speak with the Guildmaster and you'll learn that Glyde and his crew are on their way. Quite literally - look over there! The Guildmaster will get all suicidal again and Roll suggests using the superweapon of the tower. However, it is broken, but Roll runs off to fix it.

Follow her (save as you do) into the tower and go up the elevator. After a brief cutscene, in which the Parabola (yeah, I never comprehended that name either) works only long enough to get on the roof. That starts our next mission. Nope, not a boss fight. Sorry.

Anyways, the point of this is to let Roll work on the Parabola enough so that the percentage at the bottom of the screen hits 99.99% (which you can readily read to be 100%). During this time, you'll need to protect the Parabola from missiles - the Parabola has a health bar. All Glyde will shoot at you are missiles, so a high-Range Buster combination, or a long-range homing weapon are preferred here.

Being attacked will not only lower the health bar for the Parabola, and possibly your own. It can also lower the rate at which Roll repairs the Parabola. Typically, she'll manage ~1.00% per second, but one hit lowers it to ~0.1% per second, and another soon thereafter will lower it to ~0.01% per second. A perfect round will last around one hundred seconds, and this shouldn't last more than two minutes.

During the fight, just lock-on to the missiles and shoot them down. Also be wary of fires - if you're not good at stopping the missiles, some will hit and cause fire, causing more damage to the Parabola. Fires can be put out with the Aqua Blaster. That really covers it. Just don't hit the Parabola - it'll take damage and you don't want that, especially in Easy Mode. *shudder*

After the battle, return to the Guildmaster's office. Speak with the Guildmaster to get the Rebreather, which lets you breath underwater. Also speak with Johnny to get the Firecracker which, when in combination with the Rusty Bazooka, will make the Hyper Shell Special Weapon.

Anyhow, grab yourself a Drill Arm, assuming you want some extra treasure. Otherwise, go with your dungeon usual, shop, and go into the big hole in the middle of Ruminoa.

Key #2: Nino Island Ruins

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|------------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 2,500 Zenny | | 12,500 Zenny | | Mechanic Notes 3 | | 5,000 Zenny | |
| 20,000 Zenny | | Water Key 1 | | Power Blaster | | 4,000 Zenny | |
| Range Booster Alpha | | Sower | | 20,000 Zenny | | Water Key 2 | |
| Second Key | | | | | | | |

^s9|A map of B1F of the Nino Island Ruins.

Hope you bought the Aqua Chip from the Junk Shop like I requested long ago; that way, you could have the Hydrojets, which are underwater Jet Skates, required for a few items in this dungeon. The Drill Arm is also useful for people wanting something like 37,500 extra Zenny and a few useful items.

Anyways, on the first floor, go north, through the doors, and use the elevator hit the next floor.

^l10|A map of B2F of the Nino Island Ruins.

Are you slowly beginning to comprehend what Roll meant by "complex"? Not to mention the fact that some parts of this dungeon will be underwater. MegaMan will breathe okay, but you need the Hydrojets for any decent movement. The buoyancy also will make you jump higher, as if gravity is reduced. You'll get some eyestrain here, trust me.

Once you begin, go south and defeat the trio of metallic spiders. Go south to a rectangular hallway and defeat a few more, as well as some flying, exploding Reaverbots. Go east and through the door into the next, extremely large room.

Here, get on the purplish ledge below you and face **due east**. There is an alcove in the wall there which, if you Hydrojet off the edge while facing due east, you'll reach the alcove and find a chest there containing 2,500 Zenny. Hit the ground now.

If you have the Drill Arm, pick up the nearby block to make it easier to reach the southeastern higher alcove (green on the in-FAQ map, south of the red "A"). Climb up to the ledge and go through the door. Go along the path and then drill through the wall. Defeat the three Reaverbots on the other side, then go along the side path north. Past the door, you'll find a blowfish Reaverbot. Defeat it and go north to the next room, in which you'll find a chest with 12,500 Zenny. Backtrack to the large room.

If you don't have the Drill Arm, or did do what the Drill Arm people did, from the ground of the large room, exit to the south. Defeat the explosive Reaverbot here, then go west. If you have a Drill Arm, you can get rid of this weakened wall. Go along the path and defeat the shield-wielding Reaverbot, then go into the side-room to the qest to find the Mechanic Notes 3 in a chest; don't touch the button the ground, though! Back in the hallway, go north, east, and north to find 5,000 Zenny in a chest.

Go back to where you tore down the wall, if you did, then go east past the entrance into the hall, then further east and south. Use the elevator there to return to B1F briefly; interact with the Water Control Panel to flood B2F, then go back there.

Back on B2F, go north and west. At the end of the northern path of the intersection, you should easily see the big wall. Grab some of the stone blocks along this east/west hallway with the Lifter to use a boosts to the top of the wall. On the other side of the wall, defeat the local grouping of explosive and shield-wielding Reaverbots (two of each), then go east into the next room.

There, you'll find another blowfish-style Reaverbot. Defeat it and go southeast, out of this room, to find an elevator leading to B3F. Use it.

^l11|A map of B3F of the Nino Island Ruins.

Here, you'll want to go north for a bit until you reach the squarish room past the second set of doors; you'll defeat a few metal-spider Reaverbots on the way. Here, you'll find some red fish-like Reaverbots. Defeat them and you'll note that there are three paths to take out of here.

If you have the Drill Arm, drill down the northwestern wall and go along the linear path. Defeat the metal spider on the way and you'll soon reach a squarish hallway. Defeat a few more of the metal spiders, then exit through the doors to the north. Here, defeat more of the red-fish Reaverbots and open the chest to the west to find 20,000 Zenny. You have no further obligations here, treasure-wise (and, as far as health is concerned), so backtrack to the squarish room where you broken down the wall.

If you don't have the Drill Arm, or already did what was detailed in the previous paragraph, use the heavy stone block to press the switch in the north-central part of the room to stop the current. Then go east out of the squarish room. You'll find an elevator leading briefly to B2F. Here, trigger the Item Control Panel and the Water Control Panel. (Triggering the latter is optional. It leads to an easier boss fight ahead by having no water, but also means you'll have to backtrack here after the fight.

Do as you will.)

Return to the previous floor, then exit the room and head northward into the next room. There, you'll find four super-large red-fish Reaverbots. They're hard to defeat in the water, in which case you oughta Hydrojet past them. Without water, you can shoot them down with ease. Either way, continue north into the next room. Defeat the metallic spider enemies here, then go east to finally find something that can be labeled a boss! Sometimes.

BOSS: Jellyfish Reaverbots (x3)

- **HP Level:** Moderately high
- **Difficulty:**
 - 2/10 (out of water)
 - 7/10 (underwater)
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor Omega
- **Recommended Shoes:** Hydrojets
- **Boss's Attacks:** When out of water, all the bosses will really do is shoot electric energy balls at you, but they're easy to dodge. In water, though, you'll probably need to jump because of how slow you run. In the water as well, you'll find that they can try to tackle you, which you can jump-dodge. They also may lay bombs that can be triggered with your Buster Gun.
- **Strategy:** If you are fighting this without any water around, you should be quite fine, since all you'll be doing is dodging a few balls and shooting whatever you want; the bosses can't even move! However, the fight is a bit more difficult underwater. Generally, I try my tried-and-true technique of running in a circle and firing stuff while locked-on, but with a lot of jumping. I didn't get hit too much, but the fight lasted a lot longer than it did without the water.

After the battle, you'll get Water Key 1. Now, go back and reflood B3F if you need to, then exit the boss fighting room to the east. Go east and south through the hall to find another wall. Defeat the red-fish Reaverbots carefully, then stack up two stone blocks to use to reach the top of the wall. Get on the other side, then exit to the south. In this hall, go to the westbound side hall. If you have the Drill Arm, you can go along this hall west and north while defeating some enemies to reach the Power Blaster at the other side of the hall. Otherwise, use the main hall to go south to the next area.

There, you'll find an elevator taking you down a floor. Use it.



^12|A map of B4F of the Nino Island Ruins.

Here, go north and west through the hall, being careful of the four exploding Reaverbots. You'll reach another large room. Climb up to the top of the northwestern platforms, then Hydrojet northeast into the north-central alcove, in which lies a chest containing 4,000 Zenny. Then exit this room to the south through the door. Use the elevator to reach two panels; **only use the Map Control Panel**. There is no need to drain the water. Return downstairs.

Back on B4F, go north into the large room and climb the northwestern ledges, then go west to the next hallway. Take down the shield-wielding Reaverbot.

If you have the Drill Arm, you can go south and through the doors past the weakened wall to find a squarish room. Defeat the blowfish Reaverbot in there and the shield-wielder, then go south to find another big friggin' wall. You know how to get over - stack two cubes - and you'll find a Range Booster Alpha in the chest. Not too bad, I guess.

If you don't have the Drill Arm, then you can't do that. What a shame. Anyways, after doing that or not, go north and west to the next area. Be careful of the exploding dude next to the door. This is another large area. However, there is but one alcove, waaaaaay over there on the western side of the room, almost as high as you. You'll need to use the Hydrojets from the platform and, because of the auto-jump feature, buoyancy, and momentum, you'll at least grip the opposite purplish ledge. Of course, be careful of those exploding enemies! On the other ledge, in the alcove just to the west, you'll find a chest containing the Sower.

After getting it, drop a bit to the ground level, then go south and through a hall to the next room. This one is kinda cool.

There is not one enemy in this room that will harm you. In fact, there is only one Reaverbot, and this is one of those more benign kinds. Don't shoot it or you'll pretty much screw yourself. Ride it and use it to reach the various pillar tops with chests. The northeastern pillar has a whopping 20,000 Zenny inside, and the west-central one has the Water Key 2. You'll need at least this latter chest.

After grabbing them, go south to the next area where you'll find an elevator. Ride it.



^s13|A map of B5F of the Nino Island Ruins.

Here, you'll find Data. **THANK GOD!!!** Save and heal now - you really don't want to have do that one hour-plus trek again, do you? - and go north and through another hall. At the end, you should be able to proceed, so long as you have the two Water Keys. One you'll automatically have because of the boss fight earlier, and the second is in the sandy room on B4F you just came from.

In this room, you'll meet up with the partner of Bola, Klaymoor. And just as we were about to take the Second Key for ourselves. Oh, well, this is a video game. Can't expect to get everything.

Wait, isn't that real life? *mind is blown*

BOSS: Klaymoor

- **HP Level:** Medium
- **Difficulty:** 2.5/10
- **Recommended Buster:** Power Raiser + Power Blaster
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** There's not much to say. There's a weak, but hard to avoid, machine gun blast, and some shots of green energy that may electrocute you and slow you down, but they can be dodged easily.
- **Strategy:** Eh, this is mostly here for plot-based reasons. Lock-on, circle around, jump a bunch while jumping, and let loose. Not that hard a concept.

After the fight, Klaymoor will leave and we have to trek back out of here. I'll cover the general path, since this ruin is a bit complicated, but enemies are your job. Hey, I can't do **all** the work! =P

Okay, go south some and use the elevator to reach B4F.

There, go north through the two rooms, then go east and climb the ledges. At the top, go east to that large room, then south and through the doors. Use the elevator to reach an area where you can turn the water back on. Return to B4F and exit the **large room** to the southeast. Go along the hall to the elevator. Use it to hit B3F.

Go north and use the usual stuff to get over the wall. Go north out of there, then north and west through the hall to the boss fight room. Leave to the west to a squarish room. Exit that room, the next room, the one after that, and the hallway after that, all to the south, to reach the elevator leading to B2F.

Here, go north to the squarish room, then west, then along the hall and south to the big wall. Get over it, then go south, west, and far north, past a bunch of enemies, to the large room. Climb the northwestern ledges and go west to the next room. Exit this squarish room, and the next room, to the north to find the elevator.

You'll reach B1F. As you approach the ladder, you'll have to fight Klaymoor one more time.

And win one more time.

BOSS: Klaymoor

- **HP Level:** Medium
- **Difficulty:** 3/10
- **Recommended Buster:** Power Raiser + Power Blaster
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** There's not much to say. There's a weak, but hard to avoid, machine gun blast, and some shots of green energy that may electrocute you and slow you down, but they can be dodged easily. Plus, with this new fight, he can scatter some bombs that will explode upon being touched by you or a weapon. He'll also toss purple rings of stuff to hurt you, and he can twirl around and use a bunch of blue lasers, kinda like MegaMan Juno in the first game. All of this new stuff is generally easily dodged by jumping.
- **Strategy:** Eh, this is mostly here for plot-based reasons. Lock-on, circle around, jump a bunch while jumping, and let loose. Not that hard a concept. You know, same as before. >_>

After the battle, you'll watch another cutscene. Once you regain control, go along to the Flutter. You may want to buy the Joint Plug from the Junk Shop if you want to make the Adapter Plug to let you have an additional Buster Gun Attachment. If not, just try to do so before entering the main Saul Kada Ruins.

Back on the Flutter, return to the Sulphur Bottom and go into Bluecher's office. Hand over the Second Key and you'll learn that the next one is on Saul Kada Island, whose main village is already taken by the Bonnes. Yep, more liberation stuff.

Fly! To the southeast! To the big, brown, deserty island that is oddly so close to an icy area!

Key #3: Liberating Saul Kada Island!

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|----------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 1,800 Zenny | | 3,000 Zenny | | 1,000 Zenny | | Blue Bonne Key | |
| Red Bonne Key | | | | | | | |

Welcome to Saul Kada Island! Hot, ain't it?

Anyways, we find ourselves a little off from Kimotoma City. Apparently, she doesn't want to be attacked by the Bonnes, which is odd, given that she didn't complain all too much during the aerial boss fights over Kattlelox in the first Legends. =/

Once you regain control, go on into the next area, then go along the northern wall to the city itself. Feel free to defeat any of the Bonnes' bots you find. Also, in the southwestern corner of this desert, you'll find the Class S License ruins. If you were the lucky person who managed to hit Class S (or played on something other than Normal), you can go there. To keep this section of a decent length - plus, there isn't much useful for the at-hand stuff right now other than Zenny - you'll have to go to the section titled **Key #3: Class S Ruins** to find a walkthrough. We'll be covering this right after clearing out the Bonnes, by the way.

So, anyways, somewhere to the north is the city. Go on, the people within don't have all day.

Hey, look, it's Data! Use him to get healed and to save your game, then go through the door to the north. In this area, empty the area of the lone tank and the gun batteries, then look at the northern wall. There are two ways for you to go - west or east. You can actually go either way, but not going east makes it a bit harder. Go through that door to the next area.

There, you'll find more than a few Servbot machines. You can pretty much defeat all with relative ease. It's the big one at the back that **might** pose a problem. If it does, go into the house to the left via either entrance and go along it. Examine some of the pots (right of door, pair on left wall, northeast corner) for a total of 5,800 Zenny. Then go outside via the other entrance, then through the kitchen, and you should be right next to the big gun thing.

Destroy it with ease, then grab up the Blue Bonne Key. See that skull marking encircled by blue stuff on the door nearby? Now you can go inside and speak with the people. Notably, speak with the man in the red shirt to be able to make your work through the other door a lot easier. Anyways, backtrack west to the branching area and go through the westernmost door. Veer off to use Data if you need to.

Here, you'll find Servbots throwing bombs. Give them cold shoulder and continue on to the next area.

There, you'll find a bunch of Bonne bots and a few electric fences. Clear out the local variety of enemies first. If you want to, and have good timing, you can jump at and climb over the electric fences to the end. You're also liable to get killed doing that so, instead, circle around to the east side of the warehouse. If you freed the truck driver and spoke with him, you'll now get him to ram down the electric fences. Clear out the rest of the enemies and continue west into the next area.

This is the shopping plaza for now. You can find the usual Junk and General Stores here. You'll want to buy the Link Armor and the Padded Helmet (40,000 and 10,000 Zenny, respectively) as far as defense goes. You'll definitely want to buy the Power Raiser Alpha. You can also buy the Superball (500 Zenny, for the Reflector Arm) at the Junk Shop. And, finally, if you're into the whole "making Roll love you" thing, there are a few more things at the General Store.

Buster Reconfiguration

I know it seems a bit minor, but I may as well put it, just in case.

So, anyways, the Power Raiser, Power Raiser Alpha, and Power Blaster are probably what you have as your new Buster combo if you got the Adapter Plug, which you should've. That is actually rather wasteful, as your Attack gets boosted by eight, where the max is seven. Instead, I'd swap out your minor Power Raiser for the Buster Unit. Power **and** Range (and some Rapid)!

Well, shopping is done with.

There are few Servbots nearby you can mess with... *kick* *kick* *kick* Other than kicking, and perhaps some throwing, you should probably try to find the key that they, as usual, have a tendency to lose. This Red Bonne Key is in the stand in the northwestern corner. Afterwards, exit to the east and go along to Data. Heal and save, then go through the door.

Here, you'll find Teisel going on about the raid. He is currently telling his Servbots to take everything, but... "We may be pirates, but we're not barbarians. We'll let them keep the toilet paper."

Eh, after that, Teisel finds out and decides to use your "love" of all things "cultural" to protect himself. Boss time!

BOSS: Teisel's Blitzkrieg

- **HP Level:** Medium
- **Difficulty:** 4/10

- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:**
 - There are a bunch of drilling robots around the area that can fly out at you, so look out for them. The Blitzkrieg can also toss random, easy-to-dodge crap at you. Sometimes, around 25% HP, the robot will send out sporadic energy rings. Also, after being hit, Teisel will hold up the golden statue in defense.
 - If you end up breaking this statue, it all changes to one thing. The robot will bore into the sand like the other robots and fly around at random. Not only does it make him hard to hit, but hard to dodge.
- **Strategy:** It is up to you on whether you want to save the statue or not. Not saving it will result in 5,000 Zenny out of your wallet if you want to do the **Saul Kada Speedway** minigames, but it also makes the fight a lot harder to deal with. My suggestion? Save the statue. This will require patience in the fight. You'll be on a hit-by-hit basis here - this is because every time you attack, Teisel throws the statue in-between the two of you for a brief period of time. Your Buster is barely sufficient altogether, due to time and health (since the drilling tanks will continue to batter you). I'd suggest bringing along just whatever is your most powerful and distance-based. The Homing Missile as a general choice is best because they are unlikely to miss and unlikely to fire twice when your press Triangle. Pick as you will, however.

After the battle, the Bonnes take off.

Afterwards, you are able to deal with the "**Bad Boy, Bad Boy, What'cha Gonna Do?**" sidequests. See the linked-to section for further details. Anyways, if you want to go into the Class S Ruins right now, the walkthrough for there is just below. If you want to deal with the Saul Kada ruins, go further down to the section entitled **Key #3: Saul Kada Ruins**. The entrance to the ruins is the elevator in the area where you fought Teisel.

Key #3: Class S Ruins

^14|A map of the Class S Ruins, also known as the Kimotoma Caverns.

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|------------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 25,000 Zenny | | 18,000 Zenny | | Sensor | | Mechanic Notes 6 | |
| 15,000 Zenny | | Refractor S | | | | | |

Begin this dungeon by noting that it is underwater. Also note that you need the Class C, S, or SS Licenses to get in here. You'll want to bring along some Hydrojets to actually finish in a decent amount of time. There's no need to bring along the Drill Arm like with some other ruins, by the way, despite what you'd expect out of the Class S Ruins. =/

Upon entering, go north in to the larger room. Defeat the nearby metallic spiders, then open the trapped chest and defeat it. Leave this room to the west and defeat the red-fish Reaverbots in the next room. Go to the westernmost portion of the room to find a hole in the wall, inside which is 25,000 Zenny. Sweet!

Go back east to the trapped-chest room. Exit to the northeast and along the hall, defeating a shield-wielder and some metal spider Reaverbots on the way. In the next hallway, you'll zigzag northwest for a bit, with one metallic spider Reaverbot and two shield-wielding ones along the way. As it turns dead north, go along this path. At the intersection, continue north and defeat the trapped chests. Go into the room to the west, where you'll find a couple more enemies and a chest with 18,000 Zenny. Back in the hall, go north and east to find a hole in the wall containing a Sensor.

Go west and south to the intersection with the eastbound path. Go along it and into the next room. There, you'll find another trapped chest and an enemy. Defeat them and go east to the hallway and a north/south fork. Go south and east into the next room, where you'll find a chest containing the Mechanic Notes 6.

Return to the hall and go northward and through the doors. Here, go east and into the next room. Defeat the enemies there and crack open the chest to find 15,000 Zenny. Return to the hall and go west to a squarish room. There, defeat the blowfish Reaverbot and go north and through the door to find a very familiar boss...

BOSS: Jellyfish Reaverbots (x3)

- **HP Level:** Moderately high
- **Difficulty:** 6/10
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Hydrojets
- **Boss's Attacks:** They can try to tackle you, which you can jump-dodge. They also may lay bombs that can be triggered with your Buster Gun, and shoot balls of electricity at you. Basically the same as the last fight with forced underwater battling.

- **Strategy:** If you fought the Nino Ruins version without water, you'll find this boss is a bit more difficult underwater. Generally, I try my tried-and-true technique of running in a circle and firing stuff while locked-on, but with a lot of jumping. It's pretty much the same as last time, except a bit harder or easier, depending on whether you fought like this before.

After the battle, go north into the next room. There, you'll find the red Refractor S. This magnificent gem is worth a whopping 100,000 Zenny! That is, if I remember correctly, the third-largest bulk sum you can get in this game, passed by 150,000 Zenny from a chest prior to the final boss, and 300,000 Zenny from the "**Bad Boy, Bad Boy, What'cha Gonna Do?**" sidequests.

"Sweet!" is an understatement. Anyways, there's a map above here. Use it to get out of here before the pressure does something irreparable to MegaMan.

Key #3: Saul Kada Ruins

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|---------------------|---------|------------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Mechanic Notes 5 | | Autofire Unit Omega | | Mechanic Notes 4 | | 15,000 Zenny | |
| First Floor Key | | Soft Ball | | 24,000 Zenny | | 30,000 Zenny | |
| Third Key | | | | | | | |

Throughout this dungeon, you'll find the main theme to be "fire". I would recommend buying the Resistor Chip from the Junk Shop (200,000 Zenny) and using it to make the Asbestos Shoes, and buying the Flame Barrier from the Junk Shop (150,000 Zenny) as well. The former will stop you from being on fire after stepping out of the lava, and the latter reduces fire damage. In short, they will help **greatly** here.

^s15|A map of B1F of the Saul Kada ruins, cut down to what is available right now.

As you enter the ruins, you can go north for a bit. When you see the doorway to the east, that's about as far you should go. Further north, there is another doorway, but it is locked, so just go east. In this hallway, go east, north, and east. As you do, you'll find some humanoid Reaverbots. Defeat them and head to the elevator. Just west of there, on the southern wall, is another door.

Go through it and south, east, and south to the next room. There, activate both of the panels; one will activate the elevator we very recently caught sight of, and the other shows all actual items on the map. Backtrack to the elevator by going north to the previous room. Defeat the six humanoid Reaverbots in there - and be careful about it - and continue north, along the hall, into the main hall. Go east and ride the elevator. Wheee~!

^s16|A map of the exceptionally-small B2F in the Saul Kada ruins.

Not a whole lot to mention. This is a linear hallway with a few enemies - two shield-wielders and a few floating explosives - along it. Other than that stuff, partway along, on the left, you'll probably notice that big ol' dinosaur-like bot. Ignore it. It will hurt you if it hits you, but fighting it is futile, as far as I know. (And I'm talking about ten minutes with the Accessory Pack Omega, which maxes all Buster Gun stats.) At the end of the hall, you shall find the elevator.

^l17|A map of B3F in the Saul Kada ruins.

Here is where you'll be spending a lot of your time for a while. Oh, how fun.

When you arrive, go east and you'll find Data. Heal and save and go east into the next room. Also, if you don't have the Asbestos Shoes on right now, **equip them right now**.

In this next room, you'll find the boss of the ruins. Already? And not inside a blue box? What black magic is this!?

In reality (to a point), the boss cannot be beaten right now. Blast its head all you want, be it with an Aqua Blaster or maxed Shining Laser, you will not beat it. As far as you'll get is the boss bending over to drink the lava up and heal itself. So we'll just have to dance around it for now. Leave this room via the southeastern exit. Don't step on the lava - the Asbestos Shoes and Flame Barrier may help to a point, but lava is lava.

In this hallway, simply go east for now. The door on the southern wall between the two unlit torches is currently locked; we'll be unlocking it later on, so have no worries. Continue into the next area to the east.

In this room, you'll find more lava, and some platforms. First, you'll want to carefully dance your way to the northern door. Go on through to find two flaming jets of ... well, fire. Behind them, in the north-central part of the adjoining room (you can see it as a big, orange target), shoot that panel to stop the flames. Open the chests back there for an Autofire Unit Omega and the Mechanic Notes 5.

Backtrack to the previous room and dance around to the eastern door. Go through it and then along the linear hall to the next area. Here, you'll find some dragon-like Reaverbots that will spit lava and electric balls at you. Ignore them - they yield nothing for beating - and go south to the next room. There, activate both the panels. One will show off the whole magnificent map to you; the other will unlock the "A" Lock.

Backtrack into the previous room and, as you go along, you'll be harrassed by some metamorphosizing Reaverbots - they appear initially as larvae, but, once shot, turn into butterfly-like enemies. Shoot them down and continue north to the hall, then through there to the platform-and-lava room. There, you'll find four more of the metamorphosizing Reaverbots, as well as a dragon-like Reaverbot or two. Shoot down the former enemies, and dance around to the western side of the room. If you find it hard, just remember that Jet Skating off a ledge will grant you a long jump, which is quite readily the best method for easy crossings, so long as you don't hit lava.

Continue along to the boss's room. Exit to the northwest if you want to heal up and save with Data, then go north from the boss area to find your next room. This area's size and lava content can be a bit daunting, I'll admit. Just make your way quickly north and northeast to the big area, then leave to the west and jump along the platforms to the west. Jump south to the platform near the wall and go through the door. Unlock the "B" Locks there, then backtrack your way to the boss room.

There, heal and save with Data again if you want, then exit the boss room to the southwest. Go along the small hall westward to find another lava/platform room. This one is a bit easier to cross. Defeat some of the flying Reaverbots, and then jump along the southern two platforms to the doorway - use Jet Skate leaps if you're having trouble. Go west and into another hall.

Here, go into the southern room. Open up the chests on your left and right to find 15,000 Zenny and the Mechanic Notes 4. The center chest is unique. While it is a trapped chest, when opened, it will spit out a small denomination of Zenny and/or energy cubes. If you open and back away quickly, you can open it up again for more Zenny. Do this as you want to - but you'd have to be pretty desperate - and return into the hall. Go west and north into another room.

Defeat the enemies here and continue northward into the next room. There, you'll find a panel which can be activated to unlock the "C" Locks. You probably remember that locked, southeastern door? Let's go there now. Backtrack to the boss's room - there's nothing exceptionally new - and, **for sure this time**, heal and save with Data. Exit the boss room to the southeast, then go through the south-central door in this hallway.

Inside, you'll find Bon and Tron. They're focusing on a big rock in the air; they obviously need to knock it down for some reason. Turns out that this will stop the lava flowing to the boss's room and let you beat it. However, that is one sturdy rock - not even the godly Bon can take it down! (And we beat him in MegaMan Legends. Heh.)

Anyways, we have to help them out. This mission can be summed up pretty easily. You can just shoot at the rock for about fifteen minutes (that is with the Accessory Pack Omega) - it will work, just very, very, very little. And, even then, you're gonna have to do some of the intended work. You'll need to swap to the Lifter and shoot at one of the Reaverbots nearby to knock it down. Then use the Lifter to toss it at the big rock. Repeat as needed. Be careful to not shoot at Bon or Tron, for they'll eventually begin to retaliate temporarily, and also beware the red stuff... What is it called, again...? Oh, yeah, lava. Don't step in the lava.

After the rock is felled and it plugs up the lava flow, the big Reaverbot from before will now be vulnerable, as the majority of the lava flows have been stemmed off. So, backtrack to the boss's room and let's have a fight.

BOSS: Dinosaur Reaverbot

- **HP Level:** Moderately low
- **Difficulty:** 2/10
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** The boss mostly will do some variation on head-banging, in which it tries to hit you, also causing a shockwave you can easily jump. He can also slap you away, but only when you're nearby. He will very often shoot out a few dozen energy bubbles that can be shot at to stop them. He can also, finally, and stereotypically, shoot fireballs at you, but only around the time he hits 25% HP.
- **Strategy:** This boss is a bit different as far as my usual tactics would go. The typical circle-and-shoot doesn't work too well here, because the boss is just **too freaking big** to make that effective in conjunction with the Range on your Buster, or possibly the Range **or** ammunition on your Special Weapon. You'll have to hit him on the head, somehow. You try a weaving in-and-out technique: rush at the boss while shooting something and go between his legs and repeat. You may be able to get the circle-and-shoot technique to work, so long as the locking-on doesn't impair your vision of the surroundings too much and you have sufficient Range to be out of the slapping range of the boss.

After beating the blast from the past, you'll obtain the First Floor Key. Exit to the northwest and abuse Data as usual, then go back up the elevator.

Go along the linear path as before and defeat the enemies on the way to the elevator again. Not much new here except the wolf-like Reaverbots that will quickly tackle you, so just keep your eyes forward.

Once you've returned to B1F, go west and along the hallway. You'll defeat another four humanoid Reaverbots and find some of the stealth Reaverbots. These bots are usually found in specific parts of the floor, and you'll have to randomly press buttons to get out of their hold or you'll die.

Back in the entrance hall, go north and defeat some of the wolf-like Reaverbots. Further north, use the First Floor Key to go through the now-unlocked door. You'll find yourself in a lava-filled area. Of note here are the two missile cannons on the east and west sides, which you may want to take out first before you get knocked into the lava. You'll also find a flying Reaverbot that can drop other Reaverbots or Zenny. Take them all down.

Afterwards, work your way to the northeastern portion of your "safe" path. Jump to the ledges, then to the northeastern doorway. Go through there to find three chests; open them for a total of 54,000 Zenny and a Soft Ball. Return to the main room and go along the linear non-lava path to the northwest corner and through the door.

There, you'll see the Third Key! Then you'll see Bon steal it. Crap. Take the door to the west and along the linear path, defeating a few metamorphosing Reaverbots on the way. In the next room, you'll end up having to fight Tron again!

BOSS: Tron's Gustaff

- **HP Level:** Moderately low
- **Difficulty:** 5/10
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Tron has a fair few attacks. She can use a machine gun of little note. She also has a rather powerful flamethrower, and use a rocket launcher to cause explosions and fires. She also can use a shield. Tron brought along a few Servbots that can throw trios of bombs every now and then at you. Finally, she can use some weird attack where she goes into the center of room, gets you with something, and her Servbots come a lot closer to you.
- **Strategy:** This boss isn't exceptionally difficult. The usual circle-and-shoot, with a few jumps during the machine gun sequences, works pretty well. The main thing to be concerned about are the Servbots. You can shoot them to knock them out of the fray for a bit, or even throw them at Tron. (It's hard, and deals little damage, but is kinda funny.) Other than that, if the shield comes up and gets annoying, you can always try leaping over the Gustaff to get on its other side.

After the battle, enjoy the cutscene (do MegaMan or the Servbots even **blink** during this thing?) and go south to find the Third Key. Or rather, find the Third Key to be taken away by Bon! Go south into the lava room to begin our next boss. To a point.

BOSS: Bon Bonne

- **HP Level:** High
- **Difficulty:** 3/10
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Asbestos Shoes
- **Boss's Attacks:** There actually isn't a whole lot Bon will do. He can use heat-seeking hand missiles as a retaliation attack when you hit him, and can occasionally drill at you. But most of the damage will more likely come from surrounding enemies, if any, and the lava.
- **Strategy:** There are, pretty much, two ways to deal with this battle.
 - The first is the fairly implied one. Defeat Bon. Homing weapons, such as the Homing Missile, are exceptionally good at this, given how Bon just floats around. If you brought a homing weapon, quickly empty it into Bon before resorting to your Buster Gun. You can also just pick him up and toss him in the lava (ouch). If you succeed in this method, you'll pretty much be given the Third Key and see Bon sink into the lava. I hope he's okay...
 - If you're low on health, or your Buster/Special Weapon just sucks, you'll probably prefer this method. You'll still want the room emptied of extraneous enemies. But, basically, you can let Bon just float away and he'll dumbly drop the Third Key in the lava before leaving. If you follow him, you can do this without much difficulty. The Third Key will sink and reappear in a random location every few seconds, so be quick about it - you can even lock-on to it when it is belowground. And, as I know, the lava itself can't kill you, so you shouldn't really have to worry all that much over it.

After earning the Third Key, you'll be taken outside.

Back in Kimotoma, go south to the Flutter and head to the Sulphur Bottom. There, go into Bluecher's place and hand over the Third Key. You'll learn that the pirates have joined forces to take over the town where the Fourth (and final) Key can be found - Calinca on Yosyonke Island! Go there now.

Key #4: Defending Yosyonke Island!

| TREASURES AND REWARDS CHECKLIST | | | | | |
|---------------------------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Train Key | | Spike Chip | | Cleated Shoes | |

Once you make landfall, go north to the main town, then look to the right. Go that way to find Roll entranced by the train. (Looks a lot like the Spotter Car from MegaMan Legends 1...) Apparently, Joe built it and got hospitalized due to exhaustion. Go to the hospital and speak with man in the lobby to opt to head to Room 102. Speak with Joe inside to get the Train Key.

Return to the Flutter and save with Data. Also get a long-range Special Weapon and buy the Blaster Unit Omega, Buster Unit Omega, and Power Blaster Omega. Equip them all to get maxed Attack, + 3 Energy, + 3 Range, and + 2 Rapid. That's pretty good, right there, especially for only 45,000 Zenny. You should also get the Link Armor Omega (60,000 Zenny).

Then return to Roll at the train. Speak with her and say "Let's go!" when you're ready for the next two bosses.

BOSS: Glyde's Car (Train Boss, Part One)

- **HP Level:** Moderately low
- **Difficulty:** 3/10
- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Jet Skates (it doesn't really matter)
- **Boss's Attacks:** There are a few cannons that shoot bombs - you can shoot the bombs away, or even the cannons themselves. There also a few machine guns at the top of the car, one of which you can destroy. They mostly aim at you, so watch out! Finally, around the time you knock Glyde down to 1/3 of his HP, you'll deal with sweeping blue lasers.
- **Strategy:** Not much to say. Begin by focusing on the cannons on the back first with your various weapons. Given that, if the train itself gets hurt too much, you'll lose the fight, I'd prefer to speed things along with the Homing Missile or other long-range Special Weapons. This is where you're mostly likely to take damage, anyways. After the cannons go out and knock away about half of the car's HP, you'll deal with the central portions.

After defeating the first train car, you will have to deal with the Bonnes' portion of the car after they get rid of Glyde. Ah, don't you love it?

BOSS: Bonnes' Car (Train Boss, Part Two)

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Jet Skates (it doesn't really matter)
- **Boss's Attacks:**
 - The initial parts of the battle are plagued with Servbots riding missiles for some arbitrary reason; you need to use the Lifter on the ones not coming in at a steep angle to toss at the Bonnes, but all of them are stopped with an attack.
 - As you approach, you'll deal with some red balls of energy from the train which will hit the train; you'll need to destroy the cannon to stop them. You'll also end up dealing with bombs from more Servbots, also aimed primarily at the train. You'll be unable to knock them off until the train is around 30% of its health, I think. That'll be the main attack of the Bonnes for the rest of the battle.
- **Strategy:**
 - You'll first want to begin by tossing the Servbot missiles at the Bonnes - none of your weapons can reach them. To do so, lock-on to an oncoming missile. So long it isn't on a major downward curve, you can catch it; otherwise, blow it up. To catch it, lock-on and hold the Lifter's control button (usually Triangle). Then toss the missile back at the Bonnes. Don't aim directly at the train, but sort of like at the front of the train. Well, you'll get that eventually. >_>
 - After a few shots, you'll end up getting close to the train. Begin by destroying the cannon at the top - you don't need your train hurt - and then focus on the middle section of the train so you damage it some more. Beware of the Servbots' bombs.
 - For the final part of the battle, in which you witness the power of Bon, your primary target is, obviously, Bon. You don't really need to focus on the attacking Servbots all that much, really. So long as you have about 1/3 of your health, you'll be fine. Otherwise, switch between shooting them off and shooting Bon. Still not a hard fight, overall.

After finishing off the train, back in town, go past where your train is parked and look forward and to the right to find a Spike Chip. Return to Roll and use this to make the Cleated Shoes, which prevent you from sliding on ice, which you'll **really** need in the next dungeon. Speaking of which, go into town from the Flutter's side and go through the gate at the opposite end to go to the church. Speak with the priest there to open up the ruins. Heal and save with Data, then go down the elevator...

Key #4: Yosyonke Ruins

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|-----------------|---------|------------------|---------|------------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| 8,000 Zenny | | Laser Manual | | 30,000 Zenny | | Blue Barrier Key | |
| 10,000 Zenny | | Red Barrier Key | | Shield Generator | | 50,000 Zenny | |
| Turbo Charger Omega | | Last Room Key 1 | | Last Room Key 2 | | Last Room Key 3 | |
| Fourth Key | | | | | | | |

^119|A map of B1F of the Yosyonke ruins.

NOTE ON USING IN-FAQ MAPS HERE:

I just need to clarify the color key to you, since it does get a bit confusing.

- Plain yellowish is the main floor.
- Light-blue is slightly lower than the main level, but on the floor.
- Gray is slightly higher than the main level, but still on the floor.
- Purple (or perhaps a normal blue) marks where breakable ice is, usually as a transfer between slightly higher/lower to ground.
- Orange marks where the floor is weak and will break if you stick around on it too long.
- Dark blue marks a solid, roof-to-floor, unbreakable pillar.

As you enter the dungeon, hopefully while wearing the Cleated Shoes, go south and open the chest for 8,000 Zenny. Shoot at the ice beneath you and go east and through the door into the hallway. There, go along the hallway to find a Reaverbot running off. Try to shoot it down if you can - you'll get 5,000 Zenny (Class B - S License) if you succeed. Continue along and you'll have to deal with some rotating blades. Shoot them and move between the spokes of the blades before the blades reappear. Continue along and defeat the shield-wielding Reaverbots, then continue into the next room.

Here, you'll find a few tank Reaverbots on the floor, as well as a few thieving ones that just exist to steal stuff enemies drop. Get on the ledge near the entrance after the plundering is done and go south across the ledges - again, much easier with the Cleated Shoes - and west through the first door you reach. Open the chest here to find a Laser Manual. This will also activate the blue Reaverbots nearby. They can cause you to be freezer burned (basically being set aflame, but unblockable and causes electrocution as well, with the flame being unblockable).

Return outside and hit the ground. Go east and onto the low ledge, then through the door. Activate the Item Control Panel to show you all of the items. Return outside and jump onto the northwestern ledge, then circle along them counterclockwise to the high northeastern room. Just take note of its location, because you'll need the Red and Blue Barrier Keys to remove the barriers, and their controlling panels are found here.

Return once more to the large room and hit the ground. Exit to the south to find yourself in a hallway. There, look to the right and defeat the blue Reaverbot, then go along the path eastward. Defeat the blue Reaverbots and the shield-wielding Reaverbots you soon reach. After beating the latter, check out the hallway to the south. Go along it and east to find a chest containing 30,000 Zenny. Go back to where the shield-wielding Reaverbots were and break the ice in the ceiling. Go south and avoid the spinning blades as before. On the other side, go through the door to find the Blue Barrier Key.

Now, backtrack to the previous room (break the ice and jump through the roof). You'll find the blades to be gone. That's nice. Go down the other side of the path and you'll find a tank Reaverbot roaming the halls. That's **not** nice. Destroy him and continue north to the previous room. There, ascend the northwestern ledges, then circle around to the northeast corner and enter the room. Activate the Blue Barrier Control Panel and you'll remove those blue pyramidal barriers throughout the dungeon.

Now back-backtrack to where you found the Blue Barrier Key. (Leave this room and the next room to the south. Go east, south, and west to the icy roof. Break through, go up, and south to the next area.) There, shot at the ice and break it. Kill the shield Reaverbots below and go south to the next room, then go down the elevator to B2F.

^120|A map of B2F of the Yosyonke ruins.

As you enter this area, go north and through the door. Go along this hall and deal with the Reaverbots as you will. In the next area to the north, you'll probably want to just stand on the orange weak panels to fall through. Yes, you'll deal with three blue Reaverbots, but they give lots of money. Go up the ledge on the east side to the upper level. Approach and defeat the trapped chest, then go west, north, east, north, and west to beat some more Reaverbots. Go north to the next area.

There, break the ice on the roof and jump on through it. Continue along into the next, rather large room.

Defeat the green Reaverbots on the floor - quite familiar to those who did the Class A Ruins and played MegaMan Legends 1 - and go through the eastern door on the ground level to find the Map Control Panel. Use it to reveal all of the map, then return to the large room and go through the door on the northern wall.

In this hallway, go along it. Shatter the ice barriers as you reach them and you'll make battle with a few blue Reaverbots, then a purple generator Reaverbot further along. Go through the door at the end of the hall and open up the chest to get 10,000 Zenny. Defeat the blue Reaverbots in the room that you just awakened. After doing so **and** collecting the Zenny (a thieving Reaverbot is above you), shatter the ice and go on up a floor. Leave this room to the south.

Here, you'll go another hall with a few of the tall Reaverbots. Defeat them and move on. In the open area at the end, defeat the purple generator Reaverbot, then use the door it was guarding. There, you'll find a chest yielding the Red Barrier Key.

Leave that room, and exit the next one to the northwest. Exit the large room to the southwest, then get on the upper level as before (east, south, west, through roof). Go south and past the spinning things, then along a linear hallway to the elevator. On B1F, go north to the next room, through the roof, north a roof, then along the bridge. Go through the floor on the other side and go east, north, west, and north to the large room. Ascend the northwestern ledge and circle around to the northeastern ledge. Go into the room there and deactivate the red barriers.

^s21|A map of the small B3F floor in the Yosyonke ruins. Afterwards, go through the floor to B2F, then again to B3F. Open the chest here to find the Shield Generator, then break the ice and go down another floor.

^s22|A map of B4F of the Yosyonke ruins.

Here, you'll land on a raised piece of ice or something. Here, you'll be safe from the three invincible tank Reaverbots around the room. (By the way, to return to B3F, exit to the west and use the elevator.) So, how do we progress?

Well, there are three holes in this room. In each one, you need to get a Reaverbot. To do so, you'll need to attract their attention, first. To actually get them in the hole, you'll want them to charge, but they aren't stupid enough to do so if the hole is between you and them. So, instead, get the hole **just** behind you and, as the Reaverbot charges and is about to hit you, do a roll (X and L1/R1). Of course, you can also just get hit, but you'll end up being set aflame by blue fire, which isn't good.

After putting Reaverbots in each of the three holes, thereby unlocking the three doors, go through the northern door and you'll find a chest. Open it for **50,000 Zenny!**
spit-take

Go back into the room to the south and leave it to the south. Defeat the Reaverbots in this room, then go south again. Open this chest for the Turbo Charger Omega, which maxes your Energy stat. Eh... It's not too bad to sell, at least; Energy is the least important Buster stat. Return to the large room with the four doors, then exit to the east and use the elevator. Use Data beforehand if you need to. (You probably should - a boss is ahead.)

^s23|A map of B5F in the Yosyonke ruins.

This initial area is actually extremely large, but rather monotone in its theme. You'll have a crapload of snow and one iced-over puddle of water. At random points, often-large groupings of the blue Reaverbots will appear, making this place heaven for Zenny grinding (sometimes easily 1,000,000 per hour in Normal Mode!). Also, at the ice-lake, you'll probably want to take out the missile shooter.

Now, enough pointless descriptions. Why are we here? There are three key-like Reaverbots you need to pick up. First take out the missile shooter, okay? Then we can focus. You'll want to lock-on to one of the key enemies whenever you can get them, then keep firing that Buster without end. If you get caught in a blue Reaverbot ambush, leap and continue. Continue until the key falls over close to you and then pick it up.

Once you pick up all three keys again, you may want to return upstairs via the northwestern elevator to save and heal again with Data. On the entrance floor of B5F, leave to the south and you'll find a big blob moving around in the room. Bypass it carefully - it won't attack intentionally other than moving around, and can't be killed here - and head further south where you'll find the Fourth Key.

Go back north to find that you made the big blob mad.

BOSS: Slime Blob Reaverbot

- **HP Level:** Medium
- **Difficulty:** 6/10
- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Cleated Shoes, Jet Skates for last quarter
- **Boss's Attacks:** Generally, it will just move around, incidentally hitting you. Sometimes, it will rise up high and then go down for a rather wide-range attack, which you'll need to get fairly far away from to

dodge. Perhaps the most notable attack is when the platforms appear. **Get on them quickly or you will be set aflame with blue fire!** Afterwards, on the top platforms (the lower ones will disappear), the boss will shot globs at you. That pretty much covers it. The only thing that is notable otherwise is that, near the end, the boss will turn red and move faster. It will be impossible to damage until it slows down, spreads you, and goes dark. Just flee during that time.

- **Strategy:** There really isn't much to say. Go around, generally on the opposite side of the room from the blob and shoot at it. It will take a while to beat. Get on the platforms whenever they appear and dodge the balls of slime it tosses at you while you retaliate, but be careful - getting hit may knock you onto the burning floor! During the last quarter or so of the fight, you may want to switch your shoes to the Jet Skates, as all the boss will do from then onward is tackle you very quickly, and, at points, go flat. You can't hurt it until it goes flat and dark, so just Jet Skate around until then, then blast the crap out of it.

After all of that, you'll end up returning to the Yosyonke church.

After reaching the church, leave the church and return to town. Continue back into the Flutter. There, save and heal with Data and get yourself the Homing Missile. Even if you haven't built it up much yet, use the [[Various Tips]] section of the guide to find good ways to grind up some money. Trust me, you'll want it in our next bosses.

The Endgame: Reaching Elysium

So, after you've obtained the Fourth Key, and finished building up the Homing Missile to a sustainable level (if you've used it all along as I recommended, you'll be okay), have Roll fly the Flutter to the Sulphur Bottom.

There, go speak with Bluecher. When you reach him, you'll be congratulated on getting the final Key to the Mother Lode. Now, we can unlock a source of infinite energy to help this otherwise dying, flooded world... The Ancients then note that the Keys are in the ship and Geetz attacks the ship!

The Bonnes realize what's going on - from their ship coming from Yosyonke - and they eventually opt to save them at Tron's behest. The Matilda look-alike comes to MegaMan and Sera and there is some more talking. After we understand just what this planet, this civilization is about, we can continue. We'll see Gatts futilely fighting Geetz, and we'll have to finish the job ourselves.

BOSS: Geetz

- **HP Level:** Moderately low
- **Difficulty:** 3/10
- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Geetz often uses the typical nosedive-tackle, and sometimes will turn red as he does so create a wave of explosions behind him. Either way, run away. Sometimes, you'll deal with purplish projectiles, which is another step aside thing. Eventually, near the end, Geetz will land and switch his strategy to flamethrowers and tail whips. (Heh, both of which are Pokémon moves.)
- **Strategy:** You will want to remained locked-on during the majority of this fight or you'll lose Geetz fast. You won't easily hit Geetz due to his speed and agility while he's just flying around, so most of your damage will come in whenever you dodge one of his tackles. You'll pretty much keep that up until he hits about 25% HP, when he'll land and begin using fiery breath and tail slaps. Then just go to your general circle-and-shoot strategy, but look out for the tail!

After the battle, there will be some more revealing scenes. The gist is that you need to hurry up and beat Sera before she activates the Carbon Reinitialization Program. And this isn't the stuff Juno was doing to just Kattlexox.

We're talking on a planetary level. All life on Terra will be obliterated in one fell swoop.

So, what to do...? Back at the Sulphur Bottom, MegaMan recovers from his wounds and you'll chat with Roll and Yuna, learning that you need to go to where you initially arrived on Terra. Calbania Island.

Back at the Flutter, you may actually want to do some of the **Sidequests** first, since they're all unlocked by now, so long as you meet some quest-specific conditions. You'll also want to do more shopping at the Junk Shops. First off, the Kevlar Armor is available right now for 80,000 Zenny. After reaching the boss repetition area in Elysium, the Kevlar Armor Omega will be available for 100,000 Zenny, and it is basically the Kevlar Armor plus a knockdown guard. It's your decision on which to buy and when.

Other preparations include buying a Hyper Cartridge if your weapon lacks infinite ammo, getting a bunch of the **Consumables** items, and definitely having 20+ units of the Energy Canteen for newbies. Your best Buster combination would be the Power Raiser Omega, Range Booster Omega, and Rapid Fire Omega. It costs 1,900,000 Zenny for all of them, though, so you may want to grind or just stick with the combo you already own. And, finally, owning all of the shoes (except perhaps the Cleated Shoes) will be helpful in this dungeon...

So, once you're ready, fly to Calbania Island. There, you'll meet with Yuna and Gatts near the Birdbot Fortress. Speak with Yuna and go to Elysium.

The Endgame: Elysium

| NOTE | | | | | | | |
|---------------------------------|---------|----------------------|---------|---------------|---------|----------------------|---------|
| TREASURES AND REWARDS CHECKLIST | | | | | | | |
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Green Eye | | Shining Laser | | 40,000 Zenny | | Energizer Pack Omega | |
| Booster Pack Omega | | Sniper Unit Omega | | 36,000 Zenny | | 10,000 Zenny | |
| Giant Refractor | | Accessory Pack Alpha | | 60,000 Zenny | | 100,000 Zenny | |
| 150,000 Zenny | | | | | | | |

I listed some decent pre-Elysium preparations in the last few paragraphs in the section just literally above this note. More or less.

^|24|A map of the Shuttle Bay and Defense Area B2F of Elysium.

First and foremost, *you are completely able to return to Terra*; just talk to Yuna and she'll do it for you. To the north, you should be able to find Data; use him for saving and healing. In the southwestern corner of the room, if you open the chest there, you'll find the Green Eye. If you got the Laser Manual from the Yosyonke ruins, you can make Shining Laser.

Now, if only we had 19,000,000 Zenny, this would be a piece of cake. >_>

Anyways, leave via the elevator to the north.

Here, you'll find yourself in the Defense Area, specifically on B2F. Go along the hallway and through the automatic door to find a four-fisted Reaverbot guarding the next one. Shoot the fists as they come at you to beat him and continue along to the next room, which has a weak floor. More on that later. For now, go south and to the next room.

Cross the hallway and, as you turn, you'll run through some pinkish bars. This will automatically increase the gravity influencing you to its highest usable level by beaming gravitons into you or something like that. Increased gravity leads to short jumps, and lower gravity leads to higher jumps as if you were underwater. Return to the previous room which had the weak floor now. Stand on the center tiles and the ground will break. Open the chests here for 40,000 Zenny and the Energizer Pack Omega. Then use the gravity panel nearby to lower the gravity and jump out.

Return south into the hallway and go along it to defeat some enemies, increase your gravity, and go through the door to the next room. Here, you'll find some electric panels, so **equip your Hover Shoes**. Defeat the metallic spider trio in this room and go east into the next one. Use the gravity panel to reduce the gravity - but only if you want to, as you'll go through a gravity gate soon enough. Then return to the previous room and exit to the west.

Here, you'll find, in lieu of electric panels, Buster Leak panels, which stop your Buster from firing and drains your Special Weapon energy -- and you can't stop it in any way! Empty it of enemies and exit to the south.

Go along the hallway and you'll reach a room soon after the gravity gate. Defeat the four-fisted Reaverbot ahead and continue east into a squarish room. The northern portion has a few enemies and a gravity gate. First, leave to the east and defeat the enemies in the next room, then go further east and use the Item Control Panel and gravity panel (reduce gravity). Return to the previous room and defeat the enemies again, then return west into the squarish hallway.

There, exit to the south. Go along the hallway to the next room and, there, jump over the white barriers to reach the treasure chest containing the Booster Pack Omega. Continue out of this room to the west to find another hallway. Go west to the next room and you'll find the gravity panel. Raise the gravity and backtrack to the squarish room.

Back in the squarish room, exit to the north and you'll find a four-fisted Reaverbot on a door. Defeat it and go further north to the next enemy. Slay 'im and go north to find the elevator to the next area.

^|25|A map of B1F of the Defense Area in Elysium.

Upon arriving, go south and out of the hallway. Put on your Asbestos Shoes because there is lava, in here, in space. Weirdness aside, defeat the metamorphosing Reaverbots nearby and continue south to the next room. (You can now put back on the Jet Skates or whatever you were wearing.)

Oh, God, yes, square room! =/ Anyways, defeat the Reaverbots in the northwest/southeast corners unless you want them to infinitely, to some extent, generate Reaverbots for you to kill for money. Afterwards, exit to the west and this room will have two exits - north and west. Go west for now and empty that next room of its four generator Reaverbots and the generated fiery Reaverbots. In the next room to the west, you'll find two chests. Open the northern one to find the Sniper Unit Omega, but beware the southern one - **IT'S A TRAP!**

Return afterwards to the room with the two exits and, this time, use the northern exit. As you go along the hallway, keep an eye on the left side. There will be a door there. If you go through, you can fight some Reaverbots, but that's all that's in there, so do as you will. Back in the hallway, continue further north to a gravity-increasing gate and a squarish room. There, defeat the generator Reaverbots and continue west into the next room.

There, because of the increased gravity, stand on the center tiles to break them and reveal a chest (36,000 Zenny) and a gravity panel. Use the panel to decrease the gravity and get out of that pit. Back outside, go north and through the hallway to the next room.

Defeat the two arachnid Reaverbots in there and leave to the east. There, jump over the white barrier to reach the 10,000 Zenny chest. (Seems like a weird place to keep a bunch of money, but whatever.) Go further east and into the next room. There, you'll find the Map Control Panel. Use it. As for the gravity panel next to it, do what you will - you'll pass through a gravity gate before anything decent can happen. Personally, I'd just keep the gravity low.

Backtrack to the room with the weakened floor (two areas west and south) and leave to the west. In this squarish room, continue along and through a gravity gate into a hallway. Keep an eye on the left wall. Go through the door you reach, then exit the large room to the east to find the useful Giant Refractor. And, sorry, you can't sell it; it's a Key Item. Go back west to the hallway and go south. Defeat some four-fisted Reaverbots and go through their doors to find the elevator. Ride it to the Side/Residential Area.

^s26|A map of Elysium's Residential Area, minus the inaccessible parts shown on the in-game map.

The Residential/Side Area actually features few battles, because, well, people tend to not live in places with loads of violence. Anyways, this area features rainbow doors as your path of teleportation from one area to the next, the paths being marked by black lines on the in-FAQ map. (Also, you start at the small "3" on the map, in the lower-left corner.) Battles are few, far-between, and easy. So I'll just direct you as needed.

(Also, as a trivial side note. The only known way to use teleportation is to use quantumly-entangled atoms. To skip the scientific bits, you'll be on the other side. But you'll be dead. Interesting, eh?)

Go east and south an area to find a chest on the southern side of the area. There, you'll find a chest with the Accessory Pack Alpha. Neat-o. Go north, west, north, north, east, east, south, and east to find our next chest on the opposite side of the island. Open it to find 60,000 Zenny. Then go west two islands.

There, you'll find the Master's house, and the entrance to the Mother Zone. First, however, go to the north side of the area where an elevator should be. Fix it with the Giant Refractor and this elevator will become a quick shortcut back into the Shuttle Bay if you need to return to Terra or something.

Otherwise, enter the big building. To your left, you'll find Data. Save and heal, then go to the elevator at the opposite side of the room. Go on down...

^s27|A map of Elysium's Mother Zone, B4F.

I'm pretty sure at least one person reading this has played one game of the Classic or X series of the platformer MegaMan games. Those people know that it is a time-honored tradition in those games, as well as several others not related to MegaMan at all, to repeat all of the fought bosses in order again. MegaMan Legends 1 skipped this, to my utter disappointment. (Then again, it really only had four bosses that were Reaverbots, and that was a stretch.) MegaMan Legends 2 restarts this tradition, but with the four storyline Reaverbot bosses.

So, it's all pretty linear. I'll just hand over the boss strategies and leave it to you. Between the bosses, you are welcome to backtrack to Data, or even Terra. There are no enemies other than the four bosses down here, and they remain dead if you leave.

Oh, by the by, you won't fight them in the exact order you fought them.

BOSS: Large Frog Reaverbot Rebattle

- **HP Level:** High
- **Difficulty:** 4/10

- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** As per the stereotype, this boss often will use its tongue to whip you quite literally; it's hard to dodge since it somewhat homes in on you. He can also use a cloud of bubbles that are readily destroyed with attacks. The boss can leap from platform to platform, often resulting in you being tackled if you're on its destination platform. He can also create mist that will bring some statuses on you if you're on his platform. There are also random spinning blades and some Reaverbots, both aerial and somewhat-terrestrial nearby.
- **Strategy:** This boss got much easier than it is made to be. The room is bigger and you're armored to take only 1/4 of the intended damage, I hope. The big thing is the same. Blast the boss with whatever you can whenever it opens its mouth - it is not supposed to back-talk you!! Seriously, though, feel free to empty a whole weapon into this boss. After all, you can backtrack to Data after the fight. So, basically, just hold Triangle whenever the boss opens his mouth, and dodge the attacks. Maybe you'll get lucky and the boss will fall over after leaping. You may as well call that a suicide. >:)

Be sure to grab the chest with 100,000 Zenny after the battle, in the next room. Then continue on down the hall to the elevator and down we go...

^s28|A map of Elysium's Mother Zone, B5F. Once you arrive on B5F, go east into the next room, east into the hall, then follow it into the room with the next boss.

- BOSS: Slime Blob Reaverbot Rebattle**
- **HP Level:** Moderately high
 - **Difficulty:** 6/10
 - **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
 - **Recommended Special Weapons:** Shining Laser or Homing Missile
 - **Recommended Headgear:** Padded Helmet
 - **Recommended Torso Armor:** Kevlar Armor Omega
 - **Recommended Shoes:** Jet Skates
 - **Boss's Attacks:** Generally, it will just move around, incidentally hitting you. Sometimes, it will rise up high and then go down will rather for wide-range attack, which you'll need to get fairly far away from to dodge. Perhaps the most notable attack is when the platforms appear. **Get on them quickly or you will be set aflame with blue fire!** Afterwards, on the top platforms (the lower ones will disappear), the boss will shot globs at you. That pretty much covers it. The only thing that is notable otherwise is that, near the end, the boss will turn red and move faster. It will be impossible to damage until it slows down, spreads you, and goes dark. Just flee during that time.
 - **Strategy:** There really isn't much to say. Go around, generally on the opposite side of the room from the blob and shoot at it. It will take a while to beat. Get on the platforms whenever they appear and dodge the balls of slime it tosses at you while you retaliate, but be careful - getting hit may knock you onto the burning floor! During the last parts of the battle, the boss will get faster, impossible to damage often, and aggressive, so just Jet Skate away from it. You can't hurt it until it goes flat and dark, so just Jet Skate around until then, then blast the crap out of it. Obviously, feel free to empty out the Special Weapon, as you can backtrack to Data afterwards. This fight is mostly the same as before, except the room isn't icy, so there is no need for Cleated Shoes.

After the battle, go south out of the room, then along the linear hall to the elevator and the next floor. Don't hesitate to backtrack to Data if you need to, now!

^s29|A map of Elysium's Mother Zone, B6F. B6F is a bit briefer than the previous floor. Go east into the large, empty room, then further east to find the next boss fight.

- BOSS: Jellyfish Reaverbots (x3) Rebattle**
- **HP Level:** Moderately high
 - **Difficulty:** 7/10
 - **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
 - **Recommended Special Weapons:** Shining Laser or Homing Missile

- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Like before, there is the typical electrical balls that they'll mostly use. They also move around and tackle on occasion, and can leave behind motion-sensitive bombs that can be triggered by your weaponry. This is basically the same as before, but without water... And the attacks are a **LOT** faster.
- **Strategy:** It's hard to say. This boss will be out of water, thereby making it hard for you to actually jump-dodge the attacks. It does give you faster foot movement, but that's little solace. The room is also a bit smaller than usual, in my opinion. My basic idea prioritizes survival over the actual fight. Shoot while you can, but don't let the locking-on impair your vision so that you get blasted. The Padded Helmet here will be the best you can have to dodge-roll the repeated electrical balls. Just attack when you get a chance to. Also keep your focus on one enemy at a time. Getting three down to 1/3-health is equal to killing two had you focused...

After the battle, go east to the next room (probably after doing the usual thing with Data). In the next room is the legendary chest that contains 150,000 Zenny! ^_^ Continue east into the linear hall where you'll find the elevator leading to B7F.

^s30|A map of Elysium's Mother Zone, B7F.

Here, go east into the next room, east to a hall, east a large empty room, then east to the boss. Starting to wonder what the point of all of those doors is...

BOSS: Dinosaur Reaverbot Rebattle

- **HP Level:** High
- **Difficulty:** 2/10
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** The boss mostly will do some variation on head-banging, in which it tries to hit you, also causing a shockwave you can easily jump. He can also slap you away, but only when you're nearby. He will very often shoot out a few dozen energy bubbles that can be shot at to stop them. He can also, finally, and stereotypically, shoot fireballs at you, but only around the time he hits 25% HP.
- **Strategy:** There's not a whole lot to say. The main change here is the room's aesthetics and the boss's exorbitant amount of HP. Beyond that, bleh. A few seconds with a decent Shining Laser will still take 'im down with ease. The general circle-and-shoot strategy may work here, so long as you can maintain a proper amount of distance, which isn't hard with the Buster/Special Weapon maxed especially for that.

After that fourth and final repeat boss, don't worry about returning to Data for the usual; he's actually not too far ahead of us. Go east and along the linear hall to the elevator leading to the final floor.

^s31|A map of Elysium's Mother Zone, B8F.

Here, go east and to the empty room, then east and south, through a small hall, to find a somewhat circular room. Inside, you'll see the nearby Four Keys to the Mother Lode. Near the southern wall, you'll find Data. There, **heal and save**.

Now, if you want, you are perfectly welcome to return to Terra and do other sidequests. You'll probably want to recharge your Energy Canteen, grab a Hyper Cartridge if you're using a limited-ammo weapon, and possibly even grab some of those health-healing items from the sidequests. Go ahead and grind up the 1,900,000 Zenny for the Buster Omegas. Max your Special Weapon. Do whatever you feel to be necessary.

Once you're ready, go through the door. Yuna will warn you that she and Gatts cannot help you if you go beyond that door and into the library. This is your final chance. If you go through that door, you'll be launched headfirst into a sequence of two difficult bosses. **Be sure you're ready**. Once you are, go through the door. After a scene, you'll fight Sera.

FINAL BOSS: Sera (Part One)

- **HP Level:** Medium

- **Difficulty:** 5/10
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Sera's attacks have, like Juno's in the original Legends, vocal cues.
 - "Ready?" - Sera will do a fiery charge you can run from or, with good timing, jump over.
 - "Ha!" - Sera fires five speedy projectiles at you. Keep moving!
 - "Well, Trigger?" - She'll use two powerful explosives. They home in on you somewhat. Just keep moving, or dodge-roll when they're near.
 - "How's this?" - She'll increase the gravity and turn the room red. She'll let loose some octahedral explosives that hurt you when touched, but they can be shot at. She'll also cause a shockwave that, due to the high gravity, requires near-perfect timing to jump over. She has a tendency to do this at least two consecutive times. Just get rid of the explosives before doing anything (except jumping the shockwave, of course!).
- **Strategy:** There's not a whole lot to say. Sera will disappear in-between her attacks. Pretty much keep an eye on her. I tend to keep to the outer walls during the fight and repeatedly hitting R2 to lock-on whenever she appears. Then, no matter what her attack is, I fire briefly and then take care of the attack however I need to. Like with MegaMan Juno in MegaMan Legends 1, just really a dodge-and-shoot fight.

FINAL BOSS: Sera (Part Two)

- **HP Level:** Moderately high
- **Difficulty:** 8/10
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Sera's attacks have, like Juno's in the original Legends, vocal cues.
 - "Gotcha!" - She'll fire a few dozen lasers from her underside and try to move over you. Just get out of the way.
 - "Feel my power!" - Sera will smash her arms into the ground and make shockwaves you have to jump between to dodge. Good luck with that...
 - "What's the matter?" - She'll unleash a huge laser that will almost certainly hit you and take off around four chunks of health. Whoa.
 - "Let's find out!" - Sera will put some yellow targets on the ground and then meteors will later hit them. Moving sporadically actually helps, so long as you don't stay for but brief moments on the targets. Now is also a good time to let loose with your Buster or Homing Missiles.
 - "Hm..." - This only occurs during the latter half of the fight. She'll put up a blob of energy that sucks you in and greatly impairs your vision. It's hard to leave, and even harder to dodge the attacks she tosses at you. You'll probably need to jump or Jet Skate outta there, ASAP!
- **Strategy:** The very basic idea is much the same as in the previous fight with Sera - dodge and attack. The Shining Laser is almost a hindrance here, seeing as how much you'll need to move, but you can always just get it in-between attacks and let your Buster do the rest. You'll definitely want to fire weapons when dodging, Special or Buster, or this fight can take a great deal longer than you need it to. Feel free to use any health restoring items or your Hyper Cartridges here - this is the last fight. **HOLD NOTHING BACK!** This fight boils down to mostly endurance, anyways. Having 20 units or more on the Energy Canteen, plus a few other health-restorers, will be perhaps the greatest advantage ever for this fight. Good luck!

And, after defeating Sera, you can pat yourself on the back! Enjoy the ending!

CONGRATULATIONS! You have beaten MegaMan Legends 2!

Sidequests

Extra Dungeons

Throughout the course of the game, you will come across a number of extra dungeons. Some of them are more blatantly obvious than others. I actually covered them all in the main walkthrough, so you will find a blue hyperlink in this section underneath the dungeon description. This implies that you will need to click on it to hit the appropriate section in the walkthrough.

- **Class B Ruins:**

- **Location:** On Manda Island, when you land, go forward to the wider field. To the right is the entrance to Pokte Village; opposite it is the Class B Ruins.
- **Requirements:** None.
- **Hyperlink:** [Key #1: Class B Ruins](#)

- **Diggers' Guild Ruins:**

- **Location:** On Nino Island, inside the Diggers' Guild building's entrance area, you should an elevator nearby. Go on down.
- **Requirements:** None, although you need the Drill Arm if you want the only treasures, totalling 20,000 Zenny.
- **Hyperlink:** [Key #2: The Diggers' Guild Ruins](#)

- **Class A Ruins:**

- **Location:** On Calbania Island, in the second field as you leave the village heading towards Glyde's fortress, head to the entrance to said fortress. While facing it, turn left and go forward. You should a building, which should mark the ruins.
- **Requirements:** Class C/A/S/SS License.
- **Hyperlink:** [Key #2: Class A Ruins](#)

- **Class S Ruins:**

- **Location:** On Saul Kada Island, in the big desert area with the sinkholes, in the southwest corner of the area.
- **Requirements:** Class C/S/SS License and, by technicality, the Rebreather. The Aquajets are also strongly recommended - it's an underwater dungeon!
- **Hyperlink:** [Key #3: Class S Ruins](#)

Digger's Licenses

Starting around the time you reach Nino Island, you can really get a chance to know your Digger's License. Only on Normal Mode are you able to take the tests. Therefore, there are two tests; one to reach Rank A, and one to reach Rank S. Each time you test, you'll be forced into a dungeon with a certain level of health and equipment, and you fail if you take too long or die. You must complete the ruins in a certain amount of time, and you must defeat every enemy in every room to proceed.

If you succeed, you'll be given a new license and whatnot. However, each class will have certain effects, so see the section entitled **Digger's Licenses' Effects** before going, because you can't go down a license rank after going up!

So, there are two tests. We'll cover them in order: Class A, then Class S.

CLASS A LICENSE -- DIGGERS' TEST

You'll have three minutes.

Go through the door in front of you and defeat the Reaverbots nearby. Go ahead and move forward, then defeat the worm-like Reaverbot that falls nearby. Defeat one of the metallic spider Reaverbots, then go forward and left. Be sure to pick up one of the Reaverbots you didn't defeat on the way, then throw it at the shield-wielding Reaverbot.

Quickly defeat them both and move on. Defeat the snakes there - you'll want to jump to the side so you won't get hit by their attacks, thereby disabling your Buster for a whilee. Then continue on into the next room.

For our third room, shoot the shield-wielding Reaverbot - wait for it to lower its shield, of course, before shooting. Continue this until defeated and repeat with the next one. Go into the next room where you'll find some more annoying Reaverbots. Defeat them and the suicidal robots quickly.

In the next room, defeat some more snakes - again, jump to the side first. You'll also have to defeat that purple Reaverbot spewing out more explosive buddies. Focus first on the generator, then its spawn, and continue on.

Here, you'll find one of those green mobile ones. Dodge-and-shoot your way around it like you would in the other MegaMan Legends games, then you've won!

CLASS S LICENSE -- DIGGERS' TEST

You have five minutes. And it will not be fun.

Go through the door and pick up one of the metallic spiders nearby. Throw it at the other one and then destroy them both. Go forward and defeat the rather touchy floating Reaverbots. Further ahead, you'll find two shield-wielding Reaverbots. Carefully pick one up and toss it at the other and destroy them. Then continue on, past more exploders, to the next room.

Like the next-to-last room of the Class A test, you'll want to jump aside and destroy the snakes, then destroy the purple generator bot and its buddies. Careful about its spawn, too - they're rather explosive. Continue on when done.

Here, you'll find another shield-wielding Reaverbot. Again, carefully pick it up and toss it at the metallic spider Reaverbots further ahead, but aim carefully but quickly. This should destroy both the shield-wielder and one of the metallic spiders, or, if you're super lucky, both. Defeat the other Reaverbot if needed and continue along. You'll find two metamorphosing Reaverbots. Shoot them down and continue on; nothing special about them.

This next room is where you'll spend a LOT of time. You'll find three purple generator Reaverbots in here. You'll just have to blast like mad. There is a slight glitch in this game where, if you tap Up on the D-Pad rapidly while shooting, it will make you fire more quickly in this case with your Rapid being low, so try it.

In this next room, take down the flying suicide drones and continue. To the left are three more, then continue on for ever more of them. Afterwards, two more Reaverbots will be guarding the exit. Pick up one and toss it at the other, hope you destroy them, and continue on.

This room has two more of the green Reaverbots like from the end of the previous test. Try jumping around and blasting them, but do so carefully. They'll cut you up faster than you can kill a suicidal flying bot with the Shining Laser maxed out. Leave and your hell is at an end!

"Bad Boy, Bad Boy, What'cha Gonna Do?"

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|----------------------------------|---------|---------------|---------|----------------------|---------|-------------------------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Reaverbot Claw | | 50,000 Zenny | | Taser (10,000 Zenny) | | Reaverbot Eye (100,000 Zenny) | |
| 100,000 / 300,000 / 10,000 Zenny | | | | | | | |

The Reaverbot Claw is just there as a formality. You'll need it for this quest. To get it, you'll need to go to Calinca on Yosyonke Island and speak with the Junk Store owner from the back. To get there, just around from the entrance to the back of the store where you'll find a door. Speak with him and choose to take his Reaverbot Claw.

Now, the rest of this quest is unavailable until you open up the Third Key ruins on Saul Kada Island. You can manage to do one thing before then, but it is not something I typically recommend.

Regardless, for this quest, you'll have to make MegaMan's armor turn dark. Like in the previous MegaMan Legends, you do this by being a "bad boy". There are a few methods that you can do, but there are two that are rather easy. One is throwing Johnny overboard twice during the Nino Island battle sequence where you stop the Birdbots; the other is kicking the pig in the small village on Calbania Island until it, too, turns dark. **The end result of this is shop prices in the Junk and General Stores being raised by 20% and you being unable to do most of the sidequests.** Once that has happened, you know that you're ready for the next bit.

After having unlocked the Third Key ruins on Saul Kada Island by beating Teisel's Blitzkrieg, you can look behind the northeastern pillar in the area with the entrance to the Third Key ruins. If you speak with this man, and you're dark enough, he'll offer to take the Reaverbot Claw from you for 50,000 Zenny.

Afterwards, you can shop with this dude for the Taser (10,000 Zenny) and the Reaverbot Eye (100,000 Zenny). We need the latter only for this sidequest, but you can also get the Taser to help make the Crusher Special Weapon. After you've bought off the Reaverbot Eye, return to the Yosyonke Junk Shop and enter from the back.

Speak with the Junk Store owner from back here and he'll offer to take the Reaverbot Eye for 100,000 Zenny. That results in an overall quest profit of 50,000 Zenny. Regardless, reject his offer and he'll offer 300,000 Zenny, which is an overall quest profit of 250,000 Zenny. You may as well take that offer; if you reject again, thereafter, all he'll offer is 10,000 Zenny, which results in an overall loss of 40,000 Zenny.

That will complete this sidequest. Now, there is just one thing. You probably don't want to have to deal with the no sidequests and 20% price increase due to being dark, right? (As a reference point, the 800,000 Zenny Power Raiser Omega now costs 960,000 Zenny. Oof.) Well, you're in luck. To a point. You'll need to donate 1,000,000 Zenny to the Yosyonke Church. Ouch. If you don't plan on using the Junk Store or sidequests for the remainder of the game in such a way that the losses equal under 1,000,000 Zenny, then there's no real need. But, in case you do...

A Holy (Mega)Man

This sidequest can be pretty much done at any time in the game when you have access to the Yosyonke Church. This quest will require either 1,000,000 or 2,000,000 Zenny, depending on whether MegaMan is dark or not. You'll probably need to wait until the Fourth Key ruins, ironically in the Church, are done to grind readily for the millions of Zenny. See the [[Various Tips]] section for some details.

Anyway, the process and consequences are pretty easy to understand. If you have normal-armor MegaMan, you'll need 1,000,000 Zenny; dark-armor MegaMan for the "Bad Boy" sidequest as above requires 2,000,000 Zenny. You merely must give this to the priest in the Church via lump donations of 1,000,000 Zenny.

After the donations are done, MegaMan will walk around with a bit of a glow to him. Additionally, you'll get 20% off in the Junk and General Stores! Bet that Power Raiser Omega looks more appetizing, what with it being 160,000 Zenny cheaper!

Roll's "Revenge"

There isn't a very specific set of conditions to activate this sidequest. You'll just to do things during the game that are rather mean to Roll - examples include picking her up or shooting her on the way to the Abandoned Yosyonke Mines, shooting the Flutter down at Nino Island, and stuff like that.

When you head to the cabin after enough damage has been done, you'll find only Data, saying that Roll went to take a nap. If you head to her room, she'll mention your bad behavior and wanting you to clean up your act. If you choose to do so, nothing really happens.

However, if you take the other option and call her a busybody, you'll find the Roll supposedly broke her tool kit, raising your Special Weapon costs by 10%. That means the Shining Laser now takes 20,074,999 Zenny to max out. Ouch. To fix this, you'll need to just buy Roll her three presnets (Stuffed Animal, Cushion, Model Ship) and all will be fine.

Roll in the Bathtub

The process for this can begin pretty much any time in the game. You'll need to meet several prerequisites before the actual ... event, so to say, will happen.

- You must have bought the following for the Flutter by speaking with Roll:
 - Repairs to the Flutter's fire damage
 - A new refridgerator
 - A newspaper subscription
 - A new television

- You must have bought these Flutter decoration items:
 - Toilet Cleaner
 - Comic
 - Houseplant
 - Vase

- You must have bought Roll all three gifts:
 - Stuffed Animal
 - Cushion
 - Model Ship

All said and done, that means you can complete this quest as early as finishing the Manda Island Ruins and returning the First Key to Bluecher. The cost itself will run you about 180,000 Zenny to around 190,000 Zenny. But the end result is well worth it.

Assuming you've met all of these conditions, head to the Flutter's cabin. If Roll is there, then either you didn't meet all of the prerequisites, or perhaps there is a limit on when this can happen. If she is not there, speaking with Data reveals that she went to take a bath, and also says you oughta get cleaned up, too! Well, go down the ladder in the hall, then go along that hall and turn left into the living room.

See that door diagonally across from you? Try to go through that door and we'll hear a Roll-like shriek. I bet we all know what happened. We'll watch MegaMan pump his fist outside the door for perhaps the most "O_o"-worthy moment I've ever experienced. After this, the sidequest is complete. Whenever you speak to Roll to develop Special Weapons, you'll learn that she got a new tool kit, letting her shave 10% off her prices.

That 10% may not seem like much. But look at it this way: 10% off of maxing the Shining Laser is something like 1,825,000 Zenny off. Yeah, this will definitely come in handy!

Saul Kada Speedway

This can be done after defeating the Blitzkrieg at Kimotoma City, thereby opening up the Third Key ruins. If you saved the golden statue during the boss fight, good. Otherwise, you'll have to go into the area north of the entrance to the ruins, where the statue used to be, and pay the old man five 1,000 Zenny donations, leave, and return to the area. Then speak with him again.

The Saul Kada Speedway races are basically time trials in which you must Jet Skate - yes, the Jet Skates are an absolute requirement - a lap around a circuit. You'll only earn money for doing so - 1,000 Zenny (Manda, Calinca tracks) or 1,500 Zenny (Saul Kada track), plus 10 Zenny for every 0.1 second you are better than the record.

The circuits are all pretty linear and you can learn them on your own time. Just be sure to take note of the hourglass icons that stop the clock briefly! Also beware the electric panels on the ground that will slow you down, and hold Up on the D-Pad to use the full speed of your Skates!

| SPEEDWAY COURSES AND SOME DATA | | | |
|--------------------------------|---------------|---------------|--------------------|
| Course | Minimum Time | Record Time | Base Zenny Awarded |
| Manda Circuit | 35.00 seconds | 25.95 seconds | 1,000 Zenny |
| Calinca Circuit | 40.00 seconds | 31.24 seconds | 1,000 Zenny |
| Saul Kada Circuit | 45.00 seconds | 32.12 seconds | 1,500 Zenny |

Pokte Island Quizzes

| TREASURES AND REWARDS CHECKLIST | | | | | | | |
|---------------------------------|---------|----------------|---------|---------------|---------|---------------|---------|
| Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? | Treasure Name | Got It? |
| Pencil | | Candy Apple | | Candy Bar | | Strange Juice | |
| Notes | | Pokte Tea | | Mug | | Pokte Pastry | |
| Textbook | | Energizer Pack | | Zetsabre | | | |

These can be attempted at any time after finishing the First Key ruins on Manda Island. Further below, we'll detail the answers, but first, other extraneous details.

Anyways, in the school are three people. The person on the left will yield a Pencil, Candy Apple, Candy Bar, and Strange Juice in that order for winning her quizzes, after which you'll get nothing. The person on the right will do a similar thing, but with the Notes, Pokte Tea, Mug, and Pokte Pastry.

The person in the middle, the mayor, is the important one. After winning her first quiz, you get the Textbook and Energizer Pack. Afterwards, for 100 Zenny, you can take her Ultimate Quiz. The prize for the Ultimate Quiz is the Zetsabre, which the mayor will also sell for 2,000,000 Zenny (trust me, not worth it). After getting the Zetsabre, you can still take her quiz, but no longer gain prizes.

Each quiz is a set of multiple choice questions - therefore, you have a 25% chance of being correct with a guess, and 100% if you look at this FAQ. All but the Ultimate Quiz are ten questions; the Ultimate Quiz is *one hundred* questions. You must get each question correct in order to pass; if you miss, the quiz ends right there.

So, Q&A time. We'll cover, in order, American history, European history, Russian history, the catch-all "all other history", music, the sciences, mathematics, sustenance (food), geography, common knowledge, and zoology. The questions and answers will be mostly be in this format:

- [The question]
 - [The answer]
 - [Some random elaboration or trivia from myself, if I felt like it]

AMERICAN HISTORY

- Who was president of the U.S. when it had the most troops in Vietnam?
 - Johnson
- What inspired Hinkley to attempt the assassination of president Ronald Reagan?
 - A movie
- In what year did Lincoln issue the Emancipation Proclamation?
 - 1863
- Which of these led to an attack on British ships in Boston Harbor?
 - Tea tax
 - Thusly, the Boston Tea Party.
- What American company began mass producing automobiles in 1913?
 - Ford
- Lincoln was which president of the United States?

- 16th
- Who was the first president of the United States?
 - Washington
- When America declared independence in 1776, how many states were there?
 - 13
 - Technically, they were still colonies until they won independence some time later. Anyways, they were New York, New Hampshire, New Jersey, Massachusetts, Pennsylvania, Connecticut, Rhode Island, Virginia, Maryland, Delaware, North Carolina, South Carolina, and Georgia. (You can't count Maine, as it was still annexed to Massachusetts then.)
- When did the American Civil War start?
 - 1861
- What American president resigned after the scandal of Watergate?
 - Nixon
 - Only president to voluntarily resign, Richard Nixon did it to avoid impeachment.
- What Apollo project was the first to land on the moon?
 - Apollo 11
 - In 1963, I believe.
- Of the following events in American history, which is the oldest?
 - Revolutionary War
- What was the confederate capital during the Civil War?
 - Richmond
 - Also the capital of the state of Virginia today, I believe.

EUROPEAN HISTORY

- In England's War of the Roses, the red rose stood for which family?
 - Lancaster
 - Weirdly enough, those who played Yu-Gi-Oh! Duelists of the Roses should know this.
- Which Asian product was most prized in 13th century Europe?
 - Spices
- What year did Mussolini's fascist party take control of Italy?
 - 1922
- What city was not included in Britain's "3C policy"?
 - Caracas
- Belgium declared independence in 1831 from which country?
 - The Netherlands
- Which of the following has a connection with King Louis XVI?
 - Declaration of Rights
- Which of these countries was not a member of the quadruple alliance?
 - Italy
- Who was the leader of the Italian Unification Movement?
 - Garibaldi
- In what year was Wilhelm I crowned emperor of Germany?
 - 1871
- What nation built the Berlin Wall in 1961?
 - East Germany
- The French Revolution began in which year?
 - 1789
- Who apologized to the Pope during the Investiture Controversy?
 - Henry IV
- The French author of "The Social Contract" is?
 - Rousseau
- How old was King Louis XVI of France when he was crowned?
 - 20
- The Franco-Prussian War began in what year?
 - 1870

ANCIENT HISTORY

- In ancient Rome, Nero tried to destroy the city by?
 - Fire
- Which people settled in Mesopotamia in or around 3,000 B.C.?
 - Sumerians
- The Christian movement to reclaim the Iberian Peninsula was called?

- Reconquista movement
- The first emperor of the Roman empire was?
 - Augustus
- The Maccu Pichu ruins are representative of which culture?
 - Andes
- In what year was Rome sacked?
 - 375 A.D.
- Who is the famous Greek philosopher who expounded the theory of idealism?
 - Plato
- Which of these was used to cast votes with in 6th century B.C. Athens?
 - Pottery shards
- Christianity became the official religion of the Roman Empire with what?
 - Edict of Milan
- What year was the first Crusade launched?
 - 1096
- The monk said to be the Middle Ages' most famous scientist is?
 - Bacon
- Who ruled over the Roman Empire at its zenith?
 - Trajan
- Which ethnic group founded the nation that became the Roman Empire?
 - Etruscans
- What base is the Babylonian counting method?
 - 60-base
 - Also known as the sexageismal system, it is the basis for many things today like degrees in a circle and seconds in an minute.

RUSSIAN HISTORY

- Who wrote the "Communist Manifesto"?
 - Marx
- The Russian author of "Crime and Punishment" is?
 - Dostoevsky
- The Soviet leader who made "perestroika" his slogan was?
 - Gorbachev
- Who led the Russian revolution and founded the Soviet Union?
 - Lenin

ALL OTHER HISTORY

- What was the World War II alliance between Germany, Italy, and Japan called?
 - Axis
- Who invented the lightbulb?
 - Edison
- Who captained the first expedition to sail around the world?
 - Magellan
 - He died in the Phillipines, but his remaining crew made it.
- Which of these works was produced by Leonardo da Vinci?
 - "The Last Supper"
- What was the first song recorded by Edison on the phonograph?
 - "Mary Had A Little Lamb"
- Who founded the yellow hat sect in Tibet in the 15th century?
 - Dalai Lama
- What country was Hitler born in?
 - Austria
- What island was Napoleon born on?
 - Corsica
 - In Italy
- 300 years ago, the first roller coaster was built in what country?
 - Russia
 - It was basically a steep hill of ice.
- What year did the opium war between Britain and China break out in?
 - 1840
- Which of these was not invented during the Renaissance?
 - Steam engine

- That was closer to the Industrial Revolution in the 1800s.
- What year did the Crimean War break out?
 - 1853
- The rebellion against East India company in 1857 by Indian mercenaries is?
 - The Sepoy Rebellion
- What year did World War II begin?
 - 1939
- What country's embassy was seized during the Iranian Revolution?
 - U.S.A.
- The edict issued in 1598 that granted freedom to the Huguenots was?
 - Edict of Nantes
- What is the modern name of Constantinople?
 - Istanbul
- Which of the following empires lasted longest?
 - Byzantine
- What is the name of the war between Maria Theresa and Prussia in 1756?
 - The Seven Years' War
- What country did Columbus think he was in when he found America?
 - India
- What is the name for the fusion of Greek and Oriental cultures?
 - Hellenistic culture
- Which of these ships did not sail with Columbus on his trip to America?
 - Trinidad
- What country did not fight Egypt in the second Middle East War?
 - United States

MUSIC

- "Like A Virgin" is Madonna's?
 - Second album
- How many years after his last album did George Michael release "Older?"
 - 5 years
- What was the title of Huey Lewis and The News's 1983 hit album?
 - "Sports"
- How many albums did the Sex Pistols release (not including compilations)?
 - 1
- When was the Pink Floyd album "Dark Side of the Moon" released?
 - 1973
- Which of these album covers shows the four Beatles' entire bodies?
 - "Abbey Road"
- Lionel Richie was a member of which group?
 - Commodores
- Who is the first singer heard in the U.S.A. for Africa's "We Are The World?"
 - Lionel Richie
- Sting was a member of which rock band?
 - Police
- What did Jimi Hendrix do at the Monterey Pop Festival?
 - Burned his guitar
- What year was Hall and Oates' hit album "Private Eyes" released?
 - 1981
- What is the name B.B. King has given his guitar?
 - Lucille
- Who was the composer of "Canon in D Minor"?
 - Pachelbel
- What is Eric Clapton's nickname, which he used as a title for an album?
 - Slowhand
- Sammy Hagar's first Van Halen album is?
 - "5150"
- What year was the Culture Club album "Color by Numbers" released in?
 - 1983
- Who starred in the 1996 movie "Evita"?
 - Madonna
- How many discs are in the Bruce Springsteen live performance collection "The Live"?
 - 5
- Which one of these composers lived the longest?
 - Wagner
- The rock group "U2" gets its name from?

- A spy plane
- What album is a compilation of previously unreleased Beatles songs?
 - "Anthology"
- Which of the following composers is considered a Romanticist?
 - Wagner
- What is the name of Janis Joplin's posthumous album?
 - "Pearl"
- What instrument did Don Henley play in the Eagles?
 - Drums
- What group sang "Hungry Like The Wolf"?
 - Duran Duran

THE SCIENCES

- Which of these elements takes its name from the sun?
 - Helium
 - From "helios", meaning "sun"; the Sun is largely helium, in fact.
- What adaptation has the pineapple developed that allows it to live longer?
 - Water reservoir
- What is the tilt of Earth's axis?
 - 23.5 degrees
- How long does Halley's Comet take to circle the sun?
 - 76 years
- Which of these stars is in the constellation Lyra?
 - Vega
- The pillar of flame caused by an eruption on the sun's surface is a?
 - Prominence
- Which of these units is used to measure the frequency of sound waves?
 - Hertz
 - It means "waves per second".
- Which of these units is used to measure electric current?
 - Ampere
- How many atmospheres can a 30-meter water resistant watch stand?
 - 4
- Which of the following is not an oxide?
 - Hydrochloric acid
 - Its formula is HCl, which lacks oxygen, which you need for an oxide.
- Which of these is the heaviest quark?
 - Top quark
- What is the most common element in the Earth's crust?
 - Iron
- Which one of the following is not represented by one character in the Periodic Table of the Elements?
 - Cerium
 - Symbol: "Ce".
- The approximate radius of the earth is?
 - 4,000 miles
- What is DNA shaped like?
 - Double-helix
- Which one of these elements is a "noble gas"?
 - Argon
 - Only helium, argon, krypton, xenon, neon, and radon are, in fact, as well as any other unfound element with 8 electrons in their highest-level *s* and *p* orbitals total.
- Which of the following igneous minerals has a whitish color?
 - Quartz
 - Think of sand, which I believe does have quartz in it.
- What family does the largest tree, the sequoia, belong to?
 - Cedar
- What does mistletoe use to attach itself to its host tree?
 - Birds
- Which one of these is not one of Newton's three Laws of Motion?
 - Law of gravity
 - There is inertia, acceleration (force = mass x acceleration), and action-reaction.
- Which element is represented by "Fe" on the Periodic Table?
 - Iron
 - You need to remember that the symbols are sometimes based off of Latin names. "Fe" is for "ferris", which is "iron" in Latin.
- What is the temperature of a cigarette flame?

- 420 degrees
- Fahrenheit, obviously.
- Which of the following has the same base element as graphite?
 - Diamond
 - The base element is carbon.
- Which of these igneous rocks is most common?
 - Granite
- Which of these is the hardest stone?
 - Ruby

MATHEMATICS

- How many degrees is the interior angle of a pentagram?
 - 108 degrees
 - The formula is $180 \times (\text{the number of sides, minus two})$ for the total. Divide by five for a regular pentagon, as I assume it is meant to say.
- Which of these is not a multiple of 12?
 - 30
 - $12 \times 2.5 = 30$; multiples must be multiplied by a whole number.
- How many pencils are there in 1 gross?
 - 144 pencils
 - It is twelve dozen ($12 \times 12 = 144$).
- If you throw 2 dice, what are odds of getting a 9?
 - 1 in 9
 - There are four combos for this (3 and 6, 4 and 5, 5 and 4, and 6 and 3) out of 36 overall.
- If you divide 29 gumdrops equally among x people and have 5 left over, $x = ?$
 - 6
 - Subtract 5 from 29 to get 24, then just fit in factors of 24 (1, 2, 3, 4, 6, 8, 12) until you end up getting a remainder of five.
- How many days were there from January 1, 1990 to December 31, 1999?
 - 3652
 - It is (365×10) , plus the two leap years (1992, 1996).
- How many times is the number 1 used between 10 and 20?
 - 11 times
 - Remember "11"?
- Numbers that can only be divided by 1 and themselves are called?
 - Prime numbers
 - Ironically, 1 is not a prime number.
- If you roll 2 dice, what are the odds that both will come up even?
 - 1 in 4
 - $(3/6) \times (3/6) = (1/2) \times (1/2) = 1/4$.
 - Technically, the odds are represented with a fraction of the probability x/y being changed to $x/(y - x)$, so the real answer is 1 to 3.
- If you throw 2 dice, how many combinations will add up to 8?
 - 5
 - 2 and 6, 3 and 5, 4 and 4, 5 and 3, 6 and 2.
- What value does the Roman numeral "M" represent?
 - 1,000
- If you take 6 beetles and 8 spiders how many legs will you have total?
 - 100
 - $(6 \times 6) + (8 \times 8) = 36 + 64 = 100$.

SUSTENANCE (FOOD)

- Which of these is not a type of cheese?
 - Kaiser
- The three most well-known teas are Darjeeling, Assam, and?
 - Keemun
- What do you buy in a butcher's shop?
 - Meat
- Grapes are used to make which of these drinks?
 - Wine
- Which of these is made from milk?
 - Yogurt

- What is the main ingredient of cake?
 - Flour
- What is the main ingredient of the Thai soup "Tom Yan Goong?"
 - Shrimp

GEOGRAPHY

- Which one of these is not one of the Great Lakes?
 - Chaplin Lake
 - There is only Huron, Ontario, Michigan, Erie, and Superior. Assuming U.S. Great Lakes, of course.
- What is the capital of Brazil?
 - Brasilia
- Which of these is not found in Paris?
 - Buckingham Palace
 - It is in England.
- The award ceremony for the Nobel Prize is held in what city?
 - Stockholm
 - In Sweden.
- What is the name of the unique feature of the Scandinavian coast?
 - Fjord
- Where is London?
 - England
 - Obviously the more famous one.
- The capital of the United States is?
 - Washington, D.C.
- The three Baltic countries are Estonia, Latvia, and what?
 - Lithuania
- Which one of these American cities is furthest north?
 - Chicago
- What is the capital of China?
 - Beijing
- What is the world's largest lake?
 - Caspian Sea
- The largest desert in the world located in North Africa, is the?
 - Sahara
 - Well, technically, "the largest desert in the world" is not located in north Africa, but is either the Arctic or Antarctica, being that you only need very little rainfall to get a desert. Stupid Capcom.
- Which of the following is not a "Benelux" country?
 - Denmark
 - Those countries are just basically based off their first few letters: **B**elgium, the **N**etherlands, and **L**uxembourg.
- Which of these bodies of water has the highest water level in the world?
 - Lake Titicaca
- The northern wind that blows across the southern French coast is called?
 - Mistral
- Which one of these cities has the highest latitude?
 - London
 - Latitude is the parallel lines that distributed horizontally along a map. In this case, basically it is asking which is the furthest north.
- What is the name of the underground aqueducts found in Iran?
 - Ghanat
- The humid plains around the La Plata River in South America are called what?
 - Pampas
- The world's largest waterfall is?
 - Iguacu
- In which Brazilian city can the famous Copacabana Beach be found?
 - Rio de Janeiro
- Where was Euro-Disneyland built?
 - Paris

COMMON KNOWLEDGE

- What is the name of Tron's brother?
 - Teisel

- We are not talking about the movie. This is the only question pertinent to MegaMan Legends at all.
=O
- The author of "Utopia" is?
 - Thomas Moore
- What is the Japanese art of paper folding called?
 - Origami
- Who is the oldest world heavyweight champion in boxing?
 - George Foreman
- Which of these is the national sport of Japan?
 - Sumo
- What is another common name for computer software?
 - Program
- How many minutes are in an hour?
 - 60
- The highest mountain in the world is?
 - Everest
- Which of these machines plays music?
 - Cassette deck
- What is the currency of America?
 - Dollar
 - I'm assuming the **United States** of America.
- Which of these is a vehicle?
 - Bicycle
- Which of the following is a computer programming language?
 - Basic
- A "trumpet" is?
 - A musical instrument
- Which of these is used to take photos?
 - Camera
- Which of these sports is a winter sport?
 - Skiing
- You can't use your hands in which of these games?
 - Soccer
 - Well, the goalie can... Stupid Capcom.

ZOOLOGY

- Which of these is a reptile?
 - Chameleon
- Which of these is not a warm-blooded animal?
 - Shark
 - They are cold-blooded, meaning their temperature adapts to that of the matter around them.
- Which of these animals has a long nose?
 - Elephant
- The Java Bat is the largest bat in the world. What is its wingspan?
 - 6' 5"
- Which part of an owl's body is different size on the right and left?
 - Ears
 - I believe this is the most extreme in a Barn Owl, *Tytonidae alba*, because of their innate hearing abilities.
- What is the natural enemy of the shrimp?
 - Octopus
- Which of these lays the most eggs at one time?
 - Sunfish
- How many legs does a spider have?
 - 8
- Which of these is a mammal?
 - Raccoon
- Which of these is an insect?
 - Beetle
- Which of these insects does not pupate?
 - Cricket
- Which of these is called the "king of the beasts"?
 - Lion
- What animal is used to search for truffles?
 - Pig
- Crocodiles are known to sometimes swallow small stones. Why?

- To use as weights
- Which animal can lose its tail to escape from its enemies?
 - Lizard
- Which of these is not a fish?
 - Whale
 - It is a mammal. Yes, it gives live birth.
- Which animal can lose its tail to escape from its enemies?
 - Lizard
- Which of the following has the lowest chance of being born?
 - Male tortoise-shell cat
- Which organ does a snake use to sense heat?
 - Pits
- If you sever one of a starfish's arms, what happens to the arm?
 - Grows into a new starfish
- How many eyes does a whirligig beetle have?
 - 4
- Which one of the following animals is not a hermaphroditic species?
 - Wood louse
 - To the curious, hermaphroditic means having both male and female reproductive organs.
- What parts of a spider's body are attached, with no clear separation?
 - Head and torso
- What is the surface of an earthworm's body like?
 - Hairy
 - The hairs are just so fine and small you can't see them, and barely feel them.
- In addition to gills, the loach uses what to breathe?
 - Lungs
- Which of the following shellfish is used to cultivate pearls?
 - Oyster

Boss FAQ/Walkthrough

Boss FAQ/Walkthrough Format

- **HP Level:** A general idea of how much health the boss has.
- **Difficulty:** How hard the boss is from 1 to 10, with 1 being easy, and 10 being like open-heart surgery with a hammer. There is no 10, really, because there is no boss *that* multiplicatively difficult. Then again, it's all opinion here, so take it as you will.
- **Location:** Where you actually fight this boss. This section is ordered semi-chronologically, though.
- **Recommended Buster:** My preferred Buster Gun configuration for this boss.
- **Recommended Special Weapons:** What Special Weapon(s) you should have for this boss.
- **Recommended Headgear:** The helmet that would be best on MegaMan here.
- **Recommended Torso Armor:** The armor that would be best on MegaMan here.
- **Recommended Shoes:** The shoes that would be best for MegaMan to wear here.
- **Boss's Attacks:** A brief paragraph, usually, describing the boss's attacks and how to deal with them.
- **Strategy:** A paragraph, typically, detailing a method on how to defeat the boss, what to focus, weaknesses, and so on.

BOSS: Hanmuru Doll

- **HP Level:** Medium
- **Difficulty:** 3/10
- **Location:** Abandoned Yosyonke mines
- **Recommended Buster:** Power Raiser + Rapid Fire/Range Booster
- **Recommended Special Weapons:** Aqua Blaster (because you can't have anything else)
- **Recommended Headgear:** None can be used.
- **Recommended Torso Armor:** Normal Armor
- **Recommended Shoes:** Jet Skates (if you went back to get them)
- **Boss's Attacks:** Pretty much swinging arms is it.
- **Strategy:** Akin to the original MegaMan Legends, this first boss can be readily dealt with by justing running around in circles and shooting him. There is a red spike on the boss's back that seems to take more damage if it is, but, given the way the boss will do his hardest to face you, don't expect it help

you out in a desperate situation. The pillars in this room are able to be used as shields, and Jet Skating around can help out with the dodging. A pretty easy fight in general.

BOSS: Large Tank Reaverbot

- **HP Level:** Moderately high.
- **Difficulty:** 4/10
- **Location:** Forbidden Island
- **Recommended Buster:** Power Raiser + Rapid Fire/Range Booster
- **Recommended Special Weapons:** Aqua Blaster (because you can't have anything else)
- **Recommended Headgear:** None can be used
- **Recommended Torso Armor:** Normal Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** The obvious one is that it can sort of tackle you, as well as jump at you. It can also throw large snowballs and red spheres at you if you get far enough away or just damage it a bunch.
- **Strategy:** There isn't much to specifically say. I prefer to stay close to it and locked-on, then running around in an elliptical orbit around it while shooting. It mostly won't manage to hit you at all, and this being close helps to deal with the longer range attacks that are, in my opinion, tougher to avoid. The red spheres will be used somewhat periodically, so just be ready to dodge at any time. The use of the Energy Canteen will be nice here, because you could really get hurt here.

BOSS: Tron's Crab-Bot

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Location:** Pokte Village on Manda Island
- **Recommended Buster:** Power Raiser + Rapid Fire/Range Booster
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** None can be used
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** It can fire fiery embers at you directly, or in a circular pattern with varying heights. You can probably just run out the former, but the latter will require some well-timed jumping (full jumps are not always best). Sometimes, it will create jumpable shockwaves, and may even do a leaping attack. Its worst attack, though, is often saved for the end - this attack basically is powerful and will destroy a majority of the nearby buildings. You'll know that this one is going to happen when you suddenly aren't doing damage.
- **Strategy:** Much like with the big tank from Forbidden Island, I prefer to lock-on, run in an elliptical orbit (basically hold Right or Left on the D-Pad/Analog Stick while locked-on), and to shoot my weapon. Whenever my Homing Missile has enough energy, I'll just hold Triangle, but otherwise use Square to shoot the Buster. Dodge the attacks and hurry up - for completionism, the more buildings destroyed means more money you'll end up paying.

BOSS: Hanmuru Doll

- **HP Level:** Medium
- **Difficulty:** 2.5/10
- **Location:** Class B License ruins on Manda Island
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** None can be used.
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Pretty much swinging arms is it.
- **Strategy:** Akin to the original MegaMan Legends, this first boss can be readily dealt with by just running around in circles and shooting him. There is a red spike on the boss's back that seems to take more damage if it is, but, given the way the boss will do his hardest to face you, don't expect it help you out in a desperate situation. And, yes, this pretty much is the same boss as from the Yosyonke mines, except there's no pillars.

BOSS: Bola

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Location:** Manda Island's First Key ruins
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** None can be used.
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** He send out four frog-like Reaverbots at random points during the fight, typically at the very beginning and around 20% health. Most of the remainder of his time is spent dealing with spinning blades; he'll toss three out, possibly move around, and toss them again. He seems to stop this after missing three times, though he may fire six consecutive times closer to the end.
- **Strategy:** Meh. ... Well, I guess that won't suffice for a strategy. The general idea is the same as the one presented in the previous fights - lock-on and run in a circle while attacking. If you've been using your Special Weapon readily up to this point, then I don't see a point in using it here (need to conserve ammo); of course, if you brought along the Drill Arm, there isn't much point in using it here anyways. The only other thing to mention are the frog-bots - take them out quickly. Trust me, otherwise they'll grow invincible and mess with you during the fight with Bola. And you want that like you want another hole in your head.

BOSS: Bola

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Location:** Manda Island's First Key ruins
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** None can be used.
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Bola can jump and create small shockwaves - they're VERY small, so you'll almost certainly dodge them inadvertently. Heh. Also, Bola can throw blades like before, but they will always be three consecutive shots, despite missing or not. There are five spinning blades in the room (four for the corners, one in the center) that can damage you. Around 25% of health, Bola will go over the center one, get a blue aura (which makes him invincible), and smash the corner blades into the center blade.
- **Strategy:** Pretty much the same as before. Lock-on, run in a circle, and fire. I usually did constant jumping in conjunction with this and it was only through unlucky circumstances that I ever actually got hit.

BOSS: Large Frog Reaverbot

- **HP Level:** Moderately high
- **Difficulty:** 6/10
- **Location:** Manda Island's First Key ruins
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile or Vacuum Arm
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** As per the stereotype, this boss often will use its tongue to whip you quite literally; it's hard to dodge since it somewhat homes in on you. He can also use a cloud of bubbles that are readily destroyed with attacks. The boss can leap from platform to platform, often resulting in you being tackled if you're on its destination platform. He can also create mist that will bring some statuses on you if you're on his platform. There are also random spinning blades and some Reaverbots, both aerial and somewhat-terrestrial nearby.
- **Strategy:** This boss is actually pretty hard. You'll want to try to keep a lock on it and stay on a different platform than it is on. Fire at it constantly, more or less, with your Buster Gun until it starts to do damage - this happens when you hit its mouth while it is open for a tongue whip or bubble blast. Then you may want to swap to the Homing Missile if you're using that. That's pretty much it. Keep off of that

dude's platform, but also don't get on the edge of the area where the blades are. You may also want to shoot down some of the flying Reaverbots - this can net you some Energy Cubes (hence the Vacuum Arm recommendation), and it also stops the boss from grabbing these and getting healed.

BOSS: Jellyfish Reaverbots (x3)

- **HP Level:** Moderately high
- **Difficulty:**
 - 2/10 (out of water)
 - 7/10 (underwater)
- **Location:** Nino Island's Second Key ruins
- **Recommended Buster:** Power Raiser + Buster Unit/Blaster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor Omega
- **Recommended Shoes:** Hydrojets
- **Boss's Attacks:** When out of water, all the bosses will really do is shoot electric energy balls at you, but they're easy to dodge. In water, though, you'll probably need to jump because of how slow you run. In the water as well, you'll find that they can try to tackle you, which you can jump-dodge. They also may lay bombs that can be triggered with your Buster Gun.
- **Strategy:** If you are fighting this without any water around, you should be quite fine, since all you'll be doing is dodging a few balls and shooting whatever you want; the bosses can't even move! However, the fight is a bit more difficult underwater. Generally, I try my tried-and-true technique of running in a circle and firing stuff while locked-on, but with a lot of jumping. I didn't get hit too much, but the fight lasted a lot longer than it did without the water.

BOSS: Klaymoor

- **HP Level:** Medium
- **Difficulty:** 2.5/10
- **Location:** Nino Island's Second Key ruins
- **Recommended Buster:** Power Raiser + Power Blaster
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** There's not much to say. There's a weak, but hard to avoid, machine gun blast, and some shots of green energy that may electrocute you and slow you down, but they can be dodged easily.
- **Strategy:** Eh, this is mostly here for plot-based reasons. Lock-on, circle around, jump a bunch while jumping, and let loose. Not that hard a concept.

BOSS: Klaymoor

- **HP Level:** Medium
- **Difficulty:** 3/10
- **Location:** Nino Island's Second Key ruins
- **Recommended Buster:** Power Raiser + Power Blaster
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Normal Helmet
- **Recommended Torso Armor:** Padded Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** There's not much to say. There's a weak, but hard to avoid, machine gun blast, and some shots of green energy that may electrocute you and slow you down, but they can be dodged easily. Plus, with this new fight, he can scatter some bombs that will explode upon being touched by you or a weapon. He'll also toss purple rings of stuff to hurt you, and he can twirl around and use a bunch of blue lasers, kinda like MegaMan Juno in the first game. All of this new stuff is generally easily dodged by jumping.
- **Strategy:** Eh, this is mostly here for plot-based reasons. Lock-on, circle around, jump a bunch while jumping, and let loose. Not that hard a concept. You know, same as before. >_>

BOSS: Teisel's Blitzkrieg

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Location:** Kimotoma City on Saul Kada Island
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:**
 - There are a bunch of drilling robots around the area that can fly out at you, so look out for them. The Blitzkrieg can also toss random, easy-to-dodge crap at you. Sometimes, around 25% HP, the robot will send out sporadic energy rings. Also, after being hit, Teisel will hold up the golden statue in defense.
 - If you end up breaking this statue, it all changes to one thing. The robot will bore into the sand like the other robots and fly around at random. Not only does it make him hard to hit, but hard to dodge.
- **Strategy:** It is up to you on whether you want to save the statue or not. Not saving it will result in 5,000 Zenny out of your wallet if you want to do the **Saul Kada Speedway** minigames, but it also makes the fight a lot harder to deal with. My suggestion? Save the statue. This will require patience in the fight. You'll be on a hit-by-hit basis here - this is because every time you attack, Teisel throws the statue in-between the two of you for a brief period of time. Your Buster is barely sufficient altogether, due to time and health (since the drilling tanks will continue to batter you). I'd suggest bringing along just whatever is your most powerful and distance-based. The Homing Missile as a general choice is best because they are unlikely to miss and unlikely to fire twice when you press Triangle. Pick as you will, however.

BOSS: Jellyfish Reaverbots (x3)

- **HP Level:** Moderately high
- **Difficulty:** 6/10
- **Location:** Class S License ruins on Saul Kada Island
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Hydrojets
- **Boss's Attacks:** They can try to tackle you, which you can jump-dodge. They also may lay bombs that can be triggered with your Buster Gun, and shoot balls of electricity at you. Basically the same as the last fight with forced underwater battling.
- **Strategy:** If you fought the Nino Ruins version without water, you'll find this boss is a bit more difficult underwater. Generally, I try my tried-and-true technique of running in a circle and firing stuff while locked-on, but with a lot of jumping. It's pretty much the same as last time, except a bit harder or easier, depending on whether you fought like this before.

BOSS: Dinosaur Reaverbot

- **HP Level:** Moderately low
- **Difficulty:** 2/10
- **Location:** Saul Kada Island's Third Key ruins
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** The boss mostly will do some variation on head-banging, in which it tries to hit you, also causing a shockwave you can easily jump. He can also slap you away, but only when you're nearby. He will very often shoot out a few dozen energy bubbles that can be shot at to stop them. He can also, finally, and stereotypically, shoot fireballs at you, but only around the time he hits 25% HP.

- **Strategy:** This boss is a bit different as far as my usual tactics would go. The typical circle-and-shoot doesn't work too well here, because the boss is just **too freaking big** to make that effective in conjunction with the Range on your Buster, or possibly the Range **or** ammunition on your Special Weapon. You'll have to hit him on the head, somehow. You try a weaving in-and-out technique: rush at the boss while shooting something and go between his legs and repeat. You may be able to get the circle-and-shoot technique to work, so long as the locking-on doesn't impair your vision of the surroundings too much and you have sufficient Range to be out of the slapping range of the boss.

BOSS: Tron's Gustaff

- **HP Level:** Moderately low
- **Difficulty:** 5/10
- **Location:** Saul Kada Island's Third Key ruins
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Tron has a fair few attacks. She can use a machine gun of little note. She also has a rather powerful flamethrower, and use a rocket launcher to cause explosions and fires. She also can use a shield. Tron brought along a few Servbots that can throw trios of bombs every now and then at you. Finally, she can use some weird attack where she goes into the center of room, gets you with something, and her Servbots come a lot closer to you.
- **Strategy:** This boss isn't exceptionally difficult. The usual circle-and-shoot, with a few jumps during the machine gun sequences, works pretty well. The main thing to be concerned about are the Servbots. You can shoot them to knock them out of the fray for a bit, or even throw them at Tron. (It's hard, and deals little damage, but is kinda funny.) Other than that, if the shield comes up and gets annoying, you can always try leaping over the Gustaff to get on its other side.

BOSS: Bon Bonne

- **HP Level:** High
- **Difficulty:** 3/10
- **Location:** Saul Kada Island's Third Key ruins
- **Recommended Buster:** Power Raiser Alpha + Power Blaster + Buster Unit
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor
- **Recommended Shoes:** Asbestos Shoes
- **Boss's Attacks:** There actually isn't a whole lot Bon will do. He can use heat-seeking hand missiles as a retaliation attack when you hit him, and can occasionally drill at you. But most of the damage will more likely come from surrounding enemies, if any, and the lava.
- **Strategy:** There are, pretty much, two ways to deal with this battle.
 - The first is the fairly implied one. Defeat Bon. Homing weapons, such as the Homing Missile, are exceptionally at this, given how Bon just floats around. If you brought a homing weapon, quickly empty it into Bon before resorting to your Buster Gun. You can also just pick him up and toss him in the lava (ouch). If you succeed in this method, you'll pretty much be given the Third Key and see Bon sink into the lava. I hope he's okay...
 - If you're low on health, or your Buster/Special Weapon just sucks, you'll probably prefer this method. You'll still want the room emptied of extraneous enemies. But, basically, you can let Bon just float away and he'll dumbly drop the Third Key in the lava before leaving. If you follow him, you can do this without much difficulty. The Third Key will sink and reappear in a random location every few seconds, so be quick about it - you can even lock-on to it when it is belowground. And, as I know, the lava itself can't kill you, so you shouldn't really have to worry all that much over it.

BOSS: Glyde's Car (Train Boss, Part One)

- **HP Level:** Moderately low
- **Difficulty:** 3/10
- **Location:** Yosyonke Island

- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Jet Skates (it doesn't really matter)
- **Boss's Attacks:** There are a few cannons that shoot bombs - you can shoot the bombs away, or even the cannons themselves. There also a few machine guns at the top of the car, one of which you can destroy. They mostly aim at you, so watch out! Finally, around the time you knock Glyde down to 1/3 of his HP, you'll deal with sweeping blue lasers.
- **Strategy:** Not much to say. Begin by focusing on the cannons on the back first with your various weapons. Given that, if the train itself gets hurt too much, you'll lose the fight, I'd prefer to speed things along with the Homing Missile or other long-range Special Weapons. This is where you're mostly likely to take damage, anyways. After the cannons go out and knock away about half of the car's HP, you'll deal with the central portions.

BOSS: Bonnes' Car (Train Boss, Part Two)

- **HP Level:** Medium
- **Difficulty:** 4/10
- **Location:** Yosyonke Island
- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Jet Skates (it doesn't really matter)
- **Boss's Attacks:**
 - The initial parts of the battle are plagued with Servbots riding missiles for some arbitrary reason; you need to use the Lifter on the ones not coming in at a steep angle to toss at the Bonnes, but all of them are stopped with an attack.
 - As you approach, you'll deal with some red balls of energy from the train which will hit the train; you'll need to destroy the cannon to stop them. You'll also end up dealing with bombs from more Servbots, also aimed primarily at the train. You'll be unable to knock them off until the train is around 30% of its health, I think. That'll be the main attack of the Bonnes for the rest of the battle.
- **Strategy:**
 - You'll first want to begin by tossing the Servbot missiles at the Bonnes - none of your weapons can reach them. To do so, lock-on to an oncoming missile. So long it isn't on a major downward curve, you can catch it; otherwise, blow it up. To catch it, lock-on and hold the Lifter's control button (usually Triangle). Then toss the missile back at the Bonnes. Don't aim directly at the train, but sort of like at the front of the train. Well, you'll get that eventually. >_>
 - After a few shots, you'll end up getting close to the train. Begin by destroying the cannon at the top - you don't need your train hurt - and then focus on the middle section of the train so you damage it some more. Beware of the Servbots' bombs.
 - For the final part of the battle, in which you witness the power of Bon, your primary target is, obviously, Bon. You don't really need to focus on the attacking Servbots all that much, really. So long as you have about 1/3 of your health, you'll be fine. Otherwise, switch between shooting them off and shooting Bon. Still not a hard fight, overall.

BOSS: Slime Blob Reaverbot

- **HP Level:** Medium
- **Difficulty:** 6/10
- **Location:** Yosyonke Island's Fourth Key ruins
- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Cleated Shoes, Jet Skates for last quarter
- **Boss's Attacks:** Generally, it will just move around, incidentally hitting you. Sometimes, it will rise up high and then go down will rather for wide-range attack, which you'll need to get fairly far away from to dodge. Perhaps the most notable attack is when the platforms appear. **Get on them quickly or you will be set aflame with blue fire!** Afterwards, on the top platforms (the lower ones will disappear), the boss will shot globs at you. That pretty much covers it. The only thing that is notable otherwise is that, near the end, the boss will turn red and move faster. It will be impossible to damage until it slows down, spreads you, and goes dark. Just flee during that time.

- **Strategy:** There really isn't much to say. Go around, generally on the opposite side of the room from the blob and shoot at it. It will take a while to beat. Get on the platforms whenever they appear and dodge the balls of slime it tosses at you while you retaliate, but be careful - getting hit may knock you onto the burning floor! During the last quarter or so of the fight, you may want to switch your shoes to the Jet Skates, as all the boss will do from then onward is tackle you very quickly, and, at points, go flat. You can't hurt it until it goes flat and dark, so just Jet Skate around until then, then blast the crap out of it.

BOSS: Geetz

- **HP Level:** Moderately low
- **Difficulty:** 3/10
- **Location:** Atop the Sulphur Bottom
- **Recommended Buster:** Blaster Unit Omega + Buster Unit Omega + Power Blaster Omega
- **Recommended Special Weapons:** Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Link Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Geetz often uses the typical nosedive-tackle, and sometimes will turn red as he does so create a wave of explosions behind him. Either way, run away. Sometimes, you'll deal with purplish projectiles, which is another step aside thing. Eventually, near the end, Geetz will land and switch his strategy to flamethrowers and tail whips. (Heh, both of which are Pokémon moves.)
- **Strategy:** You will want to remained locked-on during the majority of this fight or you'll lose Geetz fast. You won't easily hit Geetz due to his speed and agility while he's just flying around, so most of your damage will come in whenever you dodge one of his tackles. You'll pretty much keep that up until he hits about 25% HP, when he'll land and begin using fiery breath and tail slaps. Then just go to your general circle-and-shoot strategy, but look out for the tail!

BOSS: Large Frog Reaverbot Rebattle

- **HP Level:** High
- **Difficulty:** 4/10
- **Location:** Elysium's Mother Zone
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** As per the stereotype, this boss often will use its tongue to whip you quite literally; it's hard to dodge since it somewhat homes in on you. He can also use a cloud of bubbles that are readily destroyed with attacks. The boss can leap from platform to platform, often resulting in you being tackled if you're on its destination platform. He can also create mist that will bring some statuses on you if you're on his platform. There are also random spinning blades and some Reaverbots, both aerial and somewhat-terrestrial nearby.
- **Strategy:** This boss got much easier than it is made to be. The room is bigger and you're armored to take only 1/4 of the intended damage, I hope. The big thing is the same. Blast the boss with whatever you can whenever it opens its mouth - it is not supposed to back-talk you!! Seriously, though, feel free to empty a whole weapon into this boss. After all, you can backtrack to Data after the fight. So, basically, just hold Triangle whenever the boss opens his mouth, and dodge the attacks. Maybe you'll get lucky and the boss will fall over after leaping. You may as well call that a suicide. >:)

BOSS: Slime Blob Reaverbot Rebattle

- **HP Level:** Moderately high
- **Difficulty:** 6/10
- **Location:** Elysium's Mother Zone
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile

- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Generally, it will just move around, incidentally hitting you. Sometimes, it will rise up high and then go down will rather for wide-range attack, which you'll need to get fairly far away from to dodge. Perhaps the most notable attack is when the platforms appear. **Get on them quickly or you will be set aflame with blue fire!** Afterwards, on the top platforms (the lower ones will disappear), the boss will shot globs at you. That pretty much covers it. The only thing that is notable otherwise is that, near the end, the boss will turn red and move faster. It will be impossible to damage until it slows down, spreads you, and goes dark. Just flee during that time.
- **Strategy:** There really isn't much to say. Go around, generally on the opposite side of the room from the blob and shoot at it. It will take a while to beat. Get on the platforms whenever they appear and dodge the balls of slime it tosses at you while you retaliate, but be careful - getting hit may knock you onto the burning floor! During the last parts of the battle, the boss will get faster, impossible to damage often, and aggressive, so just Jet Skate away from it. You can't hurt it until it goes flat and dark, so just Jet Skate around until then, then blast the crap out of it. Obviously, feel free to empty out the Special Weapon, as you can backtrack to Data afterwards. This fight is mostly the same as before, except the room isn't icy, so there is no need for Cleated Shoes.

BOSS: Jellyfish Reaverbots (x3) Rebattle

- **HP Level:** Moderately high
- **Difficulty:** 7/10
- **Location:** Elysium's Mother Zone
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Like before, there is the typical electrical balls that they'll mostly use. They also move around and tackle on occasion, and can leave behind motion-sensitive bombs that can be triggered by your weaponry. This is basically the same as before, but without water... And the attacks are a **LOT** faster.
- **Strategy:** It's hard to say. This boss will be out of water, thereby making it hard for you to actually jump-dodge the attacks. It does give you faster foot movement, but that's little solace. The room is also a bit smaller than usual, in my opinion. My basic idea prioritizes survival over the actual fight. Shoot while you can, but don't let the locking-on impair you vision so that you get blasted. The Padded Helmet here will be the best you can have to dodge-roll the repeated electrical balls. Just attack when you get a chance to. Also keep your focus on one enemy at a time. Getting three down to 1/3-health is equal to killing two had you focused...

BOSS: Dinosaur Reaverbot Rebattle

- **HP Level:** High
- **Difficulty:** 2/10
- **Location:** Elysium's Mother Zone
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** The boss mostly will do some variation on head-banging, in which it tries to hit you, also causing a shockwave you can easily jump. He can also slap you away, but only when you're nearby. He will very often shoot out a few dozen energy bubbles that can be shot at to stop them. He can also, finally, and stereotypically, shoot fireballs at you, but only around the time he hits 25% HP.
- **Strategy:** There's not a whole lot to say. The main change here is the room's aesthetics and the boss's exorbitant amount of HP. Beyond that, bleh. A few seconds with a decent Shining Laser will still take 'im down with ease. The general circle-and-shoot strategy may work here, so long as you can maintain a proper amount of distance, which isn't hard with the Buster/Special Weapon maxed especially for that.

FINAL BOSS: Sera (Part One)

- **HP Level:** Medium
- **Difficulty:** 5/10
- **Location:** Elysium's Mother Zone, Library
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Sera's attacks have, like Juno's in the original Legends, vocal cues.
 - "Ready?" - Sera will do a fiery charge you can run from or, with good timing, jump over.
 - "Ha!" - Sera fires five speedy projectiles at you. Keep moving!
 - "Well, Trigger?" - She'll use two powerful explosives. They home in on you somewhat. Just keep moving, or dodge-roll when they're near.
 - "How's this?" - She'll increase the gravity and turn the room red. She'll let loose some octahedral explosives that hurt you when touched, but they can be shot at. She'll also cause a shockwave that, due to the high gravity, requires near-perfect timing to jump over. She has a tendency to do this at least two consecutive times. Just get rid of the explosives before doing anything (except jumping the shockwave, of course!).
- **Strategy:** There's not a whole lot to say. Sera will disappear in-between her attacks. Pretty much keep an eye on her. I tend to keep to the outer walls during the fight and repeatedly hitting R2 to lock-on whenever she appears. Then, no matter what her attack is, I fire briefly and then take care of the attack however I need to. Like with MegaMan Juno in MegaMan Legends 1, just really a dodge-and-shoot fight.

FINAL BOSS: Sera (Part Two)

- **HP Level:** Moderately high
- **Difficulty:** 8/10
- **Location:** ???
- **Recommended Buster:** Power Raiser Omega + Range Booster Omega/Upgrade Pack Omega + Rapid Fire Omega
- **Recommended Special Weapons:** Shining Laser or Homing Missile
- **Recommended Headgear:** Padded Helmet
- **Recommended Torso Armor:** Kevlar Armor Omega
- **Recommended Shoes:** Jet Skates
- **Boss's Attacks:** Sera's attacks have, like Juno's in the original Legends, vocal cues.
 - "Gotcha!" - She'll fire a few dozen lasers from her underside and try to move over you. Just get out of the way.
 - "Feel my power!" - Sera will smash her arms into the ground and make shockwaves you have to jump between to dodge. Good luck with that...
 - "What's the matter?" - She'll unleash a huge laser that will almost certainly hit you and take off around four chunks of health. Whoa.
 - "Let's find out!" - Sera will put some yellow targets on the ground and then meteors will later hit them. Moving sporadically actually helps, so long as you don't stay for but brief moments on the targets. Now is also a good time to let loose with your Buster or Homing Missiles.
 - "Hm..." - This only occurs during the latter half of the fight. She'll put up a blob of energy that sucks you in and greatly impairs your vision. It's hard to leave, and even harder to dodge the attacks she tosses at you. You'll probably need to jump or Jet Skate outta there, ASAP!
- **Strategy:** The very basic idea is much the same as in the previous fight with Sera - dodge and attack. The Shining Laser is almost a hindrance here, seeing as how much you'll need to move, but you can always just get it in-between attacks and let your Buster do the rest. You'll definitely want to fire weapons when dodging, Special or Buster, or this fight take a great deal longer than you need it to. Feel free to use any health restoring items or your Hyper Cartridges here - this is the last fight. **HOLD NOTHING BACK!** This fight boils down to mostly endurance, anyways. Having 20 units or more on the Energy Canteen, plus a few other health-restorers, will be perhaps the greatest advantage ever for this fight. Good luck!

Items Listings

Consumables

This section will include the various items you can use or buy from the shop that somehow affects MegaMan's health or similar stats, and how to get them.

| Item Name | Effect | How to Obtain |
|-----------------|--|--|
| Bionic Parts | Raises your maximum health by one unit. | Buy at the Junk Shop for increasing amounts of Zenny (1,000, 5,000, 10,000, 30,000, and 50,000). |
| Candy Apple | Restores 50% of your health. | Win the younger student's second quiz in Pokte Village. |
| Candy Bar | Restores 50% of your health. | Win the younger student's third quiz in Pokte Village. |
| Energy Canteen | Can be used to restore health as much as possible. | Buy at the Junk Shop (600 Zenny), as well as Extra Packs. |
| Fried Chicken | Fully restores health. | Examine fridge in northwestern Birdbot Base on Calbania. |
| Hyper Cartridge | Fully refills a Special Weapon's energy. | Buy at Junk Shop (2,000 Zenny) after giving the First Key to Bluecher. |
| Medicine Bottle | Heals as many statuses as possible. | Buy from Junk Shop (6,400 Zenny) plus Medicine Packs to increase capacity. |
| Picnic Lunch | Fully restores health. | Examine the fridge in the Flutter kitchen after buying it. |
| Pokte Pastry | Fully restores health. | Win the older student's fourth quiz in Pokte Village. |
| Strange Juice | Restores 50% of your health. | Win the younger student's fourth quiz in Pokte Village. |

Equipment: Helmets

This section will list the Helmets MegaMan can equip and what they do, and how to get them.

| Helmet Name | Effect(s) | How to Obtain |
|---------------|--|--|
| Normal Helmet | Guards against knockdown. | Chest in Manda Island's First Key ruins. |
| Padded Helmet | Let's you dodge-roll attacks even if being hit multiple times. | Junk Shop (10,000 Zenny) after handing Second Key to Bluecher. |

Equipment: Torso Armor

This section will list the Armor MegaMan can equip and what they do, and how to get them. I also tossed in the Barriers here, since they fit best here; at least, more than "Miscellaneous".

| Armor Name | Damage Reduction | Knockdown Guard? | How to Obtain |
|--------------------|------------------|------------------|---|
| Kevlar Armor | 75% | No | Junk Shop (80,000 Zenny) after giving Bluecher the Fourth Key. |
| Kevlar Armor Omega | 75% | Yes | Junk Shop (100,000 Zenny) after finishing Elysium's Defense Area. |
| Link Armor | 50% | No | Junk Shop (40,000 Zenny) after giving Bluecher the Second Key. |
| Link Armor Omega | 50% | Yes | Junk Shop (60,000 Zenny) after giving Bluecher the Third Key. |
| Normal Armor | 0% | Yes | Junk Shop (5,000 Zenny). |
| Padded Armor | 25% | No | Junk Shop (15,000 Zenny) after finishing Forbidden Island. |
| Padded Armor Omega | 25% | Yes | Junk Shop (25,000 Zenny) after giving Bluecher the First Key. |

| Barrier Name | Effects | How to Obtain |
|---------------|---|---|
| Flame Barrier | Protects from burning attacks and fire, except blue fire, and stops burning from lava after leaving it. | Junk Shop (150,000 Zenny) after giving Bluecher the Second Key. |

| | | |
|---------------|---|--|
| Light Barrier | Protects from all electrical attacks and from being electrocuted. | Junk Shop (50,000 Zenny) after giving Blueucher the First Key. |
|---------------|---|--|

Equipment: Shoes

This section will list the Shoes MegaMan can equip, what they do, and what the shoes are made from for invention purposes.

| Shoes' Name | Made From | Effects |
|----------------|----------------------------|--|
| Asbestos Shoes | Resistor Chip | Immediately stops MegaMan from burning after exiting lava. |
| Cleated Shoes | Spike Chip | Stops MegaMan from sliding around on icy surfaces. |
| Hover Shes | Light Chip | Prevent electrocution from floor paneling. |
| Hydrojets | Aqua Chip | Allow Jet Skates underwater. |
| Jet Skates | Rollerboard, Old Hoverjets | Hold Circle to move much faster. |

Equipment: Buster Gun Parts

This section will list the Buster Gun attachments MegaMan can equip and what they do, and how to get them.

BUSTER STATS NOTES

The Buster Gun has four stats, much like in the original MegaMan Legends. Here, I'll briefly describe what each does. Each maxes at + 7.

- **Attack:** Affects the power of your shots.
- **Energy:** Affects how many shots are fired before a brief stop in firing, like a reload. Starts at 3 and goes up one per each + 1 boost in Energy until + 7, in which there is no "reload".
- **Range:** How far the shots will go.
- **Rapid:** Affects how much time is between each individual shot of the Buster Gun.

| Buster Part Name | Buster Gun Stat Changes | | | | How to Obtain This Attachment |
|----------------------|-------------------------|-----------|-----------|-----------|---|
| | Attack | Energy | Range | Rapid | |
| Accessory Pack | + 1 | + 1 | + 1 | + 1 | Examine something in northwest Birdbot Fortress. Missable. |
| Accessory Pack Alpha | + 2 | + 2 | + 2 | + 1 | Chest in the Side/Residential Area of Elysium. |
| Accessory Pack Omega | + 7 (max) | + 7 (max) | + 7 (max) | + 7 (max) | Equipped from Easy Mode start. |
| Autofire Unit | + 0 | + 2 | + 0 | + 1 | Junk Shop (2,500 Zenny), after Forbidden Island. |
| Autofire Unit Omega | + 0 | + 3 | + 0 | + 2 | Chest inside the Third Key ruins. |
| Blaster Unit | + 1 | + 2 | + 0 | + 0 | Junk Shop (3,000 Zenny), after Forbidden Island. |
| Blaster Unit Omega | + 2 | + 3 | + 0 | + 0 | Junk Shop (10,000 Zenny), after giving Blueucher the Third Key. |
| Booster Pack | + 1 | + 1 | + 0 | + 1 | Junk Shop (4,000 Zenny), after getting the First Key. |
| Booster Pack Omega | + 3 | + 3 | + 0 | + 1 | Chest in the Defense Area of Elysium. |
| Buster Unit | + 1 | + 0 | + 2 | + 0 | Junk Shop (4,000 Zenny), after Forbidden Island. |
| Buster Unit Omega | + 2 | + 0 | + 3 | + 0 | Junk Shop (10,000 Zenny), after giving Blueucher the Third Key. |
| Energizer Pack | + 0 | + 1 | + 1 | + 1 | Win the mayor's first quiz in Pokte Village. |
| Energizer Pack Omega | + 0 | + 3 | + 1 | + 3 | Chest in the Defense Area of Elysium. |
| Power Blaster | + 2 | + 0 | + 0 | + 1 | Chest inside the Second Key ruins. |
| Power Blaster Omega | + 3 | + 0 | + 0 | + 2 | Junk Shop (25,000 Zenny), after giving Blueucher the Third Key. |
| Power Raiser | + 2 | + 0 | + 0 | + 0 | Junk Shop (1,600 Zenny); always there. |
| Power Raiser Alpha | + 4 | + 0 | + 0 | + 0 | Junk Shop (16,000 Zenny), after giving Blueucher the Second Key. |
| Power Raiser Omega | + 7 (max) | + 0 | + 0 | + 0 | Junk Shop (800,000 Zenny), after giving Blueucher the Fourth Key. |
| Range Booster | + 0 | + 0 | + 2 | + 0 | Junk Shop (1,200 Zenny); always there. |
| Range Booster Alpha | + 0 | + 0 | + 4 | + 0 | Chest inside the Second Key ruins. |

| | | | | | |
|---------------------|-----|-----------|-----------|-----------|--|
| Range Booster Omega | + 0 | + 0 | + 7 (max) | + 0 | Junk Shop (600,000 Zenny), after giving Bluecher the Fourth Key. |
| Rapid Fire | + 0 | + 0 | + 0 | + 2 | Examine small brown desk in Roll's workplace in the Flutter. |
| Rapid Fire Alpga | + 0 | + 0 | + 0 | + 4 | Junk Shop (10,000 Zenny), after giving Bluecher the Second Key. |
| Rapid Fire Omega | + 0 | + 0 | + 0 | + 7 (max) | Junk Shop (500,000 Zenny), after giving Bluecher the Fourth Key. |
| Sniper Unit | + 0 | + 1 | + 2 | + 0 | Chest inside the Class A optional ruins. |
| Sniper Unit Omega | + 0 | + 2 | + 3 | + 0 | Chest inside the Defense Area of Elysium. |
| Turbo Charger | + 0 | + 2 | + 0 | + 0 | Junk Shop (800 Zenny); always there. |
| Turbo Charger Alpha | + 0 | + 4 | + 0 | + 0 | Junk Shop (8,000 Zenny), after giving Bluecher the Second Key. |
| Turbo Charger Omega | + 0 | + 7 (max) | + 0 | + 0 | Chest inside the Fourth Key ruins. |
| Upgrade Pack | + 1 | + 1 | + 1 | + 1 | Junk Shop (4,000 Zenny), after getting the First Key. |
| Upgrade Pack Omega | + 1 | + 3 | + 3 | + 0 | Junk Shop (35,000 Zenny), after giving Bluecher the Fourth Key. |

Invention Items

This section will list the various items used in inventing various other items, what they're used in making, and how to find them.

NOTE ON MECHANIC NOTES

In this section, I listed each set of Mechanic Notes by their number. During the course of the invention process, the names of these will change to something else before you actually invent the item. The changes are below:

- **Mechanic Notes 1:** Radar Notes
- **Mechanic Notes 2:** Artillery Notes
- **Mechanic Notes 3:** Spreadfire Notes
- **Mechanic Notes 4:** Beam Blade Notes
- **Mechanic Notes 5:** Shield Notes
- **Mechanic Notes 6:** Autofire Notes

| Item Name | Used in Making? | Where/How to Find? |
|------------------|-----------------|--|
| Aqua Chip | Hydrojets | Junk Shop (10,000 Zenny), after giving Bluecher the First Key. |
| Bomb Schematic | Reflector Arm | Chest in the Class B optional ruins. |
| Bottle Rocket | Homing Missile | Junk Shop (1,000 Zenny) after Forbidden Island. |
| Bowling Ball | Ground Crawler | Inside a trash can in Pokte Village. |
| Broken Drill | Drill Arm | Examine pots next to school in Pokte Village. |
| Broken Model Gun | Machine Gun Arm | Chest in Abandoned Yosyonke Mines. |
| Broken Motor | Vacuum Arm | Examine chest in the Flutter storage room. |
| Broken Vacuum | Vacuum Arm | A house in Calinca on Yosyonke Island. |
| Firecracker | Hyper Shell | Get from Guildmaster's assistant after beating Glyde at Nino Island. |
| Green Eye | Shining Laser | Chest in Elysium's Shuttle Bay/entrance area. |
| Heavy Duty Gear | Drill Arm | Examine a crate in the Sulphur Bottom Flutter dock. |
| Joint Plug | Adapter Plug | Junk Shop (100,000 Zenny), after beating Glyde on Nino Island. |
| Laser Manual | Shining Laser | Chest in the Fourth Key ruins. |
| Light Chip | Hover Shoes | Junk Shop (30,000 Zenny); always there. |
| Long Barrel | Machine Gun Arm | Junk Shop (1,000 Zenny), after Forbidden Island. |
| Mechanic Notes 1 | Homing Missile | Found in trash can in Calinca on Yosyonke Island. |
| Mechanic Notes 2 | Buster Cannon | Chest in the Class B optional ruins. |
| Mechanic Notes 3 | Spread Buster | Chest in the Second Key ruins. |
| Mechanic Notes 4 | Blade Arm | Chest in the Third Key ruins. |
| Mechanic Notes 5 | Shield Arm | Chest in the Third Key ruins. |
| Mechanic Notes 6 | Hunter Seeker | Chest in the Class S optional ruins. |
| Old Hoverjets | Jet Skates | Chest in Abandoned Yosyonke Mines. |
| Resistor Chip | Asbestos Shoes | Junk Shop (200,000 Zenny), after giving Bluecher the First Key. |

| | | |
|------------------|----------------|--|
| Rollerboard | Jet Skates | Junk Shop (3,000 Zenny); always there. |
| Rusted Mine | Ground Crawler | Chest in the First Key ruins. |
| Rusty Bazooka | Hyper Shell | Chest in the Class A optional ruins. |
| Sensor | Hunter Seeker | Chest in the Class S optional ruins. |
| Shield Generator | Shield Arm | Chest in the Fourth Key ruins. |
| Soft Ball | Crusher | Chest in the Third Key ruins. |
| Sower | Spread Buster | Chest in the Second Key ruins. |
| Spike Chip | Cleated Shoes | Chest in Yosyonke snowfields after train bosses. |
| Superball | Reflector Arm | Junk Shop (500 Zenny) after giving Bluecher the Second Key. |
| Taser | Crusher | Buy from shady guy on Saul Kauda for 10,000 Zenny. |
| Thick Pipe | Buster Cannon | Chest in the First Key ruins. |
| Zetsabre | Blade Arm | Win Ultimate Quiz or buy from Pokte mayor for 2,000,000 Zenny. |

Flutter "Essentials"

These are the items you can buy to have some minor effect on the Flutter and are used as part of a few sidequests.

| Item Name | How to Obtain |
|----------------|---|
| Comic Book | General Store (1,200 Zenny), after giving Bluecher the First Key. |
| Game Cartridge | General Store (40,000 Zenny), after giving Bluecher the Second Key. |
| Houseplant | General Store (5,000 Zenny), after giving Bluecher the First Key. |
| Painting | General Store (60,000 Zenny), after giving Bluecher the Second Key. |
| Toilet Cleaner | General Store (1,500 Zenny), after Forbidden Island. |
| Wallpaper | General Store (45,000 Zenny), after giving Bluecher the Second Key. |
| Vase | General Store (30,000 Zenny), after giving Bluecher the First Key. |

Gifts for Roll

These are the items you can give Roll just to be nice, but is also part of the sidequests.

| Item Name | How to Obtain |
|----------------|--|
| Cushion | General Store (20,000 Zenny), after giving Bluecher the First Key. |
| Model Ship | General Store (100,000 Zenny), after saving Pokte Village. |
| Stuffed Animal | General Store (5,000 Zenny), after saving Pokte Village. |

Key Items

These are special items that are somehow required for game progress, or are just special. Anything mentioning "Storyline stuff" means that the effect will be plot-based and the item otherwise has no function, and is also generally found forcibly through the plot.

| Item Name | Functions/Effects | How to Obtain |
|------------------|--|---|
| Adapter Plug | Lets you equip three Buster Parts. | Have Roll invent with Joint Plug. |
| Blue Barrier Key | Unlocks blue barriers in Fourth Key ruins. | Chest in the Fourth Key ruins. |
| Blue Bonne Key | Opens hostage area in Kimotoma City. | Beat the big boss near the hostage area. |
| Blue Card Key | Used to finish the First Key ruins. | Beat Bola for the second time in the ruins. |
| Class A License | See Digger's Licenses' Effects . | Pass Class A Diggers' test on Normal. |
| Class B License | See Digger's Licenses' Effects . | Start Normal Mode. |

| | | |
|------------------|---|--|
| Class C License | See Digger's Licenses' Effects . | Start Easy Mode. |
| Class S License | See Digger's Licenses' Effects . | Start Hard Mode, or pass Class S Diggers' test on Normal. |
| Class SS License | See Digger's Licenses' Effects . | Start Very Hard Mode. |
| Door Card Key 1 | Unlocks northwest area of Birdbot Fortress. | Finish the fortress's northeast area. |
| Door Card Key 2 | Unlocks southwest area of Birdbot Fortress. | Finish the fortress's northwest area. |
| Door Card Key 3 | Unlocks southeast area of Birdbot Fortress. | Finish the fortress's southwest area. |
| First Key | Storyline stuff. | Finish the First Key ruins on Manda Island. |
| Fourth Key | Storyline stuff. | Finish the Fourth Key ruins on Yosyonke Island. |
| Giant Refractor | Powers elevator in Elysium's Side/Residential Area. | Chest in Elysium's Defense Area. |
| Last Room Key 1 | Opens final areas of Fourth Key ruins. | Capture key-like Reaverbots in the ruins. |
| Last Room Key 2 | Opens final areas of Fourth Key ruins. | Capture key-like Reaverbots in the ruins. |
| Last Room Key 3 | Opens final areas of Fourth Key ruins. | Capture key-like Reaverbots in the ruins. |
| Rebreather | Let's you go to underwater ruins. | Just before opening Nino Ruins as part of plot. |
| Red Barrier Key | Unlocks red barriers in Fourth Key ruins. | Chest in the Fourth Key ruins. |
| Red Bonne Key | Opens up the path to Teisel in Kimotoma. | Look behind a stall in the shopping area. |
| Refractor | Storyline stuff; powers Dropship. | Finish the Abandoned Yosyonke Mines. |
| Second Key | Storyline stuff. | Finish the Second Key ruins on Nino Island. |
| Servbot Letter 1 | Read for a letter from the Servbots. | Successfully protect Pokte Village? |
| Servbot Letter 2 | Read for a letter from the Servbots. | Beat Tron in the Third Key ruins. |
| Third Key | Storyline stuff. | Finish the Third Key ruins on Saul Kada Island. |
| Train Key | Let's you use the train in Calinca. | Speak with Joe; all part of the story. |
| Twins' Letter 1 | Read for a letter from Appo and Dah. | Give Shu one of: Notes, Textbook, or Pencil. |
| Twins' Letter 2 | Read for a letter from Appo and Dah. | Give Shu two of: Notes, Textbook, or Pencil. |
| Twins' Letter 3 | Read for a letter from Appo and Dah. | Give Shu all of: Notes, Textbook, or Pencil. |
| Water Key 1 | Unlocks final door in Second Key Ruins. | Beat the Jellyfish Reaverbots in the ruins. |
| Water Key 2 | Unlocks final door in Second Key Ruins. | A chest in the Second Key ruins. |

Miscellaneous

Pretty much everything else goes here.

| Item Name | Uses/Effects | How to Obtain |
|----------------|---|---|
| Cute Piggy | Sell for 5,000 Zenny or give to someone on Nino Island. | Reward for saving Shu. |
| Mug | Sell for 12,500 Zenny. | Win older student's third Pokte Island quiz. |
| Notes | Give to Shu. | Win older student's first Pokte Island quiz. |
| Pencil | Give to Shu. | Win younger student's first Pokte Island quiz. |
| Pokte Tea | Sell for 2,500 Zenny. | Win older student's second Pokte Island quiz. |
| Reaverbot Claw | Sell for 50,000 Zenny to shady dude in Kimotoma City. | Speak with Calinca Junk Shop owner from behind the counter. |
| Reaverbot Eye | Dell to Calinca Junk Shop owner for 100,000/300,000/10,000 Zenny. | Buy from shady Kimotoma dude for 100,000 Zenny. |
| Refractor B | Sell for 30,000 Zenny. | Found in Class B optional ruins. |
| Refractor A | Sell for 50,000 Zenny. | Found in Class A optional ruins. |
| Refractor S | Sell for 100,000 Zenny. | Found in Class S optional ruins. |
| Textbook | Give to Shu. | Win mayor's first Pokte Island quiz. |

Special Weapons Data

Section Format

- **Invention Items:** What two items, if any, must Roll mix together to make this weapon?
- **What This Does:** What this Special Weapon does.
- **Fire While Moving:** Unlike in the original MegaMan Legends, where pretty much every weapon except the Machine Buster couldn't be fired while moving, there is a larger variety of weapons that you can fire when moving. If "Yes" is here, you are able to fire even when running; "No" means that you must stand still.
- **Infinite Energy:** If this says "Yes", then the final Energy stat upgrade will grant this weapon an unlimited amount of ammunition, meaning that you'll never run out. If "No", the energy is always finite and excessive use may lead to you needing to use a Hyper Cartridge.
- **Special Stat Function:** Each Special stat that can be upgraded affects some arbitrary attribute of the weapon. This will say what that attribute is.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|-----------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | | | |
| Energy | | | |
| Range | | | |
| Rapid | | | |
| Special | | | |
| TOTAL | | | |

Finally, the above table will generally be filled in with values that represent the cost will take to reach the next level in that stat. Any group of merged cells reading "Cannot be upgraded" means that stat cannot be upgraded further, or at all. All costs are the absolute **base** costs. If you want the costs for when Roll "broke her tool kit", multiply any given value by 1.1; likewise, if you want the costs for when you've seen Roll in the bathtub, multiply any given value by 0.9.

Aqua Blaster

- **Invention Items:** None.
- **What This Does:** Unleash a stream of water whose only use is to extinguish fires.
- **Fire While Moving:** No.
- **Infinite Energy:** Yes.
- **Special Stat Function:** N/A.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | Cannot be upgraded. | | |
| Energy | Cannot be upgraded. | | |
| Range | Cannot be upgraded. | | |
| Rapid | Cannot be upgraded. | | |
| Special | Cannot be upgraded. | | |
| TOTAL | 0 Zenny | | |

Blade Arm

- **Invention Items:** Zetsabre, Mechanic Notes 4 (Beam Blade Notes).
- **What This Does:** Attacks with a laser sword quite similar to Zero's from the MegaMan X series. Tap the Special Weapon button (default: Triangle) twice quickly for a three-hit combo.
- **Fire While Moving:** No.
- **Infinite Energy:** Yes.
- **Special Stat Function:** N/A.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|-----------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 100,000 Zenny | 300,000 Zenny | 500,000 Zenny |
| Energy | 10,000 Zenny | 50,000 Zenny | 200,000 Zenny |
| Range | 50,000 Zenny | 200,000 Zenny | 600,000 Zenny |

| | |
|----------------|---------------------|
| Rapid | Cannot be upgraded. |
| Special | Cannot be upgraded. |
| TOTAL | 2,010,000 Zenny |

Buster Cannon

- **Invention Items:** Thick Pipe, Mechanic Notes 2 (Artillery Notes).
- **What This Does:** Fire a laser that homes in on the nearest target. Only one can be active at a time.
- **Fire While Moving:** No.
- **Infinite Energy:** No.
- **Special Stat Function:** N/A.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 30,000 Zenny | 50,000 Zenny | 500,000 Zenny |
| Energy | 30,000 Zenny | 60,000 Zenny | 120,000 Zenny |
| Range | 30,000 Zenny | 50,000 Zenny | 60,000 Zenny |
| Rapid | Cannot be upgraded. | | |
| Special | Cannot be upgraded. | | |
| TOTAL | 930,000 Zenny | | |

Crusher

- **Invention Items:** Soft Ball, Taser.
- **What This Does:** Unleash a fireball that vacuums in nearby enemies for powerful damage.
- **Fire While Moving:** No.
- **Infinite Energy:** No.
- **Special Stat Function:** Makes the fireball remain for a bit longer.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 100,000 Zenny | 1,000,000 Zenny | 3,000,000 Zenny |
| Energy | 75,000 Zenny | 95,000 Zenny | 115,000 Zenny |
| Range | Cannot be upgraded. | | |
| Rapid | Cannot be upgraded. | | |
| Special | 100,000 Zenny | 800,000 Zenny | 3,000,000 Zenny |
| TOTAL | 8,285,000 Zenny | | |

Drill Arm

- **Invention Items:** Broken Drill, Heavy Duty Gear.
- **What This Does:** Uses a drill that bores into enemies. Its intended use, however, is to break down the weakened walls in the Class B optional ruins, the First Key ruins, the Digger's Guild's ruins, and the Second Key ruins, often to obtain useful-at-the-time treasures.
- **Fire While Moving:** No.
- **Infinite Energy:** No.
- **Special Stat Function:** N/A.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|-----------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 1,000 Zenny | 2,000 Zenny | 3,000 Zenny |
| Energy | 1,000 Zenny | 1,500 Zenny | 2,000 Zenny |

| | |
|----------------|---------------------|
| Range | Cannot be upgraded. |
| Rapid | Cannot be upgraded. |
| Special | Cannot be upgraded. |
| TOTAL | 10,500 Zenny |

Ground Crawler

- **Invention Items:** Bowling Ball, Rusted Mine.
- **What This Does:** Roll bombs along the ground, often homing in on an enemy. The bombs will explode on contact with the target or after a short time.
- **Fire While Moving:** Yes.
- **Infinite Energy:** No.
- **Special Stat Function:** Increases homing capabilities.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|-----------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 2,000 Zenny | 4,000 Zenny | 6,000 Zenny |
| Energy | 3,000 Zenny | 5,000 Zenny | 7,000 Zenny |
| Range | 1,000 Zenny | 1,500 Zenny | 2,000 Zenny |
| Rapid | 1,500 Zenny | 2,500 Zenny | 3,500 Zenny |
| Special | 5,000 Zenny | 7,500 Zenny | 18,000 Zenny |
| TOTAL | 69,500 Zenny | | |

Homing Missile

- **Invention Items:** Bottle Rocket, Mechanic Notes 1 (Radar Notes).
- **What This Does:** Fire a homing missile.
- **Fire While Moving:** Yes.
- **Infinite Energy:** Yes.
- **Special Stat Function:** Increases homing capabilities.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|-----------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 10,000 Zenny | 120,000 Zenny | 1,000,000 Zenny |
| Energy | 15,000 Zenny | 30,000 Zenny | 500,000 Zenny |
| Range | 5,000 Zenny | 30,000 Zenny | 60,000 Zenny |
| Rapid | 10,000 Zenny | 30,000 Zenny | 100,000 Zenny |
| Special | 10,000 Zenny | 30,000 Zenny | 1,000,000 Zenny |
| TOTAL | 2,950,000 Zenny | | |

Hunter Seeker

- **Invention Items:** Mechanic Notes 6 (Autofire Notes), Sensor.
- **What This Does:** Slides out a mine that goes a short distance, stops, floats in the air, and then explodes upon contact or after a set time. You'll only be able to have one in active use at a given time.
- **Fire While Moving:** Yes.
- **Infinite Energy:** No.
- **Special Stat Function:** Increases the time prior to the mine automatically exploding.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|-----------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 10,000 Zenny | 15,000 Zenny | 30,000 Zenny |

| | | | |
|----------------|---------------------|---------------|---------------|
| Energy | 10,000 Zenny | 20,000 Zenny | 30,000 Zenny |
| Range | Cannot be upgraded. | | |
| Rapid | Cannot be upgraded. | | |
| Special | 10,000 Zenny | 100,000 Zenny | 500,000 Zenny |
| TOTAL | 725,000 Zenny | | |

Hyper Shell

- **Invention Items:** Firecracker, Rusty Bazooka.
- **What This Does:** Fires a missile-like explosive. There can only be one being used at a time. If one hits an enemy, the resulting explosion can hit other nearby enemies. Think about it like the Powered Buster from MegaMan Legends 1, but with an explosion when you hit the enemy.
- **Fire While Moving:** No.
- **Infinite Energy:** No.
- **Special Stat Function:** Makes the explosions from hitting enemies wider.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 60,000 Zenny | 100,000 Zenny | 200,000 Zenny |
| Energy | 30,000 Zenny | 60,000 Zenny | 120,000 Zenny |
| Range | 25,000 Zenny | 75,000 Zenny | 120,000 Zenny |
| Rapid | Cannot be upgraded. | | |
| Special | 10,000 Zenny | 50,000 Zenny | 100,000 Zenny |
| TOTAL | 950,000 Zenny | | |

Machine Gun Arm

- **Invention Items:** Broken Model Gun, Long Barrel.
- **What This Does:** Pretty much just a machine gun. You'll rapidly fire bullets at the enemy when using this.
- **Fire While Moving:** Yes.
- **Infinite Energy:** No.
- **Special Stat Function:** N/A.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 3,000 Zenny | 30,000 Zenny | 100,000 Zenny |
| Energy | 5,000 Zenny | 15,000 Zenny | 25,000 Zenny |
| Range | 1,000 Zenny | 5,000 Zenny | 10,000 Zenny |
| Rapid | 2,000 Zenny | 20,000 Zenny | 50,000 Zenny |
| Special | Cannot be upgraded. | | |
| TOTAL | 266,000 Zenny. | | |

Reflector Arm

- **Invention Items:** Bomb Schematic, Superball.
- **What This Does:** Launches a small explosive that can bounce off of walls and explode after a short time or upon hitting an enemy. Kinda like the Grenade Arm from MegaMan Legends 1.
- **Fire While Moving:** Yes.
- **Infinite Energy:** No.
- **Special Stat Function:** N/A.

SPECIAL WEAPON'S UPGRADING DATA

| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
|---------|---------------------|-----------------|-----------------|
| Attack | 5,000 Zenny | 7,000 Zenny | 35,000 Zenny |
| Energy | 4,000 Zenny | 5,500 Zenny | 7,000 Zenny |
| Range | 2,000 Zenny | 3,000 Zenny | 5,000 Zenny |
| Rapid | 3,000 Zenny | 4,500 Zenny | 6,000 Zenny |
| Special | Cannot be upgraded. | | |
| TOTAL | 87,000 Zenny | | |

Shield Arm

- **Invention Items:** Mechanic Notes 5 (Shield Notes), Shield Generator.
- **What This Does:** Creates a shield around you. This will protect you from pretty much every enemy attack in the game while it is up; however, you cannot attack whenever the shield is up.
- **Fire While Moving:** Yes.
- **Infinite Energy:** Yes.
- **Special Stat Function:** N/A.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | Cannot be upgraded. | | |
| Energy | 12,000 Zenny | 15,000 Zenny | 18,000 Zenny |
| Range | Cannot be upgraded. | | |
| Rapid | Cannot be upgraded. | | |
| Special | Cannot be upgraded. | | |
| TOTAL | 45,000 Zenny | | |

Shining Laser

- **Invention Items:** Green Eye, Laser Manual.
- **What This Does:** This is the most powerful weapon in the game. It will fire a laser so highly focused that it can go through an enemy for immense damage, and still damage anything beyond said enemy.
- **Fire While Moving:** No.
- **Infinite Energy:** Yes.
- **Special Stat Function:** N/A.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 50,000 Zenny | 500,000 Zenny | 5,000,000 Zenny |
| Energy | 100,000 Zenny | 1,000,000 Zenny | 9,999,999 Zenny |
| Range | 100,000 Zenny | 500,000 Zenny | 1,000,000 Zenny |
| Rapid | Cannot be upgraded. | | |
| Special | Cannot be upgraded. | | |
| TOTAL | 18,249,999 Zenny | | |

Spread Buster

- **Invention Items:** Mechanic Notes 3 (Spreadfire Notes), Sower.
- **What This Does:** Fires multiple Buster shots, basically. You initially shoot three.
- **Fire While Moving:** Yes.
- **Infinite Energy:** No.
- **Special Stat Function:** Raises the shots fired from three to five with the first and only Special upgrade.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|-----------------|---------------------------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | 10,000 Zenny | 20,000 Zenny | 30,000 Zenny |
| Energy | 10,000 Zenny | 15,000 Zenny | 18,000 Zenny |
| Range | 6,500 Zenny | 8,000 Zenny | 10,000 Zenny |
| Rapid | 5,000 Zenny | 7,500 Zenny | 9,000 Zenny |
| Special | 100,000 Zenny | Cannot be upgraded any further. | |
| TOTAL | 249,000 Zenny | | |

Vacuum Arm

- **Invention Items:** Broken Motor, Broken Vacuum.
- **What This Does:** Sucks up nearby Zenny, energy cubes, and weapon energy prisms.
- **Fire While Moving:** No.
- **Infinite Energy:** Yes.
- **Special Stat Function:** Increases the suction speed.

| SPECIAL WEAPON'S UPGRADING DATA | | | |
|---------------------------------|---------------------|-----------------|-----------------|
| Stat | Upgrade #1 Cost | Upgrade #2 Cost | Upgrade #3 Cost |
| Attack | Cannot be upgraded. | | |
| Energy | 1,000 Zenny | 10,000 Zenny | 100,000 Zenny |
| Range | 1,000 Zenny | 2,000 Zenny | 4,000 Zenny |
| Rapid | Cannot be upgraded. | | |
| Special | 1,000 Zenny | 2,000 Zenny | 5,000 Zenny |
| TOTAL | 126,000 Zenny | | |

Full-Upgrade Costs

This sub-section is for the curious who only wanted to find how much it will take to fully upgrade a Special Weapon. The table below will list the base cost, as well the + /- 10% resultant from making Roll mad or finding her in the bathtub. Note that if a value exceeded 9,090,910 Zenny as the base value for any upgrade, it was brought to 9,999,999 Zenny (for the + 10%) - as you can never have more Zenny than that - subtracted from the overall total, with the remainder being multiplied by 1.1 and re-added to the 9,999,999 Zenny.

Well, here you go. The weapons are listed from most to least expensive.

| Weapon Name | Base Cost | Base Cost + 10% | Base Cost - 10% |
|-----------------|------------------|------------------|------------------|
| Shining Laser | 18,249,999 Zenny | 19,075,999 Zenny | 16,424,999 Zenny |
| Crusher | 8,285,000 Zenny | 9,113,500 Zenny | 7,456,500 Zenny |
| Homing Missile | 2,950,000 Zenny | 3,245,000 Zenny | 2,655,000 Zenny |
| Blade Arm | 2,010,000 Zenny | 2,211,000 Zenny | 1,809,000 Zenny |
| Hyper Shell | 950,000 Zenny | 1,045,000 Zenny | 855,000 Zenny |
| Buster Cannon | 930,000 Zenny | 1,023,000 Zenny | 837,000 Zenny |
| Hunter Seeker | 725,000 Zenny | 797,500 Zenny | 652,500 Zenny |
| Machine Gun Arm | 266,000 Zenny | 292,600 Zenny | 239,400 Zenny |
| Spread Buster | 249,000 Zenny | 273,900 Zenny | 224,100 Zenny |
| Vacuum Arm | 126,000 Zenny | 138,600 Zenny | 113,400 Zenny |
| Reflector Arm | 87,000 Zenny | 95,700 Zenny | 78,300 Zenny |
| Ground Crawler | 69,500 Zenny | 76,450 Zenny | 62,550 Zenny |
| Shield Arm | 45,000 Zenny | 49,500 Zenny | 40,500 Zenny |
| Drill Arm | 10,500 Zenny | 11,550 Zenny | 9,450 Zenny |

| | | | |
|---------------------|------------------|------------------|------------------|
| Aqua Blaster | 0 Zenny | 0 Zenny | 0 Zenny |
| OVERALL COST | 34,952,999 Zenny | 37,449,299 Zenny | 31,457,699 Zenny |

Shop Data

Junk Shop: Items

NOTES

The cost values will assume that MegaMan is neither light- or dark-armored. Another way of saying that is to assume these are the base costs. Being light-armored with the glow reduces costs by 10% (multiply by 0.9), and being dark-armored increases costs by 10% (multiply by 1.1). Got that? Also, a general note on the shops in general - the effects of the items were discussed in various other sections so, to save room and keep readability up, they were not put here. Look in the other sections for those.

| Item Name | Cost | Item Availability |
|------------------------|--|---|
| Aqua Chip | 10,000 Zenny | After giving the First Key to Bluecher. |
| Bionic Parts | 1,000 Zenny | Always. |
| | 5,000 Zenny | Always; after buying previous Bionic Parts. |
| | 10,000 Zenny | Always; after buying previous Bionic Parts. |
| | 30,000 Zenny | Always; after buying previous Bionic Parts. |
| | 50,000 Zenny | Always; after buying previous Bionic Parts. |
| Bottle Rocket | 1,000 Zenny | After finishing Forbidden Island. |
| Energy Canteen | 600 Zenny | Always. |
| Extra Pack (1 - 9) | 3,000 Zenny | Always after buying an Energy Canteen. |
| | 4,000 Zenny | Always; after buying previous Extra Packs. |
| | 5,000 Zenny | Always; after buying previous Extra Packs. |
| | 6,000 Zenny | Always; after buying previous Extra Packs. |
| | 7,500 Zenny | Always; after buying previous Extra Packs. |
| | 10,000 Zenny | Always; after buying previous Extra Packs. |
| | 12,500 Zenny | Always; after buying previous Extra Packs. |
| | 15,000 Zenny | Always; after buying previous Extra Packs. |
| 17,500 Zenny | Always; after buying previous Extra Packs. | |
| Extra Packs (10+) | 20,000 Zenny | Always; after buying previous Extra Packs. |
| Flame Barrier | 150,000 Zenny | After giving the Second Key to Bluecher. |
| Hyper Cartridge | 2,000 Zenny | After giving the First Key to Bluecher. |
| Joint Plug | 100,000 Zenny | After beating Glyde on Nino Island. |
| Light Barrier | 50,000 Zenny | After giving the First Key to Bluecher. |
| Light Chip | 30,000 Zenny | Always. |
| Long Barrel | 1,000 Zenny | After finishing Forbidden Island. |
| Medicine Bottle | 6,400 Zenny | Always. |
| Medicine Packs (1 - 7) | 9,000 Zenny | Always; after buying a Medicine Bottle. |
| | 10,500 Zenny | Always; after buying previous Medicine Packs. |
| | 12,000 Zenny | Always; after buying previous Medicine Packs. |
| | 13,500 Zenny | Always; after buying previous Medicine Packs. |
| | 15,000 Zenny | Always; after buying previous Medicine Packs. |
| | 16,500 Zenny | Always; after buying previous Medicine Packs. |
| | 18,000 Zenny | Always; after buying previous Medicine Packs. |
| Medicine Packs (8+) | 20,000 Zenny | Always; after buying previous Medicine Packs. |
| Resistor Chip | 200,000 Zenny | After giving the First Key to Bluecher. |

| | | |
|-------------|-------------|--|
| Rollerboard | 3,000 Zenny | Always. |
| Superball | 500 Zenny | After giving the Second Key to Bluecher. |

Junk Shop: Buster Gun Parts

NOTES

The cost values will assume that MegaMan is neither light- or dark-armored. Another way of saying that is to assume these are the base costs. Being light-armored with the glow reduces costs by 10% (multiply by 0.9), and being dark-armored increases costs by 10% (multiply by 1.1). Got that? In the case of this sub-section, to allow for an informed decision on what to buy with minimal effort, I did end up copying and pasting from the Buster Gun Part lists these and cutting out the ones that weren't in the Junk Shop.

| Buster Part Name | Buster Gun Stat Changes | | | | How to Obtain This Attachment |
|---------------------|-------------------------|--------|-----------|-----------|--|
| | Attack | Energy | Range | Rapid | |
| Autofire Unit | + 0 | + 2 | + 0 | + 1 | Junk Shop (2,500 Zenny), after Forbidden Island. |
| Blaster Unit | + 1 | + 2 | + 0 | + 0 | Junk Shop (3,000 Zenny), after Forbidden Island. |
| Blaster Unit Omega | + 2 | + 3 | + 0 | + 0 | Junk Shop (10,000 Zenny), after giving Bluecher the Third Key. |
| Booster Pack | + 1 | + 1 | + 0 | + 1 | Junk Shop (4,000 Zenny), after getting the First Key. |
| Buster Unit | + 1 | + 0 | + 2 | + 0 | Junk Shop (4,000 Zenny), after Forbidden Island. |
| Buster Unit Omega | + 2 | + 0 | + 3 | + 0 | Junk Shop (10,000 Zenny), after giving Bluecher the Third Key. |
| Power Blaster Omega | + 3 | + 0 | + 0 | + 2 | Junk Shop (25,000 Zenny), after giving Bluecher the Third Key. |
| Power Raiser | + 2 | + 0 | + 0 | + 0 | Junk Shop (1,600 Zenny); always there. |
| Power Raiser Alpha | + 4 | + 0 | + 0 | + 0 | Junk Shop (16,000 Zenny), after giving Bluecher the Second Key. |
| Power Raiser Omega | + 7 (max) | + 0 | + 0 | + 0 | Junk Shop (800,000 Zenny), after giving Bluecher the Fourth Key. |
| Range Booster | + 0 | + 0 | + 2 | + 0 | Junk Shop (1,200 Zenny); always there. |
| Range Booster Omega | + 0 | + 0 | + 7 (max) | + 0 | Junk Shop (600,000 Zenny), after giving Bluecher the Fourth Key. |
| Rapid Fire Alpga | + 0 | + 0 | + 0 | + 4 | Junk Shop (10,000 Zenny), after giving Bluecher the Second Key. |
| Rapid Fire Omega | + 0 | + 0 | + 0 | + 7 (max) | Junk Shop (500,000 Zenny), after giving Bluecher the Fourth Key. |
| Turbo Charger | + 0 | + 2 | + 0 | + 0 | Junk Shop (800 Zenny); always there. |
| Turbo Charger Alpha | + 0 | + 4 | + 0 | + 0 | Junk Shop (8,000 Zenny), after giving Bluecher the Second Key. |
| Upgrade Pack | + 1 | + 1 | + 1 | + 1 | Junk Shop (4,000 Zenny), after getting the First Key. |
| Upgrade Pack Omega | + 1 | + 3 | + 3 | + 0 | Junk Shop (35,000 Zenny), after giving Bluecher the Fourth Key. |

Junk Shop: Equipment

NOTES

The cost values will assume that MegaMan is neither light- or dark-armored. Another way of saying that is to assume these are the base costs. Being light-armored with the glow reduces costs by 10% (multiply by 0.9), and being dark-armored increases costs by 10% (multiply by 1.1). Got that? Also, a general note on the shops in general - the effects of the items were discussed in various other sections so, to save room and keep readability up, they were not put here. Look in the other sections for those.

| Item Name | Cost | Item Availability |
|--------------------|---------------|---|
| Kevlar Armor | 80,000 Zenny | After giving Bluecher the Fourth Key. |
| Kevlar Armor Omega | 100,000 Zenny | After finishing Elysium's Defense Area. |
| Link Armor | 40,000 Zenny | After giving Bluecher the Second Key. |
| Link Armor Omega | 60,000 Zenny | After giving Bluecher the Third Key. |
| Normal Armor | 3,500 Zenny | Always. |

| | | |
|--------------------|--------------|---------------------------------------|
| Padded Armor | 15,000 Zenny | After finishing Forbidden Island. |
| Padded Armor Omega | 25,000 Zenny | After giving Bluecher the First Key. |
| Padded Helmet | 10,000 Zenny | After giving Bluecher the Second Key. |

General Store

NOTES

The cost values will assume that MegaMan is neither light- or dark-armored. Another way of saying that is to assume these are the base costs. Being light-armored with the glow reduces costs by 10% (multiply by 0.9), and being dark-armored increases costs by 10% (multiply by 1.1). Got that? Also, a general note on the shops in general - the effects of the items were discussed in various other sections so, to save room and keep readability up, they were not put here. Look in the other sections for those.

| Item Name | Cost | Item Availability |
|----------------|---------------|--|
| Comic Book | 1,200 Zenny | After giving Bluecher the First Key. |
| Cushion | 20,000 Zenny | After giving Bluecher the First Key. |
| Game Cartridge | 40,000 Zenny | After giving Bluecher the Second Key. |
| Houseplant | 5,000 Zenny | After giving Bluecher the First Key. |
| Painting | 60,000 Zenny | After giving Bluecher the Second Key. |
| Model Ship | 100,000 Zenny | After defeating Tron in Pokte Village. |
| Stuffed Animal | 5,000 Zenny | After defeating Tron in Pokte Village. |
| Toilet Cleaner | 1,500 Zenny | After finishing Forbidden Island. |
| Vase | 30,000 Zenny | After giving Bluecher the First Key. |
| Wallpaper | 45,000 Zenny | After giving Bluecher the Second Key. |

All Other Shops

This sub-section will pretty much show off everyone else who isn't an "official" shop.

First Shop - Pokte Village Mayor

To be able to purchase from the mayor in the Pokte Village school, you must first win her first ten-question quiz. Note that, of course, winning the mayor's ultimate, 100-question quiz will get you the item below for free.

| Item Name | Cost | Item Availability |
|-----------|-----------------|--|
| Zetsabre | 2,000,000 Zenny | Whenever you beat the first quiz from the mayor. |

Second Shop - Shady Kimotoma Dealer

To meet the Shady Dealer in Kimotoma, you must first get MegaMan's armor dark enough to increase other stores' prices by 10%. This can be easily and always done by kicking the pig in the village on Calbania Island until the pig also becomes black. This shady dealer cannot be bought from unless you are dark-armored MegaMan, so what is here is the definite cost.

| Item Name | Cost | Item Availability |
|---------------|---------------|--|
| Reaverbot Eye | 100,000 Zenny | Always (once you can speak to the dealer). |

| | | |
|-------|--------------|--|
| Taser | 10,000 Zenny | Always (once you can speak to the dealer). |
|-------|--------------|--|

Miscellaneous Information

Digger's Licenses' Effects

Class C License

- **Availability:**
 - Only from the start of Easy Mode.
- **Effects:**
 - You will start with the Accessory Pack Omega equipped, which maxes all Buster Gun stats.
 - You will start having all five Bionic Parts purchased, meaning your max health is now ten, not five, units.
 - The Class B, A, and S optional ruins are opened up.
 - You will be unable to take a test for a higher License ranking.
 - Zenny crystals dropped by enemies are worth four times their normal amounts.

Class B License

- **Availability:**
 - Only from the start of Normal Mode.
- **Effects:**
 - The Class B optional ruins are open.
 - You can test for a Class A License.

Class A License

- **Availability:**
 - Only after successfully testing on Normal Mode from the Class B License at the Guild.
- **Effects:**
 - The Class B and A optional ruins are open.
 - You can test for a Class S License.
 - Enemies drop approximately 50% more Zenny than on a Class C/B License.
 - Enemies' defenses are boosted by approximately 50% versus a Class C/B License.

Class S License

- **Availability:**
 - After successfully testing on Normal Mode from the Class S License at the Guild.
 - From the start of Hard Mode.
- **Effects:**
 - The Class B, A, and S optional ruins are open.
 - You are unable to test for a higher-ranked License.
 - Enemies drop approximately triple the Zenny from a Class C/B License, or about double the Class A level.
 - Enemies' defenses are approximately doubled versus a Class C/B License, or about + 33% from the Class A level.

Class SS License

- **Availability:**
 - Only from the start of Very Hard Mode.
- **Effects:**
 - The Class B, A, and S optional ruins are open.

- You are unable to test for a higher-ranked License.
- Zenny crystals from enemies are worth 50% what they are on a Class B/A/S License.
- Enemies' defenses are approximately doubled versus a Class S License, or about 2.66 times the Class A level, or quadruple the Class C/B level.

Difficulty Details

Easy Mode

- **Unlocked:** Beat the game on Normal Mode once.
- **Starting License:** Class C License. See the previous sub-section for further details.

Normal Mode

- **Unlocked:** Always.
- **Starting License:** Class B License. See the previous sub-section for further details.

Hard Mode

- **Unlocked:** Beat the game on Normal Mode once.
- **Starting License:** Class S License. See the previous sub-section for further details.

Very Hard Mode

- **Unlocked:** Win the game with a Class S License on Normal or Hard. (On Hard, you start with it.)
- **Starting License:** Class SS License. See the previous sub-section for further details.

Health/Zenny Tips

Health-Maintenance Tips

- A lot of the fights in this game can be boiled down solely to endurance, even the final boss. If you find you're having trouble, buying an Energy Canteen can help greatly. You can also get a fair number of healing items from the [[Pokte Village Quizzes]] and there's a Fried Chicken in the Birdbot Fortress.

- Always remember the Bionic Parts. They can be bought at the Junk Shop for increasing amounts of money. Don't hesitate to buy them; especially for newbies, they should be your first priority.

- Check the Junk Shop regularly for new Armor. Sometimes, the only real thing different between armors is a knockdown guard, which may make you think otherwise about spending a lot, but it is all helpful. But don't forget to swap on new Armor! =P

- Rolling is supposed to make you invincible for a very brief moment of time. If anything, buying the Padded Helmet so you can roll out of an attack is immensely helpful.

- The Shoes will perhaps the best thing to develop. They can often help prevent you from getting a statuses you wouldn't desire - electrocution from Hover Shoes, and flaming (out of lava) with Asbestos Shoes. You won't need these until the First and Third Key ruins, respectively, but keep an eye on them.

- The Barriers will help greatly in preventing a lot of elemental damage. Buy them ASAP.

Zenny-Earning Tips

- To earn a lot of Zenny, there are a few ways. Feel free to submit some if you got some unlisted here.
 - The **Saul Kada Speedway** sidequests can, with a little practice on the Saul Kada course, earn you about 36,000 Zenny per hour. This is probably best if you don't like battling.
 - For this one, head to B5F of the Fourth Key ruins in Yosyonke. Bring along the Flame and Light Barriers and a maxed Vacuum Arm, and perhaps the Jet Skates. In that big snowy room, first get rid of the missile launcher, then go around the room and fight any grouping of the blue Reaverbots you find. Defeat them and vacuum up the Zenny, then repeat. Jet Skating around the room and using a powerful Buster can readily make you earn ~1,000,000 Zenny per hour with a Class B License, ~4,000,000 with a Class C License, ~1,500,000 Zenny with a Class A License, ~2,000,000 Zenny with a Class S License, and ~500,000 Zenny with a Class SS License.
 - For this one, enter and exit and re-enter the Manda Island ruins. When you find just a trapped chest in the first room, you're ready for the next bit - it has to be a lone, trapped chest. Then go through the ruins to an intersection, east, then east to a hall and west at another intersection. This should take you to a room with a golden bird-like Reaverbot. Shoot it down for a large amount of Zenny, then exit and re-enter the room to find it again. Repeat as needed.
 - Another one involves the trapped chest in the Saul Kada Island Third Key ruins. Remember where that big dinosaur Reaverbot was? Leave that room to the southwest, then go west into the hall past the lava room. Exit there to the south. The trapped chest there will give Zenny and/or energy cubes whenever you open it. To abuse it, open, back off, collect, and repeat. It is slow, but has minimal risk and minimal effort.
 - Another involves the room in Elysium where you can find four Reaverbots that stick to the walls and drop down flaming Reaverbots. Stay in the center of this room and wait - clear out all of the basic dropped Reaverbots once there manually to prevent screw-ups. Then just wait. The enemies dropped by the Reaverbots should try to go to you, and attack and kill each other in the process. This is good for an autonomous grind for Zenny - just tape down the Triangle Button with the Vacuum Arm equipped, and come back to see if you're alive every half-hour to an hour.

- If you have items for a weapon you don't particularly want, feel free to sell them. Unlike MegaMan Legends 1, no Special Weapons are required (except for the already-earned Aqua Blaster). This also goes for undesired Buster Parts - for example, I don't tend to care about Energy, and selling the Turbo Charger Omega gave me **a few hundred thousand Zenny**.

- Refilling Energy Canteens and Medicine Bottles can be more efficiently done if you buy an Extra Pack/Medicine Pack for them... Assuming you came to actually expand them, anyways.

- See Roll in the bathtub through the **Roll in the Bathtub** sidequest and you'll end up reducing Special Weapon development costs by 10%. Overall, that cuts about 3.5 million Zenny from the base cost of all weapons, and over a million on just the Shining Laser!

- **DO NOT** do the ["Bad Boy, Bad Boy, What'cha Gonna Do"] sidequest until you're absolutely done with the Junk Shop and General Shop. You can gain about 250,000 Zenny initially off of this, but the 20% raise in store prices is not worth it in the case of expensive items such as Buster Parts. And undoing it costs 1,000,000 Zenny.

- **DO NOT** do the **A Holy (Mega)Man** sidequest at all if you're a very Zenny-conscious person. You will end up paying 1,000,000 (or even 2,000,000) Zenny in this sidequest, which is worth far more than the 20% discount you'll end up getting from shops, especially given you aren't likely to really do this until finishing the Fourth Key ruins.

Value of Zenny

In the below table, it is worth noting that the Class C License is only available to those playing Easy Mode, and it cannot be upgraded. The Class B/A/S Licenses are what you get in Normal and Hard - you start with Class B in Normal and can go up to S-Rank from there, and start with S in Hard, but can't go up. The Class SS License is only allowed in Very Hard mode.

Class C Licenses produce quadruple the value in Zenny compared to Class B/A/S Licenses, and Class SS Licenses give off 50% of Class B/A/S Licenses' Zenny.

| VALUES OF ZENNY/REFRACTOR CRYSTALS FROM ENEMIES | | | |
|---|-----------------------|----------------------------|------------------------|
| Zenny Crystal | Class C License Value | Class B/A/S License Values | Class SS License Value |
| Small Gray | 40 Zenny | 10 Zenny | 5 Zenny |
| Small Green | 200 Zenny | 50 Zenny | 25 Zenny |
| Medium Yellow | 400 Zenny | 100 Zenny | 50 Zenny |
| Medium Orange | 1,200 Zenny | 300 Zenny | 150 Zenny |
| Large Red | 2,000 Zenny | 500 Zenny | 250 Zenny |
| Large Purple | 4,000 Zenny | 1,000 Zenny | 500 Zenny |

Credits

In no particular order...

- StarFighters76:
 - Most image credits go to him. These images are still copyrighted by him.
 - The lone exception is the map in the section **Key #2: The Diggers' Guild Ruins**.
- Dave Kanm:
 - For noting how to get money from kicking the can in Yosyonke.
- Chamber Ritch
 - For suggesting I put in SIMSteven's Manda/Elysium Zenny-grinding tricks.
- Gbness:
 - His guide helped to give me a few of the boss names I could not think of readily myself.
- Jewey and Wikipedia:
 - During the Pokte Village quiz stuff, his guide and Wikipedia were both quite helpful.
 - I also used Jewey's general formatting scheme in making most of the section, as far as categorical order goes.
- Matthew Ulanski
 - The name of the boss found in the Yosyonke mine and Class B ruins.
- rapsbry
 - Buster Cannon suggestion for Nino Island's defending fights.
 - Ground Crawler suggestion for fighting the big ship on Nino Island.
 - Suggestion of Upgrade Pack Omega in the Elysium portions of the game.
- SIMSteven
 - The Manda and Elysium Zenny-grinding tricks.

- GameFAQs, Neoseeker, and Supercheats:
 - For being the most amazing FAQ-hosting sites I know.

- CJayC, SBAllen, and Devin Morgan:
 - General sucking up to the GameFAQs admins. =P

- The GameFAQs MegaMan Legends 2 and FAQ Contributor Boards:
 - For providing insight on this FAQ and shaping me as an FAQ author.

- Capcom:
 - For making such an excellent game...
 - ... but not for cancelling MML3! T_T

- Me (KeyBlade999):
 - For making this FAQ. =P

- You, the reader:
 - For hopefully enjoying this FAQ.

Version History

- **v0.15:**
 - General format completed; **Introduction**, **Legalities**, and **[[Money Values]]** sections filled in. Most of the Prologue sections of the **Walkthrough** are complete.
 - Time: 12:06 AM 10/19/2012.

- **v0.30:**
 - Finished up the First Key's sections of the **Walkthrough**.
 - Time: 12:09 AM 10/20/2012.

- **v0.50:**
 - Finished up the Second Key's sections of the **Walkthrough**.
 - Time: 2:54 AM 10/21/2012.

- **v0.85:**
 - Finished up the Third Key's and Fourth Key's sections of the **Walkthrough**.
 - Time: 12:14 AM 10/22/2012.

- **v1.15:**
 - Finished up the main **Walkthrough**, the **Boss FAQ/Walkthrough**, and the **[[Poke Village Quizzes]]** and **Saul Kada Speedway** sections in the Sidequests section.
 - Time: 12:01 AM 10/23/2012.

- **v1.30:**
 - Finished all of the **Sidequests** and the **Items Listings** sections.
 - Time: 12:10 AM 10/24/2012.

- **Final:**
 - Foreseeably finished every section of the FAQ/Walkthrough.
 - Time: 11:23 PM 10/24/2012.

• **Post-Final Changes:**

- Minor screw-ups in some formatting fixed due to CTRL+H derps, as well as some grammatical errors fixed. Time: 1:13 AM 10/28/2012.
- Additional formatting and grammatical edits. Time: 10:33 PM 12/24/2012.
- Additional Zenny-grinding tips. Time: 11:20 PM 1/11/2013.
- Fixed map problems and added one for the Diggers' Guild Ruins; quad-dual-columned treasure lists. Time: 12:38 PM 2/7/2013.

Legalities

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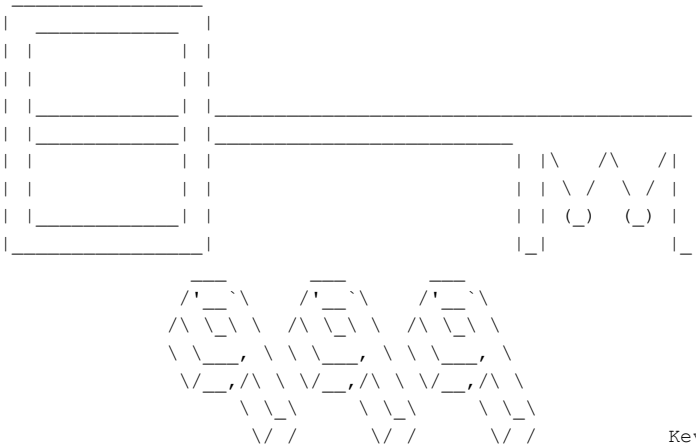
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Additionally, all of the images placed in this FAQ/Walkthrough are copyrighted by StarFighters76 - the lone exception to this is the map in the section named **Key #2: The Diggers' Guild Ruins**. I have no say in whether they can be distributed. All questions about his maps must be directed to him, and not me.

| Allowed sites for my FAQs | Forever-Banned Sites |
|--|--|
| GameFAQs (www.gamefaqs.com) | CheatCC (www.cheatcc.com) |
| Neoseeker (www.neoseeker.com) | Cheat Database (www.cheat-database.com) |
| SuperCheats (www.supercheats.com) | Cheat Index (www.cheatindex.com) |
| | Cheat Search (www.cheatsearch.com) |
| | Cheatstop (www.panstudio.com/cheatstop) |
| | Game Express (www.gameexpress.com) |
| | Mega Games |
| | Cheats Guru (www.cheatsguru.com) |

This is the end of KeyBlade999's MegaMan Legends 2 FAQ/Walkthrough.



KeyBlade999