

The Misadventures of Tron Bonne Nakkai Ruins Guide

by Estil

Updated to v1.0 on Sep 6, 2002

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NAKKAI RUINS GUIDE FOR
THE MISADVENTURES OF TRON BONNE FOR SONY PLAYSTATION
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Version 1.0
Use Microsoft WordPad with Times New Roman (Western) 10 font for best
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INTRODUCTION
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PURPOSE OF FAQ

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Greetings and welcome! This is my eighth FAQ and is again based on the Misadventures of Tron Bonne! In previous FAQs, I went over all the neat Servbot Tricks, how to unlock all the Servbots' Skills, how to solve the Puzzle Levels, and how to complete the Aurora Stone Levels! This time, I will show you how to complete Mission 4, the Nakkai Ruins! You will find out how to find and how to use all the Items in this level, and how to find and defeat the Reaverbot Guardian and get the big prize of this Mission, Diana's Tear, worth ONE MILLION ZENNY!!

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VERSION CHANGES

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1.0 (8/15/2002)--Very first writing of this FAQ!

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HOSTS

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These are the websites that are authorized to host my FAQ. If your website is not on this list, then you do NOT have my permission to host my FAQ. If you'd like to request permission, then please have the owner of the website request it via email. No form emails, please.

1. GameFAQs (www.gamefaqs.com)
2. MegaMan Legends Network (mmlo.megaman-network.com)
3. NeoSeeker (www.neoseeker.com)

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CREDITS

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1. GameFAQs--For hosting this FAQ
2. Capcom--For making this wonderful game (and I hope Legends 3 or MOTB 2 will soon follow)
3. Prima's Official MOTB Strategy Guide--For giving me the location of some of the items that I couldn't get on my own. Of course, the walkthroughs in this guide will be entirely in my own words because one, it'd be plagiarism if I took them straight out of Prima's Guide, and two, they describe it using pictures and maps, which I cannot do here. This guide also told me what the names of all the Reaverbots are.

If you see ANY errors in my FAQ (missing or incorrect content especially, but spelling or grammatical errors ought to be brought to my attention too), PLEASE email me at: estilrumage@hotmail.com and if you correctly spot and fix my error, you too will be credited in this section. Be sure to say in your subject line that you are writing to me for that purpose ("Correction for your FAQ" or "You made a mistake in your FAQ" for example). If you only say "hey" or "hello" or whatever in your subject line, or if you have no subject line at all, then I will probably think it's junk mail (since I get LOTS of junk mail with that subject line) and won't even open it. And of course, absolutely no spam (junk mail) or hate mail, please.

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NAKKAI RUINS GUIDE

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RULES

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GUSTAFF

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The Gustaff is your primary vehicle for this Mission. It basically moves just like MegaMan in MegaMan Legends 1 and 2, except that the Gustaff is a bit slower and more durable due to its size. With the Gustaff, you can use its left arm to fire its main weapon. At first, you can only use a Search Cannon (fires shots just like MegaMan's Buster Gun in MegaMan Legends 1 and 2), but later on you can acquire a Gatling Gun (fires small laser-like shots rapidly just like a machine gun) and the most powerful weapon of all, the Bonne Bazooka (will fire powerful missiles that are a bit slow to reload, but their firepower more than makes up for it; also required to blow up cracked walls inside the Nakkai Ruins). The ingredients for both of these weapons (Fireworks and Pipe respectively) can be found in the Nakkai Ruins. With the Gustaff's right hand, you can pick up objects from the ground (mainly small rocks) and throw them at enemies to damage them! You can also shoot Beacon Bombs from the Gustaff's head to send Servbots to grab zenny, open Treasure Boxes, attack or distract enemies, or go inside small caves.

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SNIPER SERVBOT

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Before going on this Mission, you need to pick a Servbot to be your Sniper. This is the Servbot that is inside the Gustaff with you and fires your weapon. When picking a Servbot to be your Sniper, be sure to ONLY pick a Servbot with the Sniper Skill as your Sniper. If you choose a Servbot as a Sniper without the Sniper Skill, then all its Sniper ratings will be at zero and it will be very difficult to attack enemies. How effective the shots are in combat depends on the Servbot's Attack (firepower), Speed (reloading rate), and Brains (range of fire) ratings. At first, you can only use #1 as a Sniper, but later on you can unlock four other Snipers (#8, #9, #10, #25).

In fact, the Ancient Pistol you need to unlock Servbot #10's Sniper Skill is found in the Nakkai Ruins.

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ITEMS

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The following is a list of the Items you will find in the Nakkai Ruins. Read the Walkthroughs to find out where they are! If you are running low on energy and you're short on E. Bottles, be sure to retreat back to the Entrance, because if you are defeated inside the Nakkai Ruins, you will lose any Items you picked up during that visit and they will be reset to their original positions. Once you take the Items back to the Gessellschaft, though, they're yours to keep.

SERVBOT CUBES:

Brain Cube: There are three of these inside the Nakkai Ruins which will each increase a Servbot's Brains rating by one.

Attack Cube: There is one of these inside the Nakkai Ruins which will increase a Servbot's Attack rating by one.

DEVELOPMENT ITEMS:

Fireworks: Give this to Servbot #32 (after his Gatling Dev Skill is unlocked) and he can build the Gatling Gun for 100,000z.

Pipe: Give this to Servbot #31 (after his Bazooka Dev Skill is unlocked) and he can build the Bonne Bazooka for 300,000z. The Bonne Bazooka is required for blowing up the four cracked walls inside the Nakkai Ruins. Once they have been blown open, however, they will stay open for the remainder of the game, so you can go back and use a different weapon if you want to.

Iron Plate: Give this to Servbot #34 and he can build the Hard Armor for 1,000,000z (you have to build the regular Armor for 100,000z first). This will reduce the amount of damage the Gustaff takes by 75%.

Rusted Tank: Give this to Servbot #30 and he will build the E. Tank P. This will increase the Gustaff's energy capacity.

SERVBOT ITEMS:

Ancient Pistol: Give this to Servbot #10 to unlock his Sniper Skill.

Momento: Give this to Servbot #35 (after his Painting Skill is unlocked) and he can make the Gustaff look just like Teisel Bonne.

ZENNY ITEMS:

Red Apple: Go to the Storage Room and you can sell these for 100z each.

Green Apple: This will refill a little bit of the Gustaff's energy.

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ENEMIES

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There are five different kinds of enemies inside the Nakkai Ruins. To defeat them, either blast them with the Gustaff's weapon and/or use the Servbots' weapons (if they have any). Servbots without weapons might be able to distract the enemies, or they could just get knocked away. Upon entering any room with enemies, all the doors will lock and won't open again until all the enemies are defeated. Once defeated, all the enemies will stay defeated until you leave the Nakkai Ruins.

1. Sand Reaverbots--These Reaverbots normally just rest inside the ground, but once you enter, they will get up and try to get to the Gustaff to damage it. They come in two different colors, green and orange, with the orange ones taking a lot more hits to defeat than the green ones. Either way, try to get as many free shots as you can before they get up.

2. Fuyuu Reaverbots--These Reaverbots come in groups and will fly around to try to damage the Gustaff. Just a shot or two from a good Sniper will take them down.

3. Snake Reaverbots--These Reaverbots usually come in groups of two or three and will burrow underground and will pop out to either fly into the Gustaff to knock it down, or to pop out and fire blue fireballs at you. Defeat these by either circling them and firing with your Search Cannon or fire away with the Gatling Gun or Bonne Bazooka. You're sure to take some damage using the Bonne Bazooka or Gatling Gun, but it won't be very much since these are more powerful than the Search Cannon.

4. Arijig Reaverbots--These come in groups and will try to walk towards the Gustaff. If they get close enough, they will jump on you and explode causing damage. Just blast these just like the Fuyuu Reaverbots (though it'll take a few more hits) and you won't have any problems.

5. Oyazan Reaverbots--There are two of these in the Nakkai Ruins, one guarding the Pipe and the other guarding the way to the Boss Room. The Oyazan Reaverbot sits inside a sand pit and will fire Arijig Reaverbots at

you. Just fire several shots at the Oyazan Reaverbot and it will sink into the ground in defeat. Don't forget to also defeat any leftover Arijig Reaverbots still flying around after you defeat the Oyazan Reaverbot.

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YOUR SERVBOTS

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Six Servbots will always come with you on the Nakkai Ruins Mission to help you! How? First of all, they can open up Treasure Boxes and investigate small caves inside the Nakkai Ruins. Second, they can pick up any zenny lying on the ground, and if their Brains rating his high enough, they will get it without being told to. Finally, they can distract some enemies, and even attack them if they have any weapons!

It is a good idea to have the Servbots collect as much zenny as you can because the more zenny and other Items they collect, the more likely they are to have their Brains ratings go up. To do this, Beacon Bomb each enemy as soon as it starts exploding, and after firing the Beacon Bomb, move closer and keep firing Beacon Bombs until the Servbots collect all the zenny they can. Also, when picking Servbots to go on this Mission, only pick Servbots whose Brains ratings are NOT maxed out so they can be improved upon. Although you can get by on this Mission with just the Gustaff's firepower, picking Servbots with weapons Skills (Bazooka, Grenade, Slings, etc.) will make the job a lot easier.

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RETURN VISITS

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This Mission is the only Mission in this game that you can return to even after you defeat the Reaverbot Boss and collect Diana's Tear. This is very handy if there were some Items you overlooked inside the Nakkai Ruins. However, you are only allowed to defeat the Reaverbot Boss and get Diana's Tear once. If you try to go to the Boss Room after getting Diana's Tear, the room will be empty. You can, though, still defeat all the Reaverbots inside the Nakkai Ruins and get around 400,000-500,000z each visit if you defeat all the Reaverbots.

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PART 1--FIND THE BONNE BAZOOKA

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WALKTHROUGH

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FIND THE FIRST BRAIN CUBE:

Starting at the entrance, go north inside a long room, and then go north to the next room and you'll find three green Sand Reaverbots. Defeat them and proceed north to a green and blue hallway with two ways that you can go. Take the left door (the first door you see) and you'll find a room with one orange Reaverbot. Defeat it and proceed to the next room north where you will find four Fuyuu Reaverbots. After defeating them, send the Servbots into the small cave-in in this room (right wall) and they'll get 1,600z for you! Proceed to the room west and you'll face two green Sand Reaverbots and one orange Sand Reaverbot. After defeating them, have the Servbots open the Treasure Box inside this room and claim the first Brain Cube.

FIND THE FIREWORKS:

After getting the first Brain Cube, go west and then south until you reach the green and blue hallway. Now take the right door and proceed north in a gray and sandy hallway. Continue north and you will find a path going west with three northern rooms: left, center, and right. First, take the one on the right and you'll face a Snake Reaverbot. Defeat it and proceed to the room east that contains a Treasure Box with the Fireworks inside.

FIND THE SECOND BRAIN CUBE:

After getting the Fireworks, go back west and south and you'll be back in the gray and sandy hallway. Now, go to the center room and you'll find six Fuyuu Reaverbots and a Treasure Box. After defeating the Fuyuu Reaverbots, open the Treasure Box and get the second Brain Cube. Leave and go to the left room where you'll find four green Sand Reaverbots. Defeat these and send the Servbots inside the small cave and they'll get the 1,600z inside.

FIND THE PIPE:

Leave the left room and go south through an empty room and into a large rectangular room with three Snake Reaverbots. After defeating them, proceed south to the next room that contains six Fuyuu Reaverbots, a sand pit, and a cracked wall. You can't blast open the cracked wall without the Bonne Bazooka, so ignore it for now and proceed west to the next room containing five Arijig Reaverbots. Defeat these and proceed south to the next room where you'll find a sand pit containing a big Oyazzan Reaverbot. After defeating the Oyazzan Reaverbot and any leftover Arijig Reaverbots, proceed south to the next room which has a Treasure Box with the Pipe! You have now gotten everything you can without the Bonne Bazooka, so head on back to the Nakkai Ruins Entrance. This completes Part 1 of your Mission.

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ITEMS
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This section will tell you what you should do with all this stuff you found.

PIPE: Go to the Lab and give this to Servbot #31 (make sure he's realized his Bazooka Dev skill first). You can now build the Bonne Bszooka for 300,000z, which you must have to blow open the cracked walls in the Nakkai Ruins.

Fireworks: Go to the Lab and give this to Servbot #32 (make sure he's realized his Gatling Dev skill first). You can now build the Gatling Gun for 100,000z.

Brain Cubes: Each one of these will allow you to increase a Servbot's Brains rating by one.

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PART 2--FIND THE IRON PLATE
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WALKTHROUGH
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FIND THE ATTACK CUBE:

Starting at the entrance, take the same path you took to get to the Pipe from Part 1 until you reach the cracked wall that you ignored before. You will now be able to go inside the room and get the Attack Cube inside the Treasure Box.

FIND THE ANCIENT PISTOL:

After getting the Attack Cube, go back the way you came until you get back to the green and blue hallway. Go east down this hallway and look CAREFULLY along the left side of the wall until you find a cracked section. Aim your Bonne Bazooka at it and proceed north through the new passageway. After passing an empty room, you will find a room with one orange Sand Reaverbot and four Fuyuu Reaverbots. Defeat these look to your right for a small cave-in. Send the Servbots inside to collect the 1,600z inside. Now go to the next room north where you will find two Snake Reaverbots. After defeating them, go to the next room north where you will find four orange Sand Reaverbots and two Treasure Boxes. After defeating the Sand Reaverbots, open the first Treasure Box to get the 50,000z inside. Look up and you will find a second Treasure Box on top of a ledge that the Gustaff can't reach, but the Servbots can! Just Beacon Bomb the second Treasure Box (you need to stand near the center of the room) and the Servbots will climb the left wall to grab the Ancient Pistol inside!

FIND THE IRON PLATE:

After getting the Ancient Pistol, go back south to the green and blue hallway. Go east and look carefully along the left wall until you see a small cave. Send the Servbots inside and collect another 1,600z. Go further east and you will see another cracked wall. Blast it open with your Bonne Bazooka and you will find a room with two ways to go; north and east. Ignore the east path for now and go north to the next room where you will find a dead-end and another door going east. Go east to the next room where you will find a Treasure Box, but the Gustaff can't reach it with the pit in the way! But luckily for you, there's a small cave to your left where you can send your Servbots into! They will be able to reach the Treasure Box using the small cave and retrieve the Iron Plate for you!

FIND THE RUSTED TANK:

Once you have the Iron Plate, leave and go back to the east path that you ignored before. Go down this path and you will first find a small square shaped path. Go to the northeast corner of this path and you will find a small cave with 2,700z inside. From this cave, go east and then south down a big square shaped path (about the size of your map radar!) and you will notice a room in the center of the big square shaped path. But before you try to get inside the center room, check the east side of the big square shaped path for two small caves with 2,000z in each one. To reach the center room, continue south and then west until you see an indentation in the wall. Blast it with your Bonne Bazooka (this is the only non-cracked wall you can blast through) and you will find a room with a Treasure Box. Open it to get the Rusted Tank. Go back to the Nakkai Ruins Entrance and use your new Items to make the Gustaff really tough--you'll need it for the final phase of this Mission! This concludes Part 2 of your Mission.

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ITEMS

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This section will tell you what you should do with all this stuff you found.

IRON PLATE: Go to the Lab and give this to Servbot #34 (make sure he's realized his Armor Dev skill first). You can now build the Hard Armor for 1,000,000z (you have to build the regular Armor for 100,000z first), which will reduce the amount of damage the Gustaff takes by 75%.

Rusted Tank: Give this to Servbot #30 and he can make a free E. Tank P for you!

Ancient Pistol: Go to the Meeting Room and give this to Servbot #10. This will unlock his Sniper skill.

Attack Cube: This will allow you to increase a Servbot's Attack rating by one.

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PART 3--FIND DIANA'S TEAR
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WALKTHROUGH
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FIND THE THIRD BRAIN CUBE:

After building the Iron Plate and E. Tank P at the Lab, go back to the big square shaped path you were on before. On this square shaped path, you will find three ways to go: northeast, southwest, and southeast. First, take the southwest path and you will now be in a blue and white sandy room. After passing an empty room, you will face three orange Sand Reaverbots in the next room. Defeat these and proceed west and then north to the next room where you will find two Snake Reaverbots and two Fuyuu Reaverbots. After defeating them, proceed west to the next room where you will find a Treasure Box with the third Brain Cube.

FIND THE APPLES:

After getting the third Brain Cube, go back to the big square shaped path. Take the southeast path now and you will find another empty blue and white sandy room. Go west to the next room where you'll take on three orange Sand Reaverbots. Go west to the next room where you will find a Tree. Have the Servbots shake the tree to get nine Red Apples and one Green Apple.

FIND THE OLD INSTRUMENT:

Now go west to the next room where you'll face five Fuyuu Reaverbots and two orange Sand Reaverbots. Defeat these and proceed west to a large rectangular shaped room where you get to fight three more orange Sand Reaverbots. After defeating them, you will notice that this room has two ways you can go, southwest and northeast. First, go to the southwestern room where you will find a small pool of water. Send the Servbots inside three times and they will find 18 huge red refractors worth 5,000z each, for a total of 90,000z! Leave and go to the northeastern room where you will find a Treasure Box with the Old Instrument inside.

FIND THE MOMENTO:

After getting the Old Instrument, go back on to the big square shaped path and go to the northeast path. You will first face two orange Sand Reaverbots and one Snake Reaverbot. Go north to the next room where you will find two orange Sand Reaverbots and three Fuyuu Reaverbots. Defeat these and go to the western part of this room where you will find a Treasure Box containing the Momento.

FIND THE BOSS ROOM:

After getting the Momento, go north to the next room and defeat the eight Arijig Reaverbots inside. Go west to the next room where you will find a big Oyazan Reaverbot. After defeating it and any leftover Arijig Reaverbots, go west to a long hallway and then north to another hallway that goes east and then north. You should now find a gold colored door--this is the Boss Room! Before going in, be sure to refill your energy to the brim using some E. Bottles (which you did bring, right?).

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BOSS
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REFRACTOR GUARDIAN:

This boss is a huge frog-like Reaverbot with many attacks and indestrucable armor! So, how do you defeat it...?

ATTACKS:

1. Its main attack is to use its arms to launch several green floating bombs at you. Just shoot them and you'll be fine.
2. The boss will also launch purple clouds at you to try to damage the Gustaff. Just move or jump aside to avoid it.
3. After sending the Servbots to the Reaverbot's nostrils, the Reaverbot will shoot them back out trapped in bubbles. Just touch the bubbles with the Gustaff or shoot them to get the Servbots out.

HOW TO DEFEAT THE REFRACTOR GUARDIAN:

The only way you can hurt this Reaverbot is to shoot at its mouth when its open. To make the Reaverbot open its mouth, you have to Beacon Bomb its nostrils and the Servbots will try to jump inside them. There will be five small jumping Reaverbots that will try to block the Servbots, but keep trying until a Servbot gets inside both nostrils. Once you have a Servbot inside both nostrils (with their little feet kicking outside! Awww...), the Reaverbot's ability to breathe will be cut off and it will sneeze and open its mouth exposing its weak spot. Get as many shots on that weak spot (standing on one of the raised platforms while shooting works best) as you can since the mouth will only stay open for a few seconds. Keep repeating this process until the Reaverbot is defeated. Don't forget to use your E. Bottles if your energy gets too low.

AFTER DEFEATING THE REFRACTOR GUARDIAN:

After the Boss Reaverbot is defeated, you will get the big prize of this Mission will come down from the ceiling. The huge (about the size of the Gustaff!) green tear-shaped refractor, Diana's Tear, is worth a whopping ONE MILLION ZENNY!!

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ITEMS

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DIANA'S TEAR: 1,000,000z

Old Instrument: Go to Tron's Room and give this to Servbot #36 (make sure he's realized his Music skill first) He can now make the "Ancient Ruins" Background Music.

Momento: Go to the Meeting Room and give this to Servbot #35 (make sure he's realized his Painting skill first). He can now make the Gustaff look just like Teisel Bonne.

Nine Red Apples: Can be sold for 100z each in the Storage Room.

Brain Cube: This will allow you to increase a Servbot's Brains rating by one.

END OF FAQ
