Robotrek Weapons Guide

by Saint   Updated to v1.0 on Feb 14, 2006

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Robotrek (SNES) MINI-FAQ weapons comparisons & combination charts.
FAQ ver 1.0 - saintly

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1. Introduction

  The SNES game 'Robotrek' is an RPG that gives you a lot of
  customizability.  You can have 3 robots (only one of which can
  fight in battle at a time), and each robot can be equipped with
  a variety of items.

  Each robot has 4 equipment slots to hold items:
  Right/Left arm - Each can hold a melee or ranged weapon
  Back - Can hold a bomb launcher or booster pack
  Feet - Can wear a boot to increase movement rate

  There are 17 types of melee weapons, grouped into 5 categories.
  Each weapon has a level indicator, a higher level weapon does
  more damage.  Weapons in the same category (eg, Sword 1 + Sword 3)
  can be merged together to increase the level of the higher-numbered
  weapon (in the above example, the Sword3 would get more powerful).

  There are likewise 13 ranged weapons that can hit targets at a
  distance, and those are grouped into 4 categories.

  Many items you find in the game can be combined to create new items.
  As an example, any type of sword can be combined with any type of
  hammer to make an Axe.  The new Axe's rank and level will depend on
  the type of sword & hammer used and what level they were.

  Nearly all weapons can be created through merging other weapons,
  or merging weapons with Scrap (a special item that has no purpose
  besides being merged to create something new).  A few weapons can
  be created directly (though this will deplete your cash supply).

  In order to create a weapon from scratch, you need to have the
  minimum amount of cash to make it, plus you must be above the right
  level to make it, and have found and read the in-game magazine
  'Inventor's friend' that unlocks the ability to create it.

  The charts in the next 3 sections have the same arrangement;
  Across the top are the weapon names (in the chart below, they're
  Sw1, Sw2, etc... short for Sword 1, Sword 2).  Descending below
  that is the damage the weapon does at each level of power-up.

  For weapons that can be created from scratch, the entry in the
```

'I' row shows the level you must be/level of 'Inventors Friend'
magazine you must have read. The 'C' row shows the cost of
creating the item directly.

You can see from the charts whether you should bother equipping
a new weapon you've found, or whether you should just stash it for
later combining. As an example, you can see that although Sword 2
starts out more powerful than Axe 1, Axe 1 is dramatically more
powerful when it's powered up to lv9. So when you first learn to
make Sword 2s, you probably shouldn't bother with them unless you
plan to make a Sword3 or Axe2 out of it. (And your reason for
making a Sword 3 would be to make an Axe 3, since the Sword 3 still
isn't as powerful as Axe1)

The combination matrix shows what you get if you combine two items.
If there's a "." where the two items you're thinking of intersect,
or the item you're looking up has no column/row entry, then there's
no combination possible with that item.

NOT shown in the list, any weapon can be combined with another
weapon of the same type. If the two items are the same rank (eg,
two Sword 1s), their level is added together in the final item;
(Sword 1 lv3 + Sword 1 lv1 -> Sword 1 lv4). If one item is a
higher rank, then HALF the lower sword's level is added to the
higher item (Sword 2 lv1 + Sword 1 lv4 -> Sword 2 lv3). A lv1
item adds 1 level to the higher sword, but all other odd numbers
are rounded down.

Levels are added the same way when creating a weapon with a new
type (Sword 1 lv1 + Hammer 1 lv3 -> Axe 1 lv4)

There's already many guides that are organized by "if you want
to make a Shield 3, here's the list of what to combine.". This
chart instead shows you "if you have item X, what can you turn it
into?". If you want to know how to make an item, eg Hammer 2,
you need to do a search in your web browser or text editor for it's
code. To see how to make a Hammer 2, do a search for 'Hm2'. Or
go look in the Robotrek manual or someone else's FAQ.

Also not shown are 'special' combinations of items that further
the plot in Robotrek. The earliest example is the Drill (made by
combining the found Rusty Drill with a 'Clean' item). This list
only shows what you can make for everyday use.

2. Melee weapons comparison:
(Sw = Swords, Hm = Hammer, Pn = Punch, Ax = Axe, Bl = Blade)

In order of least to most powerful melee weapons:
Sw1, Hm1&2, Sw2, Pn1, Hm3, Pn2, Sw3, Pn3, Ax1-3

L	Sw1	Sw2	Sw3	Sw4	Hm1	Hm2	Hm3	Pn1	Pn2	Pn3	Ax1	Ax2	Ax3
1	5	10	20	40	8	10	24	12	24	48	10	20	40
2	6	13	25	45	11	12	27	15	27	51	20	30	50
3	7	16	30	50	14	14	30	18	30	54	30	40	60
4	8	19	35	55	17	16	33	21	33	57	40	50	70
5	9	22	40	60	20	18	36	24	36	60	50	60	80
6	11	26	45	65	24	21	40	28	40	64	60	70	90
7	13	30	50	70	28	24	44	32	44	68	70	80	100

```
8  15  34  55  75  32  27  48  36  48  72  80  90 110
9  17  38  60  80  36  30  52  40  52  76  90 100 120

I   2  12   .   .   6   .   .   7  13   .   9   .   .
C 200 400   .   . 200   .   . 200 500   . 200   .   .
```

Hammers: As soon as you can make Hammers, don't bother using them,
         make swords and combine Hammer + Sword to make an Axe.

         Hammer 2 can only be made by combining a Solar Pack and
         a Scrap 6. Although it's not especially damaging, you
         recover health for the same amount you damaged the enemy.

NOTE: Although Sword4 is listed with melee weapons, it is actually
   ranged. You can't open capsules with it, and it hits all targets.

3. Ranged weapons comparison:
(Sh = Shot, Cl = Celtis, Bw = Blow, Ls = Laser)
NOTE: All ranged weapons have a lower chance of hitting than melee,
      and use 2x the energy to fire.

Least to most powerful ranged weapons:
Sh1, Sh2/Bl1, Cl1-Bl2, Bw1, Bl3, Cl2-Ls1, Sh3/Bw2, Ls2-Cl3, Ls3, -->
 --> Sw4, Bw3, Bl4

```
L  Sh1 Sh2 Sh3 Cl1 Cl2 Cl3 Bw1 Bw2 Bw3 Ls1 Ls2 Ls3 Bl1 Bl2 Bl3 Bl4
-  --- --- --- --- --- --- --- --- --- --- --- --- --- --- --- ---
1    4  10  32  12  24  36  16  32  64  25  35  45  10  15  20  55
2    6  12  34  14  26  38  18  34  66  27  37  47  12  17  22  65
3    8  14  36  16  28  40  20  36  68  29  39  49  14  19  24  75
4   10  16  38  18  30  42  22  38  70  31  41  51  16  21  26  85
5   12  18  40  20  32  44  24  40  72  33  43  53  18  23  28  95
6   15  21  43  23  35  47  27  43  75  36  46  56  21  26  31 105
7   18  24  46  26  38  50  30  46  78  39  49  59  24  29  34 115
8   21  27  49  29  41  53  33  49  81  42  52  62  27  32  37 125
9   24  30  52  32  44  56  36  52  84  45  55  65  30  35  40 135

I    3   .  29  14   .   .   .   .   .  25   .  60  26  27   .  80
C  200   .  1k 500   .   .   .   .   .  1k   .   .  1k  2k   .  6k
```

NOTES:
  Shots - A Special/RUN of 3 Shot attacks will hit all enemies once,
          the other ranged weapons will fire in the same row 3 times.

  Blows - Blow weapons can collect capsules from a distance.

  Laser - Uses an additional 50% extra energy over regular range
          attack energy cost. Shoots through capsules to hit
          the enemy on the other side (destroys capsule though).

  Blade4- Shoots through capsules (destroying them) to hit enemies
          on the other side. Blade 4 Lv7+ additionally hits enemies
          in the rows above and below the one you're in.

4. Special weapons (Bombs):
```
L  Bm1 Bm2 Bm3 Bm4
-  --- --- --- ---
1   10  23  28  36
2   15  28  33  41
```

```
3  20  34  39  47
4  25  41  46  54
5  30  49  54  62
6  35  59  64  72
7  40  71  76  84
8  45  85  90  98
9  50 101 106 114

I    4  17  28  50
C  200  1k 1.4k 2k
```

NOTE: Bombs do good damage, but have 4x the energy cost compared to
      a melee attack. Bomb 2+ hits all 3 targets, regardless of
      capsules or whether they're behind you (just like Sword4)

5. Armor:
Shields (Replaces a melee/ranged weapon, bonus to defense)
Boots   (MV rate, Guard bonus)
Pack   (Replaces Bombs, special bonus)

```
L Sl Boots   Pack
- -- ------  ----------------------------
1  8  4, 0   EMPTY - Guard +1
2 12  6, 0   POWER - Attack +10
3 16  6, 2   TURBO - Guard +2, Movement +2
4 20  8, 4   QUICK - Guard +5
5 34  6,16   SOLAR - Guard +5, Regen
6 --  8, 6   SHLD  - Guard +10, Evade +16
```

NOTE: Boot5 slows your robot's walking speed in battle to a crawl.

```
Inventor's friends, Cost to make
  Boots 1  - IF  1,  200
  Shield 1 - IF  5,  400
  Boots 2  - IF  8, 1000
  Shield 3 - IF 10, 1000
  Power Pk - IF 11, 3000
  Shield P - IF 15, 5000
  Quick Pk - IF 16, 5000
  Turbo Pk - IF 18, 3000
  Shield 5 - IF 30, 3000
  Boots 6  - IF 40, 4000
  Solar Pk - IF 70, 4000
```

5a. Other inventor's friends issues:
```
IF 19 - Weather, 200
IF 20 - Vanish,  500
IF 21 - Smoke,    20
IF 22 - Cure,     60
IF 23 - Clean,   100
IF 24 - Repair,  300
```

6. Main Combine Matrix:

BBm = Big Bomb, Bt = Boot, Rpr = Repair
SlP = Solar Pack, EmP = Empty pack, QkP = Quick pack

Blade4 can be made by combining: (Blade3 + Seed) or (Scrap8 + Smoke)
Shield2 can also be made from Shield 1 + Clean

```
     Sc1 Sc2 Sc3 Sc4 Sc5 Sc6 Sc7 Sc9 S10 Bm1 Hm1 Hm2 Hm3 Ls1 Ls2 Ls3 EmP
Sc1 Sw1  .   .   .   .  Ax1  .   .  Bl1  .   .   .   .   .   .   .   .
Sc2  .  Sh1  .   .   .  Cl1 Ls1  .   .   .   .   .   .   .   .   .   .
Sc3  .   .  Bt1  .  Bt4  .   .  Bt5 Bt6  .   .   .   .   .   .   .   .
Sc4  .   .   .  Pn1  .   .   .  Bw2 Bw3  .   .   .   .   .   .   .   .
Sc5  .   .  Bt4  .  Sl1  .   .  Sl3  .   .   .   .   .   .   .   .   .
Sc6 Ax1 Cl1  .   .   .  Hm3  .  Cl3  .   .   .   .   .   .   .   .   .
Sc7  .  Ls1  .   .   .   .  BBm Sl4  .   .   .   .   .  Ls2 Ls3  .   .
Sc9  .   .  Bt5 Bw2 Sl3 Cl3 Sl4 Sl5  .   .   .   .   .   .   .   .   .
S10 Bl1  .  Bt6 Bw3  .   .   .   .   .  Bm2  .   .   .   .   .   .   .

Sw1 Sw2  .   .   .   .   .  Sw3  .   .  Ax1 Ax1 Ax1 Bl1 Bl1 Bl1  .
Sw2  .   .   .   .   .   .  Sw3  .   .  Ax1 Ax2 Ax2 Bl1 Bl2 Bl2  .
Sw3  .   .   .   .   .   .  Sw4  .   .   .  Ax1 Ax2 Ax3 Bl1 Bl2 Bl3  .
Sw4 Bl2  .   .   .   .   .   .   .   .   .   .   .   .   .   .   .

Pn1  .   .   .  Pn2  .   .  Pn3  .   .   .   .   .   .  Bw1 Bw1 Bw1  .
Pn2  .   .   .  Pn3  .   .   .   .   .   .   .   .   .  Bw1 Bw2 Bw2  .
Pn3  .   .   .   .   .   .   .   .   .   .   .   .   .  Bw1 Bw2 Bw3  .

Ax1 Ax2  .   .   .   .   .  Ax3  .   .   .   .   .   .   .   .   .
Ax2 Ax3  .   .   .   .   .   .   .   .   .   .   .   .   .   .   .

Sh1  .  Sh2  .   .   .   .   .   .   .  Cl1 Cl1  .   .   .   .   .
Sh2  .  Sh3  .   .   .   .   .   .   .  Cl2 Cl2  .   .   .   .   .

Cur  .   .   .   .   .   .  Rpr  .   .   .   .   .   .   .   .   .
Smk  .   .   .   .   .   .   .   .   .   .   .   .   .   .   .   .
Cln  .   .   .   .  Sl2 Hm1  .   .   .   .   .   .   .   .   .   .
Wth  .   .   .   .   .   .   .  Sl4 Bm3  .   .   .   .   .   .  SlP
Rpr  .   .   .   .   .   .   .   .   .   .   .   .   .   .   .  QkP

Sl4  .   .   .   .   .   .   .  Sl5  .   .   .   .   .   .   .   .

SlP  .   .   .   .   .  Hm2  .   .   .   .   .   .   .   .   .   .
QkP  .   .   .   .   .   .   .   .   .   .   .   .   .   .   .   .

Bt1  .   .  Bt2  .   .   .  Bt3  .   .   .   .   .   .   .   .   .
Bt2  .   .  Bt3  .   .   .   .   .   .   .   .   .   .   .   .   .
Bt5  .   .   .   .   .   .   .   .  Bt6  .   .   .   .   .   .   .
Bt6  .   .   .   .   .   .   .   .   .  Bm4  .   .   .   .   .   .
```

7. Single-use & special items:

```
     BBm Rpr Cln Cur Smk Sc7
     --- --- --- --- --- ---
BBm  Smk Smk Rpr Rpr Cur  .
Rpr  Smk Smk Cln Cln Cur  .
Cln  Rpr Cur Cur Rpr Rpr  .
Cur  Rpr Cln Rpr Cln BBm Rpr

Bm1  .   .   .   .  BBm  .
Sc7  .   .   .   .   .  BBm
```

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If you see it somewhere else, they probably ripped it off of gamefaqs
and hosted it, it's likely not the latest version, so kindly get the
latest copy before you email me any questions.

I used BoredGamer and Peter Karasnow's FAQs to make sure I didn't miss
anything when I played the game. They're very good.  Go ask them if
you have any "how do I play the game/get past part X" questions.

Email me if I got something wrong in this list, such as the cost to
create things.  I'm pretty sure I got everything right.  Also email
me if there's any combination I don't have listed; these are just the
ones from the manual.

Email: saintly@innocent.com
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