

# Car Battler Joe FAQ/Walkthrough

by Captain K

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Car Battler Joe FAQ/Walkthrough  
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This FAQ is dedicated to Chris Macdonald, aka Kao Megura.  
An inspiration to FAQ writers who died before his time.

5-29-04 Version 1.2 Added more item descriptions and more FAQs. Added the Battle League section.

2-27-03 Version 1.1 Added item lists. Added more FAQs. Added two locations of Wandering Merchant and the Gem Trader to Shops.

2-20-03 Version 1.0 First release

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## I. Intro

Car Battler Joe is an entertaining RPG by Natsume for the Gameboy Advance. Like the old PC game Autoduel, it features a person engaging in battle on the roadways of the future. It also has a collectibility thing going on, as you try to get all the different car parts in the game. Sort of like Pokemon if Mad Max was the trainer. :)

The cast of characters:

Joe Todoroki: The hero of the story, Joe is a 16-year-old who finds out that his family is part of the elite group known as Car Battlers. He drives an A-type Panther.

Pal: Joe's G-Com. Pal hooks up to Joe's gun vehicle to enable weapons firing. Pal also does most of the talking for Joe.

Jim Todoroki: Joe's father, who has been missing for 12 years. Where's my child support money? Jim is considered to be the greatest Car Battler ever. He drives a modified A-type Panther.

Wanna: Joe's mother, who is strangely supportive of her missing husband and his dangerous lifestyle. She's quite a mechanic also.

Takah: Owner of the Padorko weapon shop. He provides much assistance to Joe.

Marion: A young girl that Joe transports to a mountain village.

Harry: A former Grand Prix champion that now lives in seclusion.

Chao: A pop singer popular in Coneha.

Shirley Dohmo: Leader of the Dohmo Family gang. She drives a modified C-type Eagle.

Casey: Another member of the Dohmos, he worships Shirley. He drives a unique Panther that looks like a ladybug.

Ken Kaido: A young man who is your rival, and claims to have trained with none other than your father! He drives a modified D-type Tiger.

Sho Kaido: Leader of the Red Guns gang. A mysterious Robin Hood-like character, known as the "Battler of the Wild". Drives a modified A-type Tiger.

Ryu Mossoud: Leader of the Empire gang. Reportedly his gang has uncovered some ancient technology which has made them the most feared Car Battlers on the road.

## II. Play Mechanics

The controls are fairly simple in this game. You walk around with the control pad and talk to people with the A button. The B button makes you run. Press start to bring up the menus.

When driving your car, the following controls are used. Press the A button to accelerate. Letting go of the A button causes your car to slowly decelerate. Press left or right while driving to turn your car. You can also turn while stopped, but this turning is slower than if you are moving. Hold down on the control pad and press A to drive backwards. You can turn while driving backwards by pressing \*slightly\* to the right or left. If you press too much to the side your car will start going forward again.

The R shoulder button fires weapons. If there is an enemy in range of one of your weapons (a cross-hairs of some kind will appear), then that weapon will fire. Otherwise, pressing this button causes your default weapon to fire (whichever one is in the first position). It's a very good idea to make a fast-firing weapon your default.

The L shoulder button causes your car to eject any material it is carrying. This is used when you want to pick up a new item but don't have space for it. The object in the last position is ejected first. The ejected material can damage enemy vehicles, so use it when they try to sneak behind you.

The B button combined with a direction on the control pad activates your Overdrive. You don't start with any Overdrives. You will have to find them in stores or scattered around the countryside. Up to three Overdrives can be assigned at any time. The up position contains Overdrives that let you jump over obstacles or dash quickly. The side position contains Overdrives that let you turn quickly or slide. The back position contains Overdrives that let you turn invisible or put up protective shields.

### III. Frequently Asked Questions

Q: Why can't I enter the tournament in Coneha?

A: You need to increase your license rank in Coneha first.

Q: I just beat the tournament in Coneha. What do I do now?

A: The game will not progress any further until you get your garage up to level 7. At that point you can go to Georgetown and continue the story.

Q: How do I get a new car?

A: In order to build a new car, you must have a Chassis, Engine, and Body of the same animal type (Panther, Tiger, Mammoth, or Eagle). The quickest way to get a Tiger is to win the tournament in Coneha. The quickest way to get a Mammoth is to collect the parts found from Hollyview to Nameless Village, Nameless Village to Oasis, and Hoden to Hollyview. The quickest way to get an Eagle is to collect the parts found from Guts to Sashim Plaza and Guts to Hoden. After you get one of each type of part, go to your house (or any computer terminal) and select Build.

Q: Where can I find more raw materials for my garage or town?

A: Food and Cement can be bought in Padorko. IronFrms can be bought in Coneha. MinWater and Gasoline can be bought in the Nameless Village. Junk cannot be bought, but you can find it easily on the route from Oasis to Sashim Plaza. Also note that unidentified Junk and things Takah identifies as "justjunk" both fulfill the requirements of your garage. So don't sell your junk!

Q: How do I see Marion again? And how do I enter the Grand Prix?

A: You can't do either. The game is over once you reach this point.

### IV. Walkthrough

You begin the game as Joe Todoroki, a boy who has just turned 16. First, your friends challenge you to a demolition derby. Drive your car around and try to smash into the enemy vehicles. Oddly enough, this seems to be the only battle in the game where you can damage other vehicles by driving into them. Why Natsume didn't incorporate that into the rest of the game is a mystery. Anyway, regardless of how you do, you'll go back home and be given your birthday present. A new car! Actually, it's your old car. But what you didn't know is that it's really a GUN VEHICLE in disguise! Whoo! You also get a robotic navigator for your vehicle, Pal, who also will be speaking for you for the rest of the game. Next, you head next door to Takah's. Takah will teach you the basics of driving and administer the license test. I

tried several different things and was unable to get anything but a "B" rank. Apparently that's the only rank you can possibly get.

After the test, you go back to Takah's office. Check the left bookcase for a HPRest20. Takah will give you your first job. You have to drive to Killanov Ruins, pick up a package, and bring it back to Takah.

Padorko->Killanov R.

Nothing fancy here. Blow up the three rocks along the way. They contain 50 gold, 400 gold, and a Gem. Gems can be traded in much later in the game for special equipment. When you get to the ruins, go to the back to get a package from the old man.

Killanov R.->Padorko

There are some stronger enemies this time. The first rock now contains 400 gold, the second a piece of Junk. Run over it to carry it behind you on your hook. About 3/4 of the way back, you will run into a more dangerous enemy. Shoot it as it runs in circle around you. Eventually it will die and you will get the CardOD12. Finally, the last rock contains a (now useless) HPRest50.

Back in Padorko, collect your money from Takah. Then use your CardOD12. Now you know the Spin 60 Overdrive. Select Overdrive in the menu and assign it to the side slot. By pressing B and left or right, you can spin your car quickly. Next, your mom will turn her house into a Garage for you.

At this point you have some freedom on where to go. First, have Takah inspect the junk you picked up. It's a NapTorch! Go back to your Garage and put it on your car using the Convert menu. Now, you can take jobs from Takah, drive to other cities, or bring your mom materials to build her Garage with. Let's go to Samoge first.

Padorko->Samoge

Stay to the left, and follow the route symbol. About halfway through is a tree with the CardOD4. This is the very useful Jump Overdrive, which will let you access places that you couldn't before. Nothing else is of note here. Try to pick up some cargo that your mom can use to build her Garage.

Padorko->Guts

After driving a short way, you will find your path blocked off by trees. In order to get past, you will have to use the Jump Overdrive that you picked up on the way to Samoge. Build up a little speed, then press up and B to jump on top of the trees. Once you're on top of an obstacle, you can just drive anywhere on top of it. Hug the right wall and follow the route. Towards the end you will find a CardBPrUp. This improves your car's hit points and defenses when used. Once in Guts, talk to the man. Now you can bring materials to this village to build it up just like your Garage.

Padorko->Coneha

Hug the left wall all the way around. After a while, you'll see a big gun emplacement. Destroy it to get a CardOD1. This is the SuperDash Overdrive. Continue into the area that the gun emplacement was

guarding. Eventually you will find a big tree in front of some woods. Destroy the tree, then jump onto the woods. This leads to a small area where you fight a tough car. The car drops a Panther ChasNML+1. Nothing special, but hey, it's free. There's also a gem laying on the ground.

Coneha is a big city, with everything Padorko has and a bit more. The License Center is here. You can take tests to increase your rank, but you probably won't be able to pass until you upgrade your car a bit.

At this point the story won't progress until you've done a few jobs. At some point Takah will tell you about a special job where you will transport a young girl.

Padorko->Samoge

Nothing special here. Be sure to unload your cargo when you get to Samoge.

Samoge->Fino

Hug the right wall. A Gun emplacement drops a CardBPrUp. After that is a rock with \$400 and a PEngNT3 laying on the ground. Later on, there's a rock with a gem.

Defeat Bandit Abul!

Follow the route and destroy the cars as you go. The fight against Abul is really easy because he's so slow.

Enjoy the cutscenes with Marion, then continue on.

Tyroka->Jimbah

Hug the left wall. Jump over the forest to find a TEngNT1.

Jimbah->Hoden

Shortly after you enter , you'll encounter a very large vehicle. Destroy it to get a NapBomb.

Hoden->Runaha

Hug the wall to the right. Jump over the forest and continue to the right to find a LongLasr.

Runaha->Holly View

Hug the right wall. There's a CardCPwrUp lying on the ground. Later on there's a rock with \$1000.

In Holly View, unpack your cargo and talk to Harry. He gives you his CardNav40.

Holly View->Nameless Village

Hug the left wall. Destroy a rock to get a MChasSPR. Right before the end, turn right and there's a large vehicle that drops a SuprBSaw. There's also a rock near the beginning that has \$1000 under it.

Nameless Village->Oasis

Hug left wall. Destroy a rock to get a MBodA01.

Oasis->Sashim Plaza

Hug left wall. Destroy large vehicle to get CardOD15-Longslide.

Find the Black Box

Just follow the car tracks until you find the box lying on the ground. Now Casey will challenge you to a fight. Rather easy - just shoot him as he circles around you.

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At this point there are several new roads open to you that you can explore. These are all optional, but you can get some good car parts here.

Guts->Sashim Plaza

Jump over forest to left to find an EEngNT2.

Guts->Hoden

Hug left wall. Destroy gun emplacement to get a gem. Continue into area behind gun to fight a large vehicle. When killed, it drops a CardOD02. Use this to get the Hyper-Dash Overdrive. Much further on is another gun emplacement that drops a gem. Jump over the forest to the left to find an EBodDOM and an EChasNML. Sweet!

Hoden->Holly View

Hug the right wall. Jump on top of the forest to the right to get a MEngDT2. Later on there will be a tree with a CardCPrUp. Towards the end will be another forest that you can jump on to get the PBodMLN.

Padorko->Tyroka

Hug the right wall. Eventually you will see a gun emplacement. Behind it is an area with a MEngNT2. In the second area, continue hugging the right wall. Destroy several gun emplacements to get a CardBPrUp and other minor items. There is a large vehicle there that carries CardOD11. This enables the Spin30 Overdrive.

Jimbah->Runaha

Hug the right wall. Jump over the forest to the right to get the MBodB01. Towards the end jump over another forest to get a NapMine.

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To proceed with the story, visit the Nameless Village. There is some gossip there about your father.

Ken appears and challenges you to a duel. Take him out easily.

Visit Padorko, talk to Takah, and enter the tourney. Drive to Coneha. Go to the hotel. where the owner gives you a HPres100.

There are 4 rounds of combat at the tourney. You can rest and buy equipment after each one. Unfortunately, you are not able to reach the

finals due to an unexpected problem. You'll need to go to Tasmatan to check it out.

Coneha->Hawk Poda

Hug left wall. Destroy rocks for some money and a shortcut.

Hawk Poda->Tasmatan

Start by heading to the left. Jump onto the rocky area and destroy the gun to get a NapMiss. Now cross over to the other side of the route and jump over the rocky area to get a PBodKKC. Continue on the right side to encounter a large vehicle that drops CardOD22. This gives you the Invisible Overdrive.

In Tasmatan, you'll encounter a familiar face. Casey is back, and he's piloting a large mecha. But he's still as easy as before. After defeating him, the tournament will resume and you'll face Ken Kaido in the Championship bout. Ken quite a bit harder than Casey, but still nothing you can't handle. After winning, you get some money and a complete Tiger gun vehicle. Check your garage to find a car with TChasSPR, TEngST1, TBodBo2, CrssVulc, LsrMine, APCannSP, and RearShll.

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A couple of new routes are available at this point.

Coneha ->Miller Hassah

Hug the left wall and jump over the forest to get CardOD05. This gives you the Long-jump Overdrive.

Miller Hassah->Oasis

Hug the left wall. Jump over the forest to get a RearMine. Later on there will be another forest to jump over, leading to an enclosed area. There is an enemy to fight here that drops the TBodSKL

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At this point the game will not continue until you build your garage up to level 7 (the mobile garage). Once you've done that, go to Miller Hassah to see the Red Guns in action. Go back to Padorko to talk to Takah, then go to your house to meet Sho Kaido, leader of the Red Guns.

Padorko->Georgetown

In the first route, there isn't anything special.

In the second route, head left onto the water to find a PBodC01. Then go right and destroy a gun to get CardOD03. This gives you the Nitro Overdrive.

In the third route, head left to find a CrssBeam. Then go back to the right. Destroy a tree to get a CardCPrUp, then destroy a large vehicle to get an EChasSPR.

Georgetown->Remaveh

In the first route, hug the right wall. There's a small path guarded by guns. Inside is a large vehicle that drops an EBodB02.

In the second route, head left. There's an invisible enemy that drops CardOD16. This gives you the Hyper-slide Overdrive.

Remaveh->Mirage City

Hug left wall. After a long time, you will find a gun that drops CardOD24. This gives you the Invisible X Overdrive. When you get to the exit, don't go in, but continue on. Eventually you will run into another gun that drops a GorgBombX.

Now you fight someone familiar - your father! You can't hurt him thanks to his permanent barrier. After your life drops down to  $\frac{1}{4}$ , Sho will arrive to help out. He drops a HPresAll and takes out Jim's barrier.

After you win, you end up back in Georgetown. Jim has a heart-to-heart with you and you both decide to go get the Empire!

Georgetown->Rusty

In the first route, hug the left wall. There are some guns which drop a CardCPrUp, a gem, and a BeamVlcX.

In the second route, hug the right wall. Jump over the rocks to reach a PBodD03. Eventually you will come to a gun that guards a small enclosed area to the left. There is a vehicle there that drops a PChasHYP.

In Rusty, unload your car and get ready to continue.

Rusty->Enemy's Hideout Area

Hug the right wall to find an EBodEZM.

Yet another easy battle with Ken.

Enemy's Hideout Area->Empire HQ

Hug the right wall. Jump over the wall and destroy the pillbox to get CardOD23. This gives you the Barrier Z Overdrive.

Battle Ryu Mossoud

After you damage him, he'll put up an unstoppable barrier. Just let him damage you and the cavalry will arrive.

Be careful after his barrier drops! Your life is rather low and he can still take you out quickly.

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After the game is over, several new routes open up. You can also build up two more cities (Fry and Ramoha). Also, when you start a new game, you can keep your old cars and equipment.

Georgetown->Coneha

In the first area, hug the left wall. Jump over the forest to an area where you fight a flying enemy. It drops an EBodC02. Then go back to the beginning and hug the right wall instead. You will encounter two special enemies. One drops a TBodC03, and the second drops a PBodC02. In the second area, hug the left wall. You will eventually fight a large enemy that drops a MBodD03.

Georgetown->Fry

As you start, you will see an EEngST1 on top of some trees to the right. Continue hugging the right wall and you will come to a FstBeam lying on



top of some trees.

Killanov Ruins->Ramoha

Hug the left wall. A small area contains a PEngXT. Later on, jump over the rocks to find a MBodLEG.

Remaveh->Ramoha

Hug the right wall. Jump over the forest to fight a vehicle that drops the EBodWKN. As you come out, begin hugging the left wall instead. Eventually you will find the TEngZT on the ground.

## V. Item lists

### Bodies

Name/Hit points/Armor/Weapon slots Defense vs. Missiles/Flame/Lasers  
Selling price

PBodA01	155/5/3	30/35/25	1500
PBodA02	155/5/3	25/30/35	1875
PBodA03	155/5/3	35/25/30	2250
PBodB01	160/5/3	40/30/20	2625
PBodB02	160/5/3	30/20/40	3000
PBodB03	160/5/3	20/40/30	3375
PBodC01	205/5/2	30/10/50	3750
PBodC02	205/5/2	30/50/10	4125
PBodC03	205/5/2	50/20/20	4500
PBodD01	130/5/4	20/10/60	4875
PBodD02	130/5/4	10/60/20	5250
PBodD03	130/5/4	60/15/15	5625
PBodKKC	150/5/3	70/20/00	7500
PBodJIM	250/6/4	10/05/20	7500
PBodMLN	150/6/2	40/50/30	7500
TBodA01	180/6/4	30/25/35	1500
TBodA02	180/6/4	35/30/25	1875
TBodA03	180/6/4	25/35/30	2250
TBodB01	185/6/4	30/40/20	2625
TBodB02	185/6/4	20/30/40	3000
TBodB03	185/6/4	40/20/30	3375
TBodC01	240/6/3	50/30/10	3750
TBodC02	240/6/3	20/20/50	4125
TBodC03	240/6/3	10/50/30	4500
TBodD01	195/6/4	60/10/30	4875
TBodD02	195/6/4	30/60/10	5250
TBodD03	195/6/4	15/15/60	5625
TBodSKL	200/4/4	30/20/50	7500
TBodSHO	250/4/4	35/30/35	7500
TBodKEN	220/5/4	50/10/40	7500
MBodA01	205/7/4	35/30/25	1500
MBodA02	205/7/4	25/35/30	1875
MBodA03	205/7/4	30/25/35	2250
MBodB01	210/7/4	40/25/25	2625
MBodB02	210/7/4	25/25/40	3000
MBodB03	210/7/4	25/40/25	3375
MBodC01	255/7/3	10/50/30	3750
MBodC02	255/7/3	30/10/50	4125
MBodC03	255/7/3	50/30/10	4500
MBodD01	220/7/4	00/20/70	4875

MBodD02	220/7/4	20/70/00	5250
MBodD03	220/7/4	70/00/20	5625
MBodLEG	250/7/4	60/40/20	7500
MBodCRG			
MBodRCD			
EBodA01	145/4/2	30/35/25	1500
EBodA02	145/4/2	25/30/35	1875
EBodA03	145/4/2	35/25/30	2250
EBodB01			
EBodB02	150/4/2	40/20/30	3000
EBodB03	150/4/2	20/30/40	3375
EBodC01	120/4/3	20/20/50	3750
EBodC02	120/4/3	20/50/20	4125
EBodC03	120/4/3	50/20/20	4500
EBodD01	100/4/4	10/20/60	4875
EBodD02	100/4/4	20/60/10	5250
EBodD03	100/4/4	60/10/20	5625
EBodEZM	125/4/3	10/60/30	7500
EBodWKN	130/4/4	45/35/25	7500
EBodDOM	140/4/3	20/30/40	7500

#### Chassis

Name Turning/Top speed/Selling price

PChasNML	100/266	3750
PChasSPR	120/294	6000
PChasHYP	105/322	9000
PChasZRO	130/322	48000
TChasNML	90/294	3750
TChasSPR	110/322	6000
TChasHYP	95/350	9000
TChasZRO	120/350	48000
MChasNML	50/168	3750
MChasSPR	70/196	6000
MChasHYP	55/224	9000
MChasZRO	80/224	48000
EChasNML	150/280	3750
EChasSPR	170/308	6000
EChasHYP	155/336	9000
EChasZRO	180/336	48000

#### Engines

Name Top speed/Dashing speed/selling price

PEngNT1	238/109	2250
PEngNT2	252/109	2625
PEngNT3	266/109	3000
PEngDT1	238/130	3375
PEngDT2	238/152	3750
PEngDT3	238/174	4125
PEngST1		
PEngST2		
PEngST3	308/87	5250
PEngVT	322/130	7500
PEngXT	322/152	9000
PEngZT	322/174	10500
TEngNT1	266/45	2250
TEngNT2		
TEngNT3	294/45	3000
TEngDT1	266/56	3375

TEngDT2		
TEngDT3	266/79	4125
TEngST1	322/34	4500
TEngST2		
TEngST3	350/34	5250
TEngVT	350/56	7500
TEngXT	350/68	9000
TEngZT	350/79	10500
MEngNT1		
MEngNT2	154/23	2625
MEngNT3	168/23	3000
MEngDT1	140/34	3375
MEngDT2		
MEngDT3	140/56	4125
MEngST1		
MEngST2		
MEngST3	210/11	5250
MEngVT	224/34	7500
MEngXT	224/45	9000
MEngZT	224/56	10500
EEngNT1		
EEngNT2	266/75	2625
EEngNT3		
EEngDT1	252/100	3375
EEngDT2		
EEngDT3	252/150	4125
EEngST1	294/50	4500
EEngST2		
EEngST3	322/50	5250
EEngVT	336/100	7500
EEngXT	336/125	9000
EengZT	336/150	10500

Useable Items

SPDrinkA  
 SPDrinkC  
 SPDrinkD  
 SPDrinkZ  
 HPRest20  
 HPRest50  
 HPRest100  
 HPRestAll  
 CrdNav10  
 CrdNav20  
 CrdNav40  
 CrdCPrUp  
 CrdEPrUp  
 CrdBPrUp  
 CardOD01  
 CardOD02  
 CardOD03  
 CardOD04  
 CardOD05  
 CardOD06  
 CardOD11  
 CardOD12  
 CardOD13  
 CardOD14  
 CardOD15

CardOD16  
CardOD21  
CardOD22  
CardOD23  
CardOD24

Weapons

Name/Damage/Rate of fire/Range/(M)issile,(L)aser,or (F)lame/Sell price

BuzzSaw	20/--/35	M	600
SupBSaw	26/--/35	M	1200
UltBSaw	32/--/35	M	3600
FireGun	20/--/35	F	750
SparkGun	26/--/35	F	1800
FlameGun	32/--/35	F	3000
LasSaber	20/--/35	L	675
BeamSabr	26/--/35	L	1500
ThndrSbr	32/--/35	L	3750
RearFire			
RearSprk	36/--/30	F	900
RearFlmr	40/--/30	F	2100
MachiGun	16/300/80	M	375
CrMachGn	18/300/70	M	1350
LgMachGn	18/300/120	M	2400
FastGun	20/300/100	M	4350
LaserGun	16/300/80	L	450
CrssLasr	18/300/70	L	1500
LongLasr	18/300/120	L	2850
FastLasr	20/300/100	L	4875
Vulcan	20/225/80	M	1125
CrssVulc	20/225/70	M	2400
LngVulc	22/225/130	M	4125
SupVulc	22/240/110	M	6000
BeamVulc	20/240/80	L	1350
BeamVlcS	22/240/70	L	3375
BeamVlcX	24/240/130	L	5400
BeamVlcZ	26/257/110	L	7050
APCannon	24/26/180	M	1875
APHiCann	26/18/180	M	4125
APCannSP	32/14/180	M	6000
APCannZZ	36/11/180	M	9000
HECannon	28/23/180	F	2250
HEHiCann	30/13/180	F	4800
HECannSP	32/9/180	F	6750
HECannZZ	36/6/180	F	10500
MicrTrch	30/60/140	M	900
MicrBomb	32/45/140	M	1950
MicrMine	34/36/140	M	3375
NapTorch	30/60/140	F	1050
NapBomb	34/45/140	F	2100
NapMine	38/36/140	F	3600
LsrTorch	36/60/140	L	1125
LsrBomb	38/45/140	L	2400
LsrMine	40/36/140	L	4125
MicrPod	37/40/180	M	1500
MicrShll	39/33/180	M	2625
MicrMiss	41/28/180	M	4875
NapPods	39/40/180	F	1875
NapShell	43/33/180	F	3900
NapMiss	45/28/180	F	5400

LsrPod	43/40/180	L	2400
LsrShell	45/33/180	L	1500
LsrMiss	45/28/180	L	6000
BeamGun	49/40/130	L	2100
CrssBeam	49/42/120	L	2850
LngBeam	51/45/140	L	3900
FstBeam	53/48/130	L	5550
WaveLsr	60/10/180	L	12750
SprWave	68/8/180	L	16500
HypWare	78/7/240	L	20250
AltoWave	86/6/240	L	26250
GorgBomb	44/10/180	F	11250
GorgBmbS	46/8/180	F	14250
GorgBmbX	48/7/240	F	18750
GorgBmbZ	50/6/240	F	24000
RearTrch	30/90/35	F	1125
RearBomb	38/60/40	F	2400
RearMine	40/45/50	F	3600
RearPods	30/40/50	M	1875
RearShll	34/33/60	M	2625
RearMiss	36/28/70	M	3375
RearLsr	36/40/50	L	1500
RearBeam	38/42/60	L	3375
RearThdr	40/48/70	L	4500

#### VI. Garage/Village Building

##### Garage

Level 1->2: IronFrms 1, Cement 1 (Cargo carrier)

Level 2->3: IronFrms 2, Cement 1, MinWater 1 (8 parking spaces)

Level 3->4: IronFrms 2, Cement 1, MinWater 2, Food 1 (Super cargo carrier)

At this point, your mom will start giving you money when you visit her.

The more enemy vehicles you destroy, the more money you get.

Level 4->5: Cement 3, Gasoline 1, MinWater 2, Food 2 (16 parking spaces)

Level 5->6: Gasoline 3, MinWater 4, Food 3, Junk 1 (Hyper cargo carrier)

Level 6->7: IronFrms 3, Cement 3, Gasoline 3, MinWater 2, Junk 1 (Mobile garage)

Level 7->8: IronFrms 2, Cement 2, Gasoline 3, MinWater 3, Food 3, Junk 2 (32 parking spaces)

##### Guts

Level 1->2: MinWater 1, Food 1 (CardOD21-Barrier)

Level 2->3: IronFrms 1, Cement 1, MinWater 1 (PengNT2+1)

Level 3->4: IronFrms 1, Cement 2, Food 1 (LongLasr)

Level 4->5: IronFrms 1, Cement 2, MinWater 1, Junk 1 (PBodB01+1)

Level 5->6: IronFrms 2, Cement 2, Gasoline 1, Food 1 (CrssLasr)

Level 6->7: IronFrms 1, Cement 2, Gasoline 2, Food 2 (PChasSup+1)

Level 7->8: IronFrms 2, Cement 3, Gasoline 2, MinWater 1 (MicrBomb)

Level 8->9: IronFrms 3, Cement 2, Gasoline 1, Food 1, Junk 2 (CrdEPrUp)

Level 9->10: IronFrms 3, Cement 2, Gasoline 1, Food 1, Junk 2 (CrdEPrUp)

Level 10->11: IronFrms 3, Cement 2, Gasoline 1, Food 1, Junk 2 (CrdEPrUp)

Level 11->12: IronFrms 3, Cement 2, Gasoline 1, Food 1, Junk 2 (CrdEPrUp)

Level 12->13: IronFrms 3, Cement 2, Gasoline 1, Food 1, Junk 2 (CrdEPrUp)

Go back to the village after getting it to level 13 and you get an

UltBSaw.

#### Fry

Level 1->2: IronFrms 1, Junk 1 (CardOD06-Superjump)  
Level 2->3: IronFrms 1, Cement 1, Junk 1 (MEngVT+1)  
Level 3->4: IronFrms 1, Cement 2, Junk 1 (MicrMiss)  
Level 4->5: IronFrms 2, Cement 1, Gasoline 1, Junk 1 (APCannZZ)  
Level 5->6: IronFrms 2, Cement 2, Junk 2 (MBodC03+2)  
Level 6->7: IronFrms 2, Cement 2, Gasoline 2, Junk 1 (HypWave)  
Level 7->8: IronFrms 2, Cement 2, MinWater 2, Junk 2 (PChasZRO+1)  
Level 8->9: IronFrms 3, Cement 3, Junk 3 (CrdBPrUp)  
Level 9->10: IronFrms 3, Cement 3, Junk 3 (CrdBPrUp)  
Level 10->11: IronFrms 3, Cement 3, Junk 3 (CrdBPrUp)  
Level 11->12: IronFrms 3, Cement 3, Junk 3 (CrdBPrUp)  
Level 12->13: IronFrms 3, Cement 3, Junk 3 (CrdBPrUp)

Go back to the village after getting it to level 13 and you get a PBodJim+1.

#### Ramoha

Level 1->2: Gasoline 1, MinWater 1, Food 1 (CardOD14-Spin 180)  
Level 2->3: MinWater 2, Junk 2 (FastLasr)  
Level 3->4: IronFrms 1, Cement 2, Gasoline 1, MinWater 1 (EengVT+1)  
Level 4->5: IronFrms 2, Cement 1, MinWater 1, Junk 2 (LsrMiss)  
Level 5->6: IronFrms 1, Cement 2, Gasoline 1, MinWater 1, Food 1, Junk 1 (TBodKEN+1)  
Level 6->7: IronFrms 4, Cement 4 (HECannZZ)  
Level 7->8: IronFrms 1, Cement 1, Gasoline 1, MinWater 2, Food 2, Junk 2 (TChasZRO+1)  
Level 8->9: IronFrms 2, Cement 2, Gasoline 2, MinWater 2, Food 2, Junk 2 (CrdCPrUp)  
Level 9->10: IronFrms 2, Cement 2, Gasoline 2, MinWater 2, Food 2, Junk 2 (CrdCPrUp)  
Level 10->11: IronFrms 2, Cement 2, Gasoline 2, MinWater 2, Food 2, Junk 2 (CrdCPrUp)  
Level 11->12: IronFrms 2, Cement 2, Gasoline 2, MinWater 2, Food 2, Junk 2 (CrdCPrUp)  
Level 12->13: IronFrms 2, Cement 2, Gasoline 2, MinWater 2, Food 2, Junk 2 (CrdCPrUp)

Go back to Ramoha after getting it to level 13 and you get a TBodSho+3.  
There is also a computer in the town where you can view artwork from the game and listen to all the music. Very nice!

#### VII. Shops

##### Item/Price

##### Padorko Tools

HPRest50	300
SPDrinkA	80
SPDrinkC	200
Food	600
Cement	1400

##### Takah's Arms

HPRest20	100
BuzzSaw	800
MicrTrch	1200
RearTrch	1500

APCannon 2500

Coneha Tools

SPDrinkA 80  
SPDrinkC 200  
HPRest20 100  
HPRest50 300  
IronFrms 1000

Coneha Arms

LaserGun 600  
FireGun 1000  
NapTorch 1400  
Vulcan 1500  
MicrPod 2000

During the Coneha tournament only, these two shops are open:

FireGun 1000  
LaserGun 600  
Vulcan 1500  
MicrPod 2000  
BeamGun 2800

HPRest50 300  
HPRest100 700  
SPDrinkC 200  
SPDrinkD 500  
CardOD01 500 (Super Dash)

Nameless Village Tools

HPRes100 700  
SPDrinkD 500  
CrdNav20 800  
MinWater 600  
Gasoline 1800

Nameless Village Arms

LasSaber 900  
LsrBomb 3200  
RearPods 2500  
BeamVulc 1800  
HECannon 3000

Georgetown Tools

HPRest100 700  
HPResAll 1500  
SPDrinkD 500  
SPDrinkZ 1000  
CrdNav40 1500

Georgetown Arms

RearLsr 2000  
NapShell 5200  
LsrShell 6000  
WaveLsr 17000  
GorgBomb 15000

Georgetown Gem Trader (prices are in Gems)

CrdBPrUp 3

CrdePrUp	4
CrdeCPrUp	5
FlameGun	10
RearMiss	15
HECannSP	15
GorgBmbS	50
SprWave	50
PEngDT1	20
TEngDT1	20
MEngDT1	20
EEngDT1	20
PBodD01	30
TBodC01	30
MBodC01	30
EBodC01	30
MChasHYP	40
EChasHYP	40
PChasHYP	40
TChasHYP	40

Wandering Merchant-Fino

HPRes100	700
NapPods	2500
LsrPod	3200
APHiCann	5500
HEHiCann	6400

Wandering Merchant-Runaha

RearSprk	1200
BeamGun	2800
NapBomb	2800
PChasNML	5000
TChasNML	5000

Wandering Merchant-Sashim Plaza

HPResAll	1500
RearBeam	4500
LngVulc	5500
MChasNML	5000
EChasNML	5000

Wandering Merchant-Tasmatan

CRMachGn	1800
LsrTorch	1500
RearBomb	3200
BeamVlcS	4500
MicrShll	3500

Wandering Merchant-Remaveh

RearMiss	4500
SupVulc	8000
BeamVlcZ	9400
MChasZRO	64000
EChasZRO	64000

Wandering Merchant-Empire HQ

ThundrSbr	5000
GorgBmbZ	32000
AltoWave	35000



PChasZRO 64000

TChasZRO 64000

## VIII. Battle League

The Battle League is accessed from the main menu. Here you can battle three opponents at once (computer or human controlled) in an arena. There are a total of 38 arenas, not all of which are initially available. You'll unlock more as you play in Battle League longer.

1. Galacia Arena 1
2. Round Road
3. North Tussocks
4. Northern Wilderness
5. Siccanoa Lake
6. Battle Cave
7. Grave Forest
8. Akeej Arena
9. Battle Garden
10. North Hill
11. Water Link
12. Ruins Circuit
13. East Grave
14. Assault Forest
15. Galacia Arena 2
16. Cross Road
17. Southern Crater
18. Heat Valley
19. Siccanoa Lakeside
20. Battle Ruin
21. South Pond
22. Cave River
23. West Woods
24. Snow Peak
25. Freyzen Base 1
26. Circuit Valley
27. Merry Garden
28. Water Maze
29. Dual Ruin
30. Ghost Ave
31. East Woods
32. Battle Hoyle
33. Northern Highlands
34. Maze Canyon
35. Fate Island
36. Globe Garden
37. Snow Maze
38. Freyzen Base 2

You can either use a machine from your garage on your savefile, a preset machine, or you can input a password to create a new car from scratch. There is one known built-in password: TODOROKI. This gives you a PbodJim with a SupVulc, MicrMiss, UltBSaw, and RearThdr. However you can get any vehicle in the game if you can figure out the correct password. Here are a few:

HQ4VWJC2 (Eagle Body EZM)

9Q4VWJC8 (Eagle Body WKN)

BQ4VWJC! (Mammoth Body CRG, not playable in regular game)

FQ4VWJCD (Mammoth Body LEG)

?Q4VWJC1 (Panther Body JIM)  
!Q4VWJCL (Panther Body KKC)  
CQ4VWJCG (Panther Body MLN)  
DQ4VWJCY (Tiger Body SKL)  
1R41MK17 (Tiger Body SHO)  
3RC1MK1? (Eagle Body DOM)  
4RC1MK1Y (Mammoth Body RCD, not playable in regular game)  
2RC1MK1! (Tiger Body KEN)

#### IX. Credits

Thanks to CJayC for running the best website on the planet.  
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