

Medabots AX FAQ/Walkthrough

by Snoopdigger

Updated to v1.3 on Jan 17, 2003

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1. Version History

- 0.1 (8/5/02) Just starting the format. Don't expect to finish basics for another day or so.
- 0.2 (8/6/02) Revised introduction, finished basics, and medaparts.
- 0.3 (8/7/02) Added devil medal, started preliminary matches.
- 0.4 (8/8/02) Worked on preliminary matches.
- 0.5 (8/9/02) Started list on Genderize.
- 0.6 (8/11/02) BIG change. Adding Rokusho Version: revised introduction, medaparts, Genderize, added new artwork, and finished medals.
- 0.6a (8/12/02) Revised introduction, finished formatting 4.1-7, trimmed up Genderize, and started Combinations.
- 0.7 (8/13/02) Trimmed up everything; ready to submit it to GameFAQs.com.
- 0.8 (8/14/02) Just gave the FAQ some tuning up.
- 0.9 (8/15/02) Added some competitors, gave the FAQ another tune-up, finished preliminary matches, and finally finished Genderize.
- 1.0 (8/17/02) Finished Medabee Version Rubberrobos, added a new combination to Combinations, and otherwise trimmed up the walkthrough.
- 1.1 (9/16/02) Worked on some preliminary robattles and Competitors, they should be finished in a day or so. Also got another combination.
- 1.2 (10/21/02) Worked on the general walkthrough.
- 1.3 (1/17/03) Trimmed up Preliminary Trial Matches.

2. Introduction

Welcome to the world of Medabots. Medabots are artificial intelligence

robots contained of three elements: the tin pet, (the skeleton) the medaparts, (the parts that go on the tin pet to customize the medabot) and the medal. (the brain and soul of the medabot) You use them to robattle, a fight in which the loser submits one medapart to the winner when they lose. In this game, you will use medaparts to stop the other medabot from functioning in a fighting-type game. This is the Medabee version of the medabot games. You will start out as the famous Medabee or Rokusho. Medabee is the shooting machine, and Rokusho specializes in grappling and is the less clunky on the battlefield at the start of the game. This guide is made for people who are stuck on a match, presumably the last one. If you have any questions, e-mail me at patrickhandley@yahoo.com. Have fun reading it!

3. Basics

Here's the scoop on the Medabot Basics. First of all, you should know that Medabots have medaparts for their right arm, left arm, legs, and their head and torso. In a robattle, there is a leader and a partner on both sides. You will have a damage meter that looks something like this.

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    O   The top circle is the head and torso's damage, the
  O O
    O
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left is the left arm damage, the right is the right arm damage and the lower one is the leg's damage. Every player has one of these. Yours is in the bottom left-hand corner, and your partner is right above yours. The opposing team is in the exact same position as yours, just on the right. Blue means that it is in good condition, yellow means that it is in poor condition, and red means that shut down is imminent. If it is black, then that means that it is no longer functioning. If it is one of the arms, then you will punch when you use that arm. If it is the legs, then you will SLOW down. If it is the head, you just lost. When your head is gone, you lose. This only matters for the leader. If your partner gets knocked out, you may have a harder time, but you are still in the game.

3.1 Medaparts

Medaparts are essential in robattles. I consider them in three categories: attacking, defending, and healing. Attacking medaparts do damage. Defending medaparts raise defense. And healing medaparts heal other medaparts. Remember, a medabot is only as good as it's medaparts. If you are playing Medabee Version, you will start out with a head medapart that shoots homing missiles, but that automatically explode if they chase the opponent for too long. Your right arm will always be your primary weapon, and in this case, I highly recommend changing your shooting medapart to the ninjablade. Your left arm is your secondary weapon, and you should keep it as it is for a while. Your legs will be constantly changing based on the terrain you encounter. Your partner should start out with healing and attacking medaparts, along with the Sala-Tail. If you are playing Rokusho Version, you will have Grappling parts, which you should keep for the moment. Your Antenna is a good beginner medapart to consider keeping for the moment.

3.2 Medals

Medals give a medabot its power. If you stand still or take damage, the medaforce meter will charge up. The medal that you start out with is a kabuta (Medabee Version) or kuwagata medal (Rokusho Version) for the leader and a mermaid medal for the partner. The kabuta medal has a high shooting value and has a medaforce attack that can home in on a target and destroy it. The kuwagata has a high grappling rating and can unleash a huge shockwave medaforce attack. The mermaid metal works well with healing parts, and the medaforce it can unleash heals itself and it's partner. There are some other medals you can earn, also. There are six robattle sites (seven if you count the tournament site) and the first time you try to robattle on them, you will be met will the select

corps. There are three trial robattles on each area. After you beat all three, you will get a medapart and a medal. Here are the other medals you will earn.

Devil-works well with any part that does a lot of damage to a defenseless opponent, and its medaforce is a great big shockwave that does a lot of damage to a defenseless opponent.

?-Question mark is it's name, and it can throw powerful energy bombs for it's medaforce attack.

Spider-A useful medal to use if you want to trap the enemy, for it's medaforce attack sets traps for your opponent to fall right into.

Bear-a nice combination for Rokusho. A high grapple rating, plus the medaforce will temporarily increase its part's power.

Monkey-it will recover the ammo for your head medapart, making it a force to be reckoned with.

Unicorn-don't let it's beauty lead you astray, it will damage you heavily, and heal itself with your wounds.

Phoenix-by shooting out a ball of fire, your opponent's medaparts will take damage as they burn.

Ghost-the ultimate power of confusion. Take that chance to bombard them with weapons like the Giga Laser to destroy them.

Alien-the gambler. By unleashing one of the medaforces mentioned above at random, it can cover almost any situation. Look out, 'cause here comes the alien!

3.5 Genderize

There are two genders of Medabots. Male, the more powerful one. And female, the healer. Each gender has it's own selection of medaparts, and the male's is considerably larger. Generally, the female is the healing partner, while the male leader does the work, but a different combination may serve you better. As I said before, the male has a considerably large selection of parts, while the female's is not even half as big. Here is a list of all medaparts you can acquire in Medabots AX.

How to read this

Head-----What medapart this is (head, right arm, left arm, or legs)

Missile-----Name of medapart

Attack-----type of medapart (attack, defend, or healing)

Use this medapart some; it is a good for beginners. It shoots missiles that explode after about 1 and a half seconds, but it does some heavy damage, and will follow the closest enemy.-----Strategy for medapart.

--Male--

Head

Missile

Attack

Use this medapart some; it is a good for beginners. It shoots missiles that explode after about 1 and a half seconds, but it does some heavy damage, and will follow the closest enemy.

Head

Antenna

Attack

This will increase your chance of hitting your opponent's head medapart. Use if you have trouble hitting an opponent's head.

Head

Hunter

Attack

Use this medapart against shooting enemies, it will disable them.

Head

Tension Up

Attack

This will increase your speed temporarily, for about 10-12 seconds. Use in combination with slow legs for best results.

Head

Deathbreak

Attack

High power shooting attack.

Head

Fracture

Attack

This medapart confuses the opponent, and is a good one to use in combination with slow, but powerful weapons, like the Dopa Punch.

Head

Guardian

Attack

Cancel confusion, freeze, and paralysis.

Head

Hatchin

Attack

This medapart slows down the enemy. Use if you want to have speed advantage.

Head

Tyranolaser

Attack

This is a super-powerful laser that will annihilate anything that gets its path. Use with caution.

Head

Spydertrap

Attack

Set traps for grappling parts.

Head

Cover-Up

Attack

This medapart will crumple grappling medabots. Use if you know that the opposing medabots has lots of grappling parts.

Head

Head Cannon

Attack

This is a decent shooting medapart.

Head

Missile Base

Attack

Use this medapart some; it shoots powerful missiles that explode after about 1 and a half seconds, but it does some heavy damage, and will follow the closest enemy.

Head

Helmet

Healing

One of the few male healing medaparts in the game, it has the power to revive broken medaparts. Use with Helming and Helming for best results.

Head

Blastgun

Attack

A short-range medapart that has much use. It shoots fire out in a short range, but contact with it is almost guaranteed a knockout of at least one part.

Head

New Wave

Attack

Decrease opponent's speed.

Head

Power Driver

Attack

Attacks with an break ball.

Head

Grave Lane

Attack

This medapart's attack charges up for a higher damage rate. It shoots an awesome laser across the battlefield.

Head

Dogu

Defense

This medapart has lots of armor, and gives you protection from missiles.

Head

Clearshield

Defense

A simple medapart that boosts defense.

Head

Pan

Attack

It shoots an energy ball that stops defense of whoever it touches. It disappears after about 31/2 seconds, but it does get rid of defense for about 10 seconds, so it might be worth considering.

Head

Peck Strike

Attack

A slow, but powerful attack, like Dopa and Dondon Punch

Head

Prominence

Attack

This medapart's attack charges up for a higher damage rate. It shoots an awesome laser across the battlefield.

Right Arm

Revolver

Attack

A high speed shooting attack that is not top choice for a leader, but maybe for a partner.

Right Arm

Sword

Attack

An excellent high-speed grappling attack.

Right Arm

Flexorsword

Attack

A high speed grappling attack that is not too bad for a leader.

Right Arm
Shoot Barrel
Attack

A high speed shooting attack that is not the best for a leader, but maybe for a partner.

Right Arm
Deathmissile
Attack
Shoots powerful, guided missiles.

Right Arm
Past touch
Attack
This medapart confuses the opponent, and is a good one to use in combination with slow, but powerful weapons, like the Dopa Punch.

Right Arm
Cancellor
Healing
Cancel confusion, freeze, and paralysis.

Right Arm
Catch
Attack
This medapart slows down the enemy. Use if you want to have speed advantage.

Right Arm
Megalaser
Attack
An attack that is very highly recommended. You can move while you charge it up and then let loose a powerful laser beam.

Right Arm
Cheapertrap
Attack
Set traps for grappling parts.

Right Arm
Ninja Dagger
Attack
A high speed grappling attack that is not too bad for a leader.

Right Arm
Aim Rifle
Attack
A high speed shooting attack that is not top choice for a leader, but maybe for a partner.

Right Arm
Intermissile
Attack
Use this medapart some; it shoots powerful missiles that explode after about 1 and a half seconds, but it does some heavy damage, and will follow the closest enemy.

Right Arm
Helmight
Attack
This part destroys itself but lets out a massive shock wave doing great damage to your opponent.

Right Arm

Fire Gun

Attack

A decent weapon that has a short range but some nice power.

Right Arm

Clinch Wave

Attack

Slows down opponent.

Right Arm

Plus Driver

Attack

Attacks with an break ball.

Right Arm

Judge Shield

Defense

A simple medapart that boosts defense.

Right Arm

Dohack

Defense

Protection from laser beams.

Right Arm

Knightshield

Defense

A simple medapart that boosts defense.

Right Arm

Pun

Attack

It shoots an energy ball that stops defense of whoever it touches. It disappears after about 31/2 seconds, but it does get rid of defense for about 10 seconds, so it might be worth considering.

Right Arm

Dondon Punch

Attack

A slow, but powerful attack.

Right Arm

Ignition

Attack

A high speed shooting attack that is not top choice for a leader, but maybe for a partner.

Left Arm

Submachinegun

Attack

A very nice shooting attack.

Left Arm

Pipo Hammer

Attack

A very nice grappling attack.

Left Arm

Straw Hammer

Attack

A very nice grappling attack.

Left Arm
Range Shooter
Attack
A very nice shooting attack.

Left Arm
Deathlaser
Attack
Charges up for a super-powerful laser beam.

Left Arm
Past feel
Attack
Confuses the opponent, allowing you to hit him with everything you got.

Left Arm
Recovery
Healing
Cancel confusion, freeze, and paralysis.

Left Arm
Twist
Attack
Slows the opponent down to a crawl, giving you the advantage of speed.

Left Arm
Cheaptrap
Attack
Set trap for grappling parts.

Left Arm
Gigalaser
Attack
A powerful, but slow weapon of destruction.

Left Arm
Ninja Sword
Attack
Not the best, but an okay grappling weapon.

Left Arm
Battle rifle.
Attack
An okay secondary weapon.

Left Arm
Guidemissile
Attack
Use this medapart some; it shoots powerful missiles that explode after about 1 and a half seconds, but it does some heavy damage, and will follow the closest enemy.

Left Arm
Helming
Attack
Destroys itself, but sends out a massive shockwave to crimple the competition

Left Arm
Flame Gun
Attack
A very nice fire attack, despite its short range.

Left Arm

Nibble Wave
Attack
Slows down opponent.

Left Arm
Minus Driver
Attack
Attacks with an break ball.

Left Arm
Crime Stick
Attack
Makes parts it comes in contact unusable for a length of time.

Left Arm
Dohtatack
Defense
Protection from break.

Left Arm
Greatshield
Defense
A simple medapart that boosts defense.

Left Arm
Keen
Attack
It shoots an energy ball that stops defense of whoever it touches. It disappears after about 31/2 seconds, but it does get rid of defense for about 10 seconds, so it might be worth considering.

Left Arm
Dopa Punch
Attack
A very slow but very powerful attack.

Left Arm
Explode
Attack
A very nice shooting attack.

Legs-----Medapart (legs, in this case)
Ochitsuka-----Name
Shooting-----Type (shooting, grappling, multi-leg, flying, underwater)
An all around shooting base.-----Description

Legs
Ochitsuka
Shooting
An all around shooting base.

Legs
Tatacker
Grappling
An all around grappling base.

Legs
Sharp Edge
Grappling
A grappling machine.

Legs
Abductor
Shooting

A decent shooter, a good choice for beginners.

Legs
Deathcrawler
Multi-leg
Can go anywhere, but is a little slow. Nice armor.

Legs
Umbical
Flying
Good at flying, but fragile.

Legs
Ace Hooves
Multi-leg
Can go anywhere with decent speed. A little lax on the armor.

Legs
Swick
Multi-leg
A good multi-leg in the water.

Legs
Rollertank
Shooting
A slow, but armored medapart.

Legs
Multi-leg
Multi-leg
A perfectly balanced Multi-leg, named Multi-leg :)

Legs
Tiptoe
Grappling
Some of the best grappling parts around.

Legs
Howzer
Shooting
An all around shooting base.

Legs
Limptank
Shooting
Heavily armored, but slow medapart.

Legs
Helchaos
Grappling
An all around grappling base.

Legs
Red Tail
Flying
A fragile, flying medapart.

Legs
Fishtail
Underwater
Good at swimming, but on land it's a fish out of water.

Legs
Smacker

Underwater

Good at swimming, but on land it's a fish out of water.

Legs

Protoauto

Grappling

A decent medapart to use if you are a beginner.

Legs

Dokan

Flying

A fragile, flying medapart.

Legs

Trojan Horse

Grappling

A decent medapart to use if you are a beginner.

Legs

Trojan Horse

Grappling

A decent medapart to use if you are a beginner.

Legs

Squashbasher

Flying

Speedy, but fragile.

Legs

Wanafly

Flying

Good at flying, but very fragile.

Legs

Fireworks

Shooting

A decently armored shooting medapart for beginners.

--Female--

Head

Variablehair

Attack

This will increase your chance of hitting your opponent's head medapart. Use if you have trouble hitting an opponent's head.

Head

Holy Helm

Defense

Shielded from damage for about 10-20 seconds.

Head

Pretty Face

Attack/Defense/Healing

Randomly change to other head medaparts.

Head

All Repair

Healing

Recovers the armor of all active medaparts (not knocked out medaparts) of self and partner.

Head

Flip

Attack
Freeze opponent for about 7 seconds.

Head
Sala-Head
Attack
Randomly change to other ATTACK parts.

Head
Light Circuit
Attack
Increase accuracy of shooting parts for a bout 10 seconds.
Right Arm
Pateri Vulcan
Attack
High speed shooting attack that has some potential.

Right Arm
Donor
Healing
Heals the armor or one medapart.

Right Arm
Pride Viper
Attack/Defense/Healing
Randomly changes to any right arm.

Right Arm
Cure Arm
Healing
Heals the armor of one medapart.

Right Arm
Flap
Attack
Freezes opponent for about 7 seconds.

Right Arm
Sala-Hand
Attack
Randomly changes to other ATTACK medaparts.

Right Arm
Light Jab
Attack
Paralyzes opponent for about 7 seconds

Left Arm
Short Shot
Attack
A nice shooting attack.

Left Arm
Translate
Healing
Heals the armor of one medapart.

Left Arm
Desire Bison
Attack/Defense/Healing
Randomly changes to any left arm medapart.

Left Arm
Repair Arm

Healing
Heals the armor of one medapart.

Left Arm
Flop
Attack
Freezes the opponent for about 7 seconds

Left Arm
Sala-Arm
Attack
Randomly Changes to other ATTACK medaparts.

Left Arm
Light Blow
Attack
Paralyses for about 5 seconds.

Legs
Flaregather
Shooting
An all around shooting base.

Legs
Petticoat
Grappling
Works well with healing parts.

Legs
Queendresser
Flying
Good at flying, but fragile.

Legs
Purple Fin
Underwater
Good underwater, but not on land.

Legs
Flavor
Grappling
SLOW, but heavily armored.

Legs
Sala-tail
Flying
Good at flying, a decently armored. You should put this into consideration.

Legs
Quick Alert
Grappling
Speedy, but fragile.
(more strategies for medaparts coming soon)

4. Walkthrough

Now, it's time to play the game. There are six robattle sites (seven if you count the tournament site) and the first time you try to robattle on them, you will be met with the select corps. There are three trial robattles on each area. You can do them in any order you want, and after you beat the trial robattles there, you can do a free robattle. If you cannot beat a certain opponent, try beating someone in a free robattle to earn more medaparts.

4.1 Preliminary Trial Matches

There are six trial match areas, the forest, lake, seashore, polar region, factory, and ancient ruins. Here is the strategy to win on each turf.

FOREST-Medabee Version

Difficulty ***

First Battle: They are both fast, and have medaparts that will slow you down. Go for heavily armored leg parts and you should be fine using hit and run techniques.

Second Battle: This battle can get a little tricky. The partner has healing parts, and a pretty face medapart. (if you don't know what it does, look it up in Genderize) The leader has a shooting head medapart, and attack and defense arms. Try to take out the partner before the leader. Do this by going close to the partner, hit her with the ninjablade until she falls down, and then release the medaforce. Use that same tactic on the leader. But beware of his medaforce attack, and he's also very fast.

Third Battle: The third battle is the hardest to beat. They have head medaparts that revive broken parts, and they have VERY powerful weapons. Get some fast legs for this battle, and try to take out the partner first. If you get the chance, charge up your medaforce to take out medaparts, making them use up their time healing themselves.

Medal Won: Alien

FOREST-Rokusho Version

Difficulty ***

First Battle: The leader is a real weakling, but the partner can blast you with missiles while the leader slows you down. Both of them have guardian heads, so you won't get much from trying to freeze or paralyze them. Use a regular Rokusho and a healing partner to take out the trash.

Second Battle: This is a tricky one. Enable a healing partner with one or two attacking medaparts to take on the opposing partner. Enable yourself with fast legs, but slow and powerful arms, and add on an Antenna or Tyranolaser. The leader is fast, so you have to match his speed, but he has a missile medapart and a Judge Shield. His Head Cannon can get in the way too. If you take his legs out, he will lose the advantage of speed, so keep that in mind.

Third Battle: The third battle is the hardest to beat. They have head medaparts that revive broken parts, and they have VERY powerful weapons. Get some fast legs for this battle, and try to take out the partner first. If you get the chance, charge up your medaforce to take out medaparts, making them use up their time healing themselves.

Medal Won: Alien

Polar Region-Medabee Version

Difficulty ****

First Battle: Both leader and partner will heal each other; so destroy medaparts with the medaforce to wear them down.

Second Battle: The partner is the power here. Go for a quick kill, and take out the leader.

Third Battle: Speed is life here. The partner will slow you down and then devastate you with a blastgun attack. But, don't get too close to the leader's Dopa Punch.

Medal Won: Ghost

Polar Region-Rokusho Version

Difficulty ***

First Battle: This is an easy battle. Equip you Antenna, Pipo Hammer, and any other attacking parts that you can think of. Do the same with your partner. Annihilate the partner, then the leader.

Second Battle: TAKE OUT THE PARTNER. I don't care how you do it, just take him out. If you do that, the leader won't be able to attack. Or just blitz the leader head-on.

Third Battle: Ouch, you will need your wits about you. Avoid the partner. Equip yourself with fast legs. Use the regular Rokusho set-up against the leader, and have your partner face-off with the other partner.

Medal Won: Phoenix

Factory-Medabee Version

Difficulty ****

First Battle: The leader has some heavy-duty lasers, and also a power driver. The partner heals him, so be sure to take her out first. But beware of her pretty face.

Second Battle: In the second battle, the healing partner has some weapons that paralyze you. You need to stay fast and build up your medaforce to unleash at the leader. Some powerful medaparts wouldn't hurt either.

Third Battle: Take out the fast but weak partner first, and then go in cautiously on the shooting leader.

Medal Won: Unicorn

Factory-Rokusho Version

Difficulty ****

First Battle: The leader is totally helpless without his partner, so take her out, then him.

Second Battle: These two make a good attack squad. Carefully take out the partner, then do hit and run tactics using the medaforce on the leader.

Third Battle: The leader is totally helpless without his partner, so take her out, then him. The partner is the healer.

Medal Won: Devil

Lake-Medabee Version

Difficulty **

First Battle: Simple Robattle. Take out the healing partner while avoiding the leader's lasers and hatchin head.

Second Battle: The partner has no healing parts, but she does have a head medapart that will freeze you, and two sala-arms. Avoid her and take out the leader with medaforce attacks and missiles.

Third Battle: Both the leader and the partner will heal each other, so makes your attacks as devastating as possible. (The medaforce is your primary weapon, but missiles work well, too)

Medal Won: Devil

Lake-Rokusho Version

Difficulty ***

First Battle: Equip any diving parts you have and go all-out on the partner. The partner has healing parts, so get rid of her first before turning your attention the leader.

Second Battle: This time, ovoid the partner. Blitz the leader and leave him helpless.

Third Battle: If you can tell the two apart, destroy the partner, then take the leader down.

Medal Won:

Seashore-Medabee Version

Difficulty **

First Battle: Simple Robattle. Take out the healing partner while avoiding the leader's fire shooters and hatchin head.

Second Battle: Neither one has any healing parts, but they have some heavy firepower. The partner has a sala-head, and the leader has a blastgun head. Try to focus your attacks on the leader; the partner is

not very fast.

Third Battle: The third battle has a leader with a sacrifice arm, and a rifle. The partner has a helmet as well as some medaparts that confuse you. Try to take the partner out with missiles; then go in for the leader.

Medal Won: Monkey

Seashore-Rokusho Version

Difficulty ***

First Battle: Take out the partner. Leaving the partner in the dust means that the leader won't be able to heal. Then do a hit and run strategy.

Second Battle: Try not to bother with the partner. You will need all of your strength for the leader. Luckily, they are both slow. Hit the leader with everything you got, run away, and then come back again.

Third Battle: The partner is slow, but can slow and confuse you. It can also heal the leader's broken parts, so try to take care of him quick. The leader has a powerful Helmight, but it destroys itself to hit you. Hit and run tactics work well here.

Medal Won: Bear

Ancient Ruins-Medabee Version

Difficulty ****

First Battle: The Leader is relatively weak, but the partner can freeze and paralyze you. Try to avoid the partner and build up medaforce to unleash at the leader.

Second Battle: The next battle has some heavily armored opponents. Wear down the leader's head, and don't get in between them.

Third Battle: Stay AWAY from the partner and overwhelm the leader with missiles and medaforce attacks.

Medal Won: ? (That's the name of the medal)

Ancient Ruins-Rokusho Version

Difficulty ***

First Battle: Avoid the partner. She will paralyze and destroy. Instead, blitz the leader.

Second Battle: The leader is a master of close range combat, so make sure your medaforce is charged before going into a hit and run strategy.

Third Battle: BLITZ THE LEADER!!!

Medal Won: Spider

4.3 Tournament

Once you beat the six preliminary trial matches, you will enter a tournament. You will get a fully assembled Arcbeetle as your reward. In order to win, you must face all the competitors listed below.

4.6 Competitors

These competitors are your rivals that will challenge you in free robattles, and in the tournament. (Erika, Sloan, Spyke, Samantha, Karin, Koji, Henry, Gilgirl, Shrimplips, Squidguts, and Seaslug only appear in free robattles after you beat the rubberrobos)

Medabee Version

Kathy: The partner plays healer, so take her out first, before going for the mega-lasered leader.

Charlie: Go for heavily armored medaparts; fast legs do nothing here, seeing as they have medaparts that slow you down. Go for some heavy artillery to take out the leader.

Jimmy: The trick is to bombard the leader and ignore the partner. But do it quick, or you will have to face them with double armor, due to their Knightshields.

Julie: Ignore the partner on this one; simply go for the leader with

high-power medaparts.

Hiro: The partner will slow you down, so avoid him while taking on the fiery inferno of a leader.

Jordan: They partner is the key. Take him out with the Speed Demon technique, and the leader will be helpless.

Meg: No real strategy, because she uses the Gambler technique. Be prepared for anything.

Sean: A hard one to beat. Try using fast medaparts to take out the partner, and then the leader.

Erika:

Sloan:

Spyke:

Samantha:

Karin:

Koji:

Henry:

The Select Corps have random Medabots, and rarely appear.

Rokusho Version

Kathy:

Charlie:

Jimmy:

Julie:

Hiro: The partner will slow you down, so avoid him while taking on the fiery inferno of a leader.

Jordan:

Meg:

Sean:

Erika:

Sloan:

Spyke:

Samantha:

Karin:

Koji:

Henry:

The Select Corps have random Medabots, and rarely appear.

4.9 Rubberrobos

The ruberrobos will steal your prize that you earn at the tournament. The six robattle sites will open up, and you need to find the robos that took you prize. I will show you what opponents I have found, and if you find any more, e-mail me at partickhandley@yahoo.com, and I will give you full credit. There are four opponents that you HAVE to beat to get your prize back. They appear in this order: Gilgirl, Shrimplips, Squidguts, and Seaslug.

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Robol: This is a tricky fight. Equip Tiptoe, the Ninja Dagger, a Pipo Hammer, and an Antenna. (If you have one) Take out the partner first, and try not to get any medaparts knocked out doing so. The leader has protection from missiles, break balls, and laser beams, but he has a huge weakness of grappling parts. If you have the Antenna, use it before attacking to almost ensure a head hit. When he gets knocked down, use the medaforce.

Gilgirl: Use long-range weaponry to take out the random medaparts they change to. An Antenna will also help.

Shrimplips: Equip your partner with a Cancellor and an attack medapart. The leader will confuse you, so have your partner heal you back to full strength, and then pummel the leader until he falls down,

Repeat until the leader is no more!

4.Speed Demon

Leader-medal: Monkey

Leader-head: Tension Up

Leader-right arm: Ninja Dagger

Leader-left arm: Fire Gun

Leader-legs: Squashbasher

Partner-medal: Unicorn

Partner-head: Tension Up

Partner-right arm: Sword

Partner-left arm: Twist

Partner-legs: Squashbasher

Strategy: Use Tension Up to increase your already fast medaparts, and your partner can slow the opponents down, letting you have the advantage of super speed.

5.Pummel

Leader-medal: Devil

Leader-head: Helmet

Leader-right arm: Megalaser

Leader-left arm: Guidemissile

Leader-legs: Abductor

Partner-medal: Kuwagata

Partner-head: Helmet

Partner-right arm: Plus Driver

Partner-left arm: Range Shooter

Partner-legs: Abductor

Strategy: Try to take out your opponents from afar, but if they come close, pummel them with missiles and medaforce waves.

6.Cann't Touch Me (Thanks to Lucinda Lipori for this)

Leader-medal: Monkey

Leader-head: Holy Helm

Leader-right arm: Light Jab

Leader-left arm: Light Blow

Leader-legs: Quick Alert

Partner-medal: Monkey

Partner-head: Helmet

Partner-right arm: Revolver

Partner-left arm: Pipo Hammer

Partner-legs: Ochitsuka

Strategy: This is some strategy. First you use your head part to make yourself invincible. Then you attack your opponents. Then when you run out of head uses you use the medaforce to get more. It's kind of dirty but you still won. but be careful the Holy Helm can't protect you from the medaforce.

6.FAQ

Ask your questions here. If you have any, send them to patrickhandley@yahoo.com.

Q. What happens if you run out of any one part? (i.e. left arm, right arm...) Do you have to battle handicapped?

A. No, you don't have to battle handicapped, you LOSE. You will be presented with a screen that tragically says GAME OVER, and you are transported to your last save.

Q. I lost Medabee legs and accidentally saved, can I get them back?

A. Sadly, no. But if you get a Deathlaser or Deathmissile I'm sure someone would trade.

Q. On either version of Medabots on GBA, after a match u where it tells

u what you have gained it also says that you "got a panel". But I have no idea what it does or how to use it. Can you tell me? Also I would like to know what the R button does, it just seems to make a strange thing at the top of the battle screen move. Weird. So can u help?

A. On the set-up screen, (where you choose your medaparts before a robattle) go to the medal selection screen. You can get there by moving your selector over your PARTNER'S medal (you know, like when you want to change it) and press A. On this screen, select the medal you want your PARTNER to use and press start. A panel screen will come up. Panels tell your partner what to do. The R button rotates these around. On one of the panels, it says, "Heal me." Your partner would then use all his/her healing powers on you. When you switch panels during a match, you switch your partner's strategy.

7. Legal Info

You may use this walkthrough or any part of this walkthrough as long as you follow this one rule. ASK ME IF YOU WANT TO DO ANYTHING WITH THIS FAQ/WALKTHROUGH!!! I will give you a yes or no answer! Just follow that rule and we will get along great. Also, please send me no hate mail.

I hope you enjoyed this walkthrough!