

Robopon 2: Ring Version FAQ/Walkthrough (Ring Version)

by kulgamer

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Robopon 2: Ring Version
Walkthrough/FAQ

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Version Info / Requests / Notes:

Important!!!!!! (Please read before continuing)

Somehow this was deleted from the main gamefaqs.com site.. I'm guessing I can update it by adding it back?! I dunno... see what Cjayc does... =P

Walkthrough is now FINISHED!!!!!! but info are still need for premier league, Hi-Metal and stuff...

Here we go!

Latest version of this Faq can be found at:
www.gamefaqs.com

This faq is best view with the following options:
800x600 pixels, large font
WordPad, Courier New font, size 10

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Enjoy!

Game Information:

Game: Robopon 2 Ring
Type: RPG
Created: 2002
Platform: GameBoy Advance
Creator: Altus
Rating: 8.5

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1) Version History [RBP01]

V 1.1 - hmm... this was deleted from gamefaqs? so I add it back...

03/3/03

136 KB

V 1.0 - Walkthru done, so new version number.

09/5/02 - Added some of those info all y'all peeps gave me (thanks) :)

136 KB - Updated Disclaimer section

- Changed some of the layout

V 0.3 - Finished Walkthrough, but still more to add to it

10/7/02 - More to Sparking and Robopon List

135 KB - More to Skills Lists

V 0.2e - Done walkthru up to Master

8/7/02 - Fixed stuff in Sparking List

132 KB - New Pons to Robopon List

V 0.2d - Continue Walkthrough, now almost done, finished Master rank

6/7/02 - More to the Robopon List

123 KB - More to Skill List

- More to Combining Combos List
- Added info about Marvel Lab and Jasper the Dog

- V 0.2c - Continue Walkthrough
- 4/7/02 - Added some more Pons to Robopon and Sparking List
- 109KB - Added some more skills to both Skill and skill combining List

- V 0.2b - More to Walkthrough, now up to Wonder Castle
- 3/7/02 - More to Sparking List
- 95 KB - More to Skill List

- V 0.2a - More to Walkthrough, now up to MarcoLand
- 2/7/02 - More to Robopon List
- 82 KB - Started/Added Skills List

- V 0.1d - More to Walkthrough
- 28/6/02 - More to Sparking List
- 62 KB - Added Skills Combining Combos
- Finished Robopon List. If you think there is no difference Robopon List and Sparking List, well there is a difference. Robopon List shows the skills each Robopon has and the level they learn it. Also shows the level they can enhance.

- V 0.1c - More the Walkthrough
- 27/6/02 - More to Sparking List
- 46 KB - Added Enhancement List
- Added Item List

- V 0.1b - A lot more to Walkthrough. Now up to Murota Town
- 26/6/02 - Added Sparking List
- 28 KB

- V 0.1a - First release of walkthrough/FAQ.
- 25/6/02 - A lot more sections to come, but for now, the Walkthrough comes first
- 18 KB

2) Walkthrough [RBP02]

The game starts, I have to say the introduction is pretty bad, I mean, with no intro or story, it looked good but it really didn't make much sense to me... oh well... maybe it's because I didn't finish the Robopon Sun... anyway, it just starts with a guy named Dr. Zero, and seems that he was the old Legend1, until a character beats him and becomes the new Legend1, and he's so mad at you that he plans on destorying the whole castle so that no one knows that he's been beaten. He farewell to this Kingdom, which seems to be called Tail Kingdom, and the island, which he called the Porombo Island. After he does that, someone comes along and tells the guy standing there to get out of there. I think he's named Bisco. If you haven't guessed yet, that's who you gonna be. So the next scene comes, I think you're talking to the Prince here and he congrats you and tells you that there is a tournament for all the Legend1s on Majko...(what's Majko?) and he tells you to go represent Tail Kingdom at the International Tornament. He now brings you to a boat.

Here, the Prince gives a speech, and you're introduce to a few new characters, one is Dr. D and the other is Lisa. It seems like Lisa is a good friend of yours because she say a bunch of things that is very

emotional. She gives you a gift called the Menuscrin (A Microstar Product) Then there is a guy named Hogle. I think he gived you your first Robopon. It turns out he's your grandFather. Then Bisco, who tell us a bit more about the story, like Dr. Zero, Prince Tail, and him himself all lost to you, so that must mean you're pretty good, or it could mean they all just suck :) He pushes you on to the ship, and then it starts sailing.

The game tell us a bit more about the story, guess it's a bit more understanding now, hehe. Just when things starts to get better, you figure out that you forgot all your Robopon on Porombo Island, you decide that you'll go back and get it, but then the ship you're on gets caught up in a storm and is struck by lightning and it sinks.

Then you see a scene of Dr. Zero and his brother, who flies him away and looks like they're both still alive. You're now all washed up and then get wash up on to an Island. Then a dog comes, and the dog gets his master, then the master picks you up, puts you on a bed, then when you wake up, it appears that you suffer from amnesia. So you forgot your own name, that gives you a chance to name yourself. The original name is Cody, but you can change that. Also, you're on an island called Baba, how nice, where is this huh? You get to choose your birthday, I think it'll have some kind of impact in the game later on the game. Then, someone call you, then the guy will find out who you are, then he won't tell you who he is, yet. So now, FINALLY, you get control of the character.

So get out of that bed, and get out of that house. Go to the house on the left side, talk to the guy there named Nick D. Then, pick up IonPunch from the treasure chest in one of the rooms. Then, pick up an AtkMem from a drawer in the room north of the entrance. If I were you, I would keep all the Mems for later so that you can use it on one of your more permenant Robopons because the ones you have right now, you probably won't have them at the end of the game, so don't use the Mems, and save them all for the good Robopons. Go talk to the guy in the room that looks like he's going crazy. He tells you about the secret cave. Now go to to Nick D and ask him about the secret cave (the third option). He hasitates, then gives you the key. Now head for the cave.

Secret Cave

Items: Can-ball, Moon Battery, Sun Battery

As soon as you walk in, you'll see the two treasure chest next to each other, don't pick them up, yet. Instead, go straight up the path, and about half way up the top part of the path, there should be a hidden passage where you can get through to the other side and there will be a Sun Battery there. Now go back and pick up the Can-ball and Moon Battery. Now get out of there because there is no where left to go in here. Go down to the beach area, and go into the cave in the left side of the screen.

Cave

This is very straight forward. Pick up the Kerosene that's there and then get out of there.

Baba Village

Now go in to the house just south of the cave. Talk to the owner of the dog and it'll tell you the dog always pick up useless trash and ask you to throw it away for him. Talk to the dog to get Ion Battery.

Now that you have enough batteries, you can combine them. But before that, you'll have to go to the house at the bottom right corner. It's really a museam. Talk to the guy inside and he'll give you the ability to spark Robopons! Now that you can do that, you can spark and get yourself a Robopon!

Before you do any sparking in this game, save your game first. Now, sparking Sun/Moon will get you Rider1, who is not that great. Sparking Ion/Moon will get you Sunny, who is a great all round fighter, you may remember him from the first game if you've played it. Sparking Ion/Sun will get you a very cool looking Robopon called Draco. However, Draco cannot use parts or software so it maybe better off using Sunny for now. So make your choice, I choose Sunny.

Here are a few new features for you to learn. First, go into the menu by pressing start, then go to Robo, and you'll now see your Robopon there. In my case, it's Sunny. Press "A" now you'll get into a screen that shows your current stats with a few different functions.

1. Soft

Here you equip your Robopon with software that does different things. Software gives you skills that you can use in and out of battle.

2. Parts

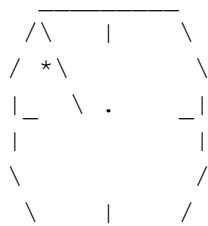
Here you can equip the parts you find or brought, if you have Sunny, you can equip IonPunch on him. You can't equip Can-Ball, but that's alright, we can use it on a next Robopon

3. Auto

This is where you choose how to fight in battle. It's a new system and it's kind of like Dragon Warrior Monsters style where you get to choose if it should attack or defense. I'm not sure how this work yet so if someone can clarify this it would be great.

4. Color

This is one of the greatest invention of all. The color of your Robopon can NOW be changed HERE. And it's not just a few color to choose from, it's a whole circle full of different color to paint your Robopon in. This is a amazing feature and I'm suprise that no other company come up with it before Altus did. Anyway, I paint Sunny in Yellowish-Golden with green highlight color, if you really want to know, it's right here:



sorry for my bad drawing but it's the best I can do. It's at the top left upper corner, right on one of the thing which divides the in eight.

Now that you have a Robopon, that means you can leave town. But before you can do that, you'll have to get past the guard first. So walk up

to the guard on the right and fight him.

Here's is something new, the battle system! I have to say that it is very complex with all the different things you can do. Here's an explanation on how it works. You have four options:

1. Fight

You'll get full control of your Roboapon(s) here. You get a few more options under this command:

1. Attack - Attack with parts.

This is just normal attacking, and it will probably be the command you'll use the most during this game, or maybe not :)

2. Skill - Run Software.

This is like magic in some different games. But you'll need some software equipped to use this, at this stage of the game, you probably won't have any.

3. Item - Use items

Use the items you have in stock. This includes healing items and other items that can be used in battle.

4. Defend - Protect yourself

Choose this option Sunny will defend itself. I've noticed that the damage done to Sunny is cutted in half. But I may be wrong, cuz it's still early in the game to make this observation. Anyway, lets just say this function reduces damage done to your Roboapon.

2. AutoBat

Choosing this option, Sunny will use whatever skill you choose, (remember the "Auto" section in the Roboapon screen?) I chose the Attacking one, that means Sunny will attack when I choose this. This is good for fast battles where you don't want to think.

3. Run

Simple enough, explains itself.

4. Analyze

This is also a new function. Analyzing your enemies will give you information on their Roboapon. This includes stats, parts, and the software that your enemy Roboapon has.

This basically concludes the fighting tutorial, which really should've been taught by the game, but since not, then I'll explain it.

Ok, so you fight his two Robopons. They're easy enough to beat because Sunny took them out with one hit each. After you beat him, Sunny will level up. He still won't let you pass, he'll tell you that you need to beat the other guard before you can get out of here. So go and fight the other guard on the left side.

Guard

Roboapon: KinChop L2

This should not be a hard battle either. A few hits from Sunny will take KinChop out. Two hits to be exact.

After you beat him, you can now leave Baba Village and move on with the game. Finally you get to really feel what the game is like. Head left and

out of town.

World Map

Here, you're introduced to the World Map, even though the game doesn't, but I will introduce it (see how nice I am? jks). The Map is pretty big, by pressing L and R on your GameBoy, you can zoom in and out. the "?" are places that you cannot visit, yet. The only place you can go to seems to be Hundo Town, so go there.

Hundo Town

Parts Shop:		ATK	DEF	SPD	FOR	WIL	Description
MagSword	180G	13	11	7	3	5	Fighter
IonPunch	180G	11	10	9	4	6	Punch
Whip	220G	8	7	8	9	8	Sorcerer
Can-Ball	170G	10	8	12	3	7	Land

Software Shop:

Fire1	180G	Sick1	180G
Icel	420G	Cure1	180G
Up1	170G	Kiss1	200G
Down1	160G		

Item Shop:

Kerosene	40G	-	Heals 30 HP
Start Up	60G	-	Cures of suspend
AntiRust	100G	-	Cures of Rust
Escape	60G	-	Escape Dungeons

Wow! This town is BIG, well, at least it's big for now. Bisco is here too (in front of the Marry Go Round, I have no idea on how he got here but he says that he's taking your place. Then he makes fun of Sunny, calling it a piece of trash. After talking to him, make your way to the top around the Marry Go Round and you'll find a Fire1. It should be around the Top-Left corner of the Marry Go Round. Now go to the fortune teller, she'll tell you how she didn't expect you so soon and tell you to go explorer to festival first, then come back here later and she'll have something for you (this should be interesting).

So go around and talk to people. Go to the house in the upper left hand corner, which is an inn. Talk to the boy's mom in the room in the right and challenge her to a battle.

Battle

Roboapon: Viper L2

This battle should not be hard if you have Sunny. I defeated her in three turns without any software. After you beat her, you get a Normal Battery.

Now into the house to the right of the inn, and challenge the girl with the blonde hair to a battle. I'm not going to list this battle because it is just too easy. Beat her for a few gold.

Go back to the fortune teller, talk to her and she'll tell you about some strange things about stars, then ask her to tell the fortune. I don't know if this is the same for everyone, so if everyone could give me

your input, it would be nice. Then, she'll tell you that you're a natural leader and this Robopon will help you reach your goal. I got Ping as my Robopon and then she'll also tell you your destiny lies in your own hands, not her and not the stars. After that, as soon as you walk outside, Maskman and company will come storming through the festival like a whirlwind. He tells you he's entering the tournament, and then tells his crew, named Emelio and Charlie to take care of them. And then they bomb each building. The town will be completely turned into flat land. Then, go to the building located at the lower-left corner of the town and pick up Hyper Battery and Stungun.

There is now two places to go, either Pharo Ruins or Downtown Delica. I went to Downtown Delica first.

Downtown Delica

Parts Shop:

MagSword	180G	13	11	7	3	5	Fighter
IonPunch	180G	11	10	9	4	6	Punch
Whip	220G	8	7	8	9	8	Sorcerer
Can-Ball	170G	10	8	12	3	7	Land

Software Shop:

Fire1	180G	Sick1	180G
Icel	420G	Cure1	180G
Up1	170G	Kiss1	200G
Down1	160G		

Item Shop:

Kerosene	40G	-	Heals 30 HP
Start Up	60G	-	Cures of suspend
AntiRust	100G	-	Cures of Rust
Escape	60G	-	Escape Dungeons

People there will tell you that you can't enter the castle because a tournament is being prepared. So from where you are, go south to Downtown Delica. There is a girl in the upper right corner of the town. Challenge the her to a Robopon battle and get a Super Battery. Now go to the house in the upper left corner of the town to get a ShldMem. It is in the cupboard in the middle next to the barrel. Now leave this town and head for Pharo Ruins.

Pharo Ruins

Robopon: BulBot, Gello

When you walk in, go north, east then north and into the door. When inside, go straight up and down the stairs. Go east, then south, and west and you'll see Bisco there. from there, go north and you'll see two staircases. Goto the one on the left to get Super Battery. Then go to the one on the right and follow the path. You'll meet Nick D and he'll tell you about the X-Stone. Then keep going, follow the path and get Icel. Then up the stairs. Fight the guy there.

Guy

Storm, Thief L3, and ???

This battle should be easy. My Robopons were Sunny L5 and Ping L3. Beat him and you get Cure1.

Now trace your way back to where Bisco were, and through the door. Go around and pick up Normal Battery. Then you'll have some hard battles coming so make sure you're prepared for it. Now from the treasure chest, go southeast and you'll meet Maskman and company there. You fight Emelio first.

Emelio

Storm x2, ??? (I forgot to write down)

This battle is too easy. My Ping have now learned Kiss, so she can Heal. Beat him and get 60 gold. After a short dialogue, leave this place and head for Bronco Village.

Bronco Village

Part/Item/Soft shop are all the same as the ones before.

You have more than enough Batteries for some new Robopon, but it's up to you. I saved up my Batteries for better Robopon later. There is a girl in front of the Repire Shop, so go fight her. She have 3 Gobby at L4, it shouldn't be too hard. Beat her for 60G and a Super Battery. Talk to the girl at the very top of the Village, she'll tell you to check out "that" tree over there. So check out the tree that's upper left to her and you'll find LifeMem. Now go and challenge Bronco Village representative. She has a Viper L4, Boomerx2 L3. She shouldn't be too hard. After, go to the strange looking building right next to the town entrance. You'll then see a scene of Dr. Don and Sam's opening ceremony of their Time Machine. You'll then be a test subject by being the first pilot of it. It may seem fun at first but then you find out that it's not saft. But too late because you're on it already.

You'll be 20 in the past, and as soon as you get there, Lisa will sent you a message. She knows you're 20 years in the past and she wouldn't believe it. So now, get out of that house and Challenge the Girl with the pink hair to a battle. She's in the middle of the town. She has Timzup L5, and a ChimpX2 L5. Beat her to get a Normal Battery.

Go to the item shop, go next to the girl that's at the back and check the dresser next to her to find ForMem. Go to the same house where you challenged the rep., but this time you'll see a guy there that will fight you. Fight him. He has Ralphx2 L5, and a Kogal L4. He shouldn't be hard either. My Sunny was L7 and my Ping was L6 when I beat him. You get Mild Battery for defeating him. If you want a easier battle, create a next Robopon and fight him for a easy battle. Now leave Bronco Village and head for the Pharo Ruins

Pharo Ruins

Robopons: BulBot, Gello, Mummy, Storm, Ta-Daa, TuTank, Tuten, Vigg

As soon as you walk in, go talk to Maskman. He'll tell you that you'll need to disable three switch. Then go into the first statua. Go southwest, and you'll find MegaGlove, which can be used on Sunny. Follow the other path and down the stairs. go east, then south, and there will be a little hidden passage way in the west leading to two treasure chest with 80G and Down1 in it. Then from there go east, north, and pick up the Super Battery. Now go north and down the stairs. Here, there is only one

path leading to a next set of stairs, so go.

Here are the switches that you have to turn off in order to get rid of the whirlwind. Now go on top of each of them and turn them off. There are three buttons. You'll need to turn off the right button for it to work. You'll know it's the wrong one when you have to fight when you go on it. So for this one, you'll need to go on the one at the bottom.

Now get out of here and head for the northeast ruins.

When you walk in, you'll see a trainer there. Beat her and get a Sick1 software. Now head down the stairs.

This area might look familiar. But then again, it should because we were just here a couple minutes ago. Now go east, south, then up the passage way and down the left stairs and get Rock1. Then back up and down the next one and follow the path and up the stairs. Go to the bottom on the upper right corner and that's two down and one to go. Also, make sure you pick up the Mild Battery from the treasure chest at the end of the path (go past the stairs). Now that you're done here, get out of here and go to the last ruin in the northwest.

When you walk in, go all the way to the top, and it seems like there is no where to go. But there always is somewhere to go. There is a hidden path left of the guy that's standing. If you can't find it, go to the very top, and come down two squares to and go left from there. Follow the path and pick up XStone7. Now trace back to the entrance, and go east from the entrance to find a hidden path. Go up the first path and pick up Hyper Battery. Then, follow the next path and down the stairs. Go all the way south and then all the way west and fight the guy(?) there. Beat him to get Up1. Go down the second sets of stairs to get Hatel and 90G. Then go into the top set of the stairs and follow the path and up the stairs. Then, there are three more buttons. Press the one on the left upper hand side. Then the wind will stop. Now get out of there and go back to Bronco Village.

Bronco Village

As soon as you go in, you'll be stopped by Dr. Disc, who will have a Time Machine and surprise you here. Then after a short conversation, he'll take you back to where you came from, 20 years from now. So go up to the Time Machine, and press "A" two times and go back.

When you get back, Dr. Disc's Time Machine will smash. Then, you'll see a short scene of the ending ceremony of the tournament. So too late but you still have the XStone7! Oh yea, and you'll have a short dialogue with Maskman too. Try to get out of there and you'll be stopped by Dr. Disc. He tell you he'll try to finish the TimeMachine. He leaves, then you'll be forced to leave. Leave Downtown Delica and go to Pharo Ruins then challenge Maskman to a battle. But first, you'll have to battle Charlie first

Charlie

Centaur L5(?), Scorpinx2

He should be too hard. For me, he's actually very easy. My three Robopon: Sunny L10, Ping L9, Viggy L11. Again, I beat him easy.

Then go on inside. When you try to go further, you'll be stopped by

Nick D, who will challenge you for the XStone. He's a joke, with some of the weakest Robopon in the game. So beat his 4 BulBot and he'll leave. Then go to the room on the left and pick up Hyper Battery. Then go east and down the stairs.

Pick up Wind1 from the room in the bottom left corner, then save and heal and go fight Maskman. After a short dialogue, you get to fight hi...

Maskman

Robopon: TuTank L4, Taker L5, Underx2 L5

Is it just me? or is this game too easy. I beat him with no problem. And then you get the Title of BIG Wannabe. Then his family leaves! hah!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
Anyway, before you leave, pick up the repair from the cupboard at the back. Then leave this place for good.

Now head for the tunnel, follow the path and you'll be at a circus.

Circus

Head up the mountain and see a show. Brutal will tell you that Russell will make the volcano erupt. Then when it does, then RUN! It turns out that the XStone is inside the mountain. So now, no one can get it and no one can challenge him to a battle. After that scene, leave and go to Murota.

Murota

Parts Shop:	ATK	DEF	SPD	FOR	WIL	Description	
RazSword	340G	20	18	6	6	12	Fighter
Kantana	400G	19	19	7	7	13	Knight
MegaGlov	380G	18	16	12	8	14	Punch
ChainWhp	460G	12	12	12	18	16	Sorcerer
S-Nozzle	420G	15	15	6	16	18	Healer
CanBomb3	340G	17	15	18	8	12	Land
Torpedo	380G	16	16	16	11	11	Sea

Software Shop:

Wind1	880G	Sick2	360G
Rock1	960G	Cure2	380G
Up1	170G	Kiss1	200G
Down	170G		

Item Shop:

Kerosene	40G	-	Heals 30 HP
10Volt	60G	-	Restores 30 EP
Start Up	60G	-	Cures of suspend
AntiRust	100G	-	Cures of Rust
VirusChk	60G	-	Cures of Virus
AntiFog	120G	-	Clears Fog
Escape	60G	-	Escape Dungeons

This whole area is full of snow... Finally! some new parts! So you might want to upgrade your parts for your Robopons. Maybe you'll need some new software too, so make sure you have enough money. When you're done that, go and battle the guy at the hot spring in the right. Beat him and you'll get some money, but most importantly, you get a NiCD Battery!

That's something you don't see everyday. Talk to a girl inside the hot spring building will give you tips that a Mangan Battery and the NiCD Battery will make a Meddy! Keep that in mind for now, OR you can just look in my FAQ :)

Now go to the lab, fight the girl that's right at the entrance. Beat her and get a Mangan Battery. Now you can get Meddy, but that's only if you don't have a Healer yet. Go to the Strange looking building, it looks exactly like the other building with the Time Machine. But this time, the Time Machine is not finished yet. So you'll need to get Dr. Don some Cobra TreeSap from deep into the Nenji Valley. Talk to Sam and he'll tell you about why Prof. Don wants to go back 20 years. It turns out there is a ship that sank 20 years ago and there were a lot of treasure on board it. So Sam's guess is that Don wants the gold and everything. Now leave here and go to Nenji Valley.

Nenji Valley

Roboapon: Granit, Ping, RevD-Up, Wobble

Head straight up and into the cave. Now that you're inside, go east, then north and down the stairs. Pick up Mangan Battery and then go all the way back to the entrance and go west and north. Then at the first intersection, go east then down the stairs.

Go east north and west, but ignore the exit because the Cobra Tree is not there. Keep going and pick up Ice2. Then go back to the stairs and head south then north and down the stairs.

Follow the path and you'll come to an intersection. Go east and there is nothing there, so don't go there. Go north and pick up Repire. Now go west follow the path and you'll end up in Kappa Village.

Kappa Village

Software Shop:

Ice2 840G

Kiss2 800G

Lifel 1280G

Hatel 1560G

Love1 3200G

The flowers are people. There are two flowers that's willing to battle. Beat one to get Normal battery, beat the other one and get Mangan Battery. Get the Treesap from the tree in the upper right corner. If you can't find it, just go up to every tree and press A. Then one of them has got to have it. There is a Lab here but it'll only heal. Also note that the software shop here have some new items so pick them up. Pick up BlueMush from that raised up area. When you're done, leave and head back to Murota Village. I've found a great way to get out of here, once you're in the Kappa Village and wants to get back to the real world, all you have to do is go into the cave and use the Item Escape. It'll take you right back to the cave entrance so that you don't have to go through it when you leave! Great discovery :)

Murota Village

Stock up on items, heal your Roboapons, then go to Dr. Don. Give him the TreeSap and you'll be the test pilot again for the time Machine. Now as soon as you get to the past, you'll be stopped by a man and will soon

be kicked out of his house. He's a real madman you know that? There is a guy in the Item Shop who'll give you a Mangan Battery when you beat him. There is also a clown behind the tree in the east side of the town that's willing to battle you. After you beat him, he has been the one that's stealing vegetable. He tells you he gives it to his sister. Anyway, you get Sick2 for beating him. Go into the house next to the Lab, and you'll find a ForMem in Cupboard to the right.

If you talk to ppl, you'll find out that strange things have been happening around here. Like animals disappears, and kids being sold, I don't know what's going on but I bet we gonna find out soon.

Nenji Cave

Robopon: Granit, KingPon, Ping, RevD-Up, Wobble

This is exactly the same, except for the items. So I'll just use the same walkthrough but I'll change the items. Head straight up and into the cave. Now that you're inside, go east, then north and down the stairs. Pick up Super Battery and then go all the way back to the entrance and go west and north. Then at the first intersection, go east then down the stairs.

Go east north and west, but ignore the exit because the Cobra Tree is not there. Keep going and pick up 130G. Then go back to the stairs and head south then north and down the stairs.

Follow the path and you'll come to an intersection. Go east and there is nothing there, so don't go there. Go north and pick up Up2. Now go west follow the path and just as you try to leave the cave, you're contacted by Dr. Zero. He'll send you a gift, but it's actually a battle he's giving you. After you beat the Robot he send you, he'll talk to you for a bit more. Then go to Kappa Village.

Kappa Village

Now you'll see Brutal and Russell taking a Kappa and they're planning on making money with it. Then Brutal will tell Russell to fight you because they can't let anyone know about this cuz the animal protectors will go buckwild if they knew about this. So you'll have to fight him.

Russell

Robopon: Rocker L12, El Seed L9, Timzup L9

He's too easy, they're all too easy :) Beat him and Brutal will talk and he tells you to keep it as a secret. Then he wants you to be part of the circus. Now There is a Kappa that's willing to fight. Beat him and get Lifel. Go and talk to Kamama, she's the one that has the different color than all the other kappas. She'll tell you that the wuki she loves was taken away and all the Kappa hates all humans. There is nothing left here. So go to the circus.

Circus

Walk up the the girl and she'll ask you to join. Why not? So join and go into the Dome. When you walk in, you'll see the Kappa and Russell training. The Kappa can't do anything, but Russell isn't much better either. So both of them don't get dinner. Go and talk to the girl in the pink. She'll take you to Brutal, follow her. Once you walk into

the door, she'll guide you from there. Here is a kind of funny conversation. Then she show you your room, and give you a piece of advice. Then you'll in control again. Check the drawer behind you for a AtkMem. Leave you room, then go into Brutal's room and check the drawer at the very left for a EPMem. Then, go into the room just right of yours, pick up NiCD Battery from the treasure chest. Now go to the door that's all the way at the right. There will be a prison like kind of room. The Kappa and another girl is locked in here. To help them, talk to both of them. The girl will tell you about you'll need a key to get them out. So you'll need to find the key.

Now when you go back to Brutal's room, he will be gone. So check the bookcase that he was standing in front of and a hidden path way will show up.

Hidden Path Way

Roboapon: Hippon, Octopon

Items: Cure2, Hammer, Hyper Battery

When you first come in, follow the path then go north when you can. Pick up Cure2, Hammer, and Hyper Battery from the three chests. Then continue following the path and down the stairs. You'll see a room with Brutal and a guy named Jackal.

Jackal

Roboapon: Mock V L12, Fagin L13, Wobble L12, CamBot L12

He ain't hard if your Roboapon is above level 15. My Roboapons for winning this battle are Sunny L14, Disco Q L13, Ping L14. After you beat him, he will be on the ground. Check him for the Cage Key, so now go free the Kappa and the Girl!

When you're there, first check the first cage with the three items in it. There will be a Lab who will heal your Pons then grab the 130G and the Down2. Now free the Kappa, then free the girl. You'll have to take home the Kappa. When you talk to the girl, she'll give you NiCD Battery and then she'll leave. Then if you talk to the bars thing behind where the girl was standing and it'll say that it's been there for the last 20 years. But for some reason he don't want to come out because that's the only place he feels safe from Brutal. Then he turns out to be Hoffman Tower business service! So you can take out some Roboapon if you want but you don't have to.

With all the Batteries you have now, I suggest you get Meddy as a Healer if you haven't got her already. You can also get Sumito, who has 2 enhance forms and is a good all round Roboapon. TokBot is alright as a Roboapon too.

Then when you try to leave, Russell will once again have to fight you. There are two options, but the bottom one will just lead you back to choosing again, so that is no point of choosing it, instead, choose the top option (the freedom one) and battle him.

Russell

Roboapon: Rocker L12, El Seedx2 L12, O-Count L12.

This battle gets a bit harder than the old ones. Just make sure you have

four Robopon, then make sure you have one that can heal. All you have to do is pound his Pons 'till they're scrapped. When you beat him, he'll go tell Brutal. So heal your Robopons, then try to leave. You'll have to fight Brutal...

Brutal

Robopon: GGTBot L15, Zap L15, Sprouch L15, Robby L15

For some reason he gets to surprise attack you. So be ready for it. Unless your Robopons are extra powerful, otherwise you'll have one dead Pon the first turn, so make sure you have Life Software equipped and use it on the scrapped Robopon. Then, all you have to do is kill his pons one by one. Same strat as last battle, have one Pon heal and the rest attack.

When you beat him, you can leave. When you get outside, Kappa will go smash something because he's so mad. So he smashes the rock that was blocking your way into the mountain. Now you can go in there, but before that, you must bring Kapapa back to the Kappa Village. Do so, and then come back here.

Nenji Valley

Aren't you tried of this place by now? it's so annoying to me cuz all the random battles keeps popping up! Anyway, give Kapapa to Kamama, and she'll change her mind about you. She tell you if you come back in 20 years, she'll give you a thank you gift or something, so remember to come back here once you get back to the present. Now head back to the Circus.

Circus

Go up the path up at the back of the Dome. Once you're there, go into the cave.

P?? Cave (forgot name)

Robopon: Racer, Ralph, Robby, Sherman, Viper2

Go down the stairs, and you'll be outside. You'll see a Fossilized Robopon there, but there is nothing you can do to get it now, but don't worry, we'll come back for it later. Now go Northeast, and into the cave. Follow the path and out. Follow this path and into the next cave. Down the stairs, and finally you get to choose where you go here. Go north there is nothing there, so go south, around and into the next area. Go straight up, follow that path and find a Mild Battery. next head back and go southeast. When you're outside, go north and into the cave, pick up NiCD Battery and an Escape item. Then leave and go west into the next area. Finally we made it here. Pick up XStone6 and we can leave. Use Escape and you'll be back at the Circus in a flash. Now go back to Murota Village.

Murota Village

Go back to the time Machine, and the Man that's blocking the way will go crazy because you have a XStone. Now that he's upside down, ride the TimeMachine back to the present. When you get there, the TimeMachine will blow up, so you won't be able to go back in time, for now. So go back to Kamama and Kapapa and Kapapa will give you Magfruit! Now

you can freeze the lava, find Brutal and challenge him for a new class. But first, we'll need to go to the Miller Mill and create that MagJuice.

Murota Village

Give the MagFruit to Matt, and he'll make you MagJuice. He'll take MagFruit, then after some trouble, he'll make MagJuice. Talk to him to get it, he'll also tell you that you'll need to pour that into the Magmar so that it would freeze up. So now go to the Circus.

Circus

Walk up to the lava and you'll pour the MagJuice into the lava. The lava will be gone and you'll be able to keep going. When you try to enter the Dome, the all time annoying Nick D will want the next XStone. So battle him.

Nick D

Robocon: BulBot L14, Racer L14, Hippon L14, Octopon L14
He got stronger this time. But still a piece of cake. Defeat him and enter the Dome.

When you walk towards them, you'll have two options, one fight them, the other not, but you'll have no choice but to fight once you're there, so fight. Russell fights first.

Russell

Robocon: Sprouch L14, Rocker L14, O-Count L14

He hasn't improve much. Defeat him and then fight Brutal.

Brutal

Robocon: GGTBot L12, Sprouch L15, Robby L15, Zap L14

He prove a bit more challenging than Russell. Just take out his GGTBot first, then the rest is a piece of cake. When you beat him, you're now ContendR! Congrats! Now go and pick up Oil1X from the chest in the upper left corner of the room. Now leave here and there will be new land for you to explore. So go to the tunnel.

Tunnel

From the first guard you see, go southeast and follow the path until you reach a next guard. Then there are two exits. If you go to the one on the right, you'll see a scene of a UFO crashing when you get out of the tunnel. If you go to the one on the left, you won't see that. So what I did is went to the one on the right first, then went to the one on the left cuz that area looks smaller... On the left path will be a Battery Clatter, it'll give you Normal, Super, Hyper, Mild, Mangan, and NiCD Batteries.

When you get out of the left side of the tunnel, you'll see a Mushroom Shop.

Mushroom Shop

This shop is special. Let me first explain how it works. The mushrooms you collect throughout the adventure can only be used here as Mushrooms to summon Spirit. There are few different mushrooms, remember the Blue Mushroom we got? well this is the place to use it. The Blue Mushroom will get you Dimitri. Who will stay with you for the next 30 battles and you'll encounter enemies more often. So if you like him, then get him, if not then don't. I didn't :) Now go back to the side where you saw the UFO and leave the tunnel area. Head southeast to Tycho Village

Tycho Village

Parts Shop:	ATK	DEF	SPD	FOR	WIL	Description	
TigerSwd	680G	24	22	11	12	18	Fighter
FirLance	800G	23	23	13	12	20	Knight
AutoGlov	760G	22	20	20	13	19	Punch
IronBall	720G	20	20	25	14	15	Thief
ThornWhp	920G	16	17	18	23	22	Sorcerer
LuckyArm	840G	20	18	13	20	23	Healer
Flag	680G	20	20	25	15	14	Land
FishHook	760G	20	18	28	18	15	Sea
Atomic	880G	19	19	30	12	15	Sky

Software Shop:

Fire2	760G	Sick3	1440G
Ice2	840G	Cure3	1520G
Up2	250G	Kiss2	800G
Down2	240G		

Item Shop:

Kerosene	40G	-	Heals 30 HP
Oil	100G	-	Heals 80 HP
10Volt	60G	-	Restores 30 EP
Start Up	60G	-	Cures of suspend
AntiRust	100G	-	Cures of Rust
VirusChk	60G	-	Cures of Virus
AntiFog	120G	-	Clears Fog
FireWall	60G	-	Repairs Hack
Repair	1000G	-	Revives (LowHP)
Escape	60G	-	Escape Dungeons

The crashed UFO is here. There is a guy next to the UFO that's willing to fight. Beat him and get an Air Battery. That's a new one, so you can now get a new Robopon with it. You'll want to upgrade the parts and software for your Robopon. Go into the Item Shop. It's divided into two rooms. Go into the room on the left and pick up SpdMem from the third drawer from the left. Now goto the house in the upper right side of the village. Pick up Air Battery from the chest. If you talk to the kid there, he'll tell you that the dog is scary so stay away. Go talk to the dog and choose the top option to battle it. Beat it and get Kiss2. Now leave this house and go east. Talk to the girl that's glowing. You'll have a short convo. and you'll have to battle Xardon.

Xardon

Robopon: Chimp L14, Platnum L14, Woolly L14, Fighter L14

He ain't hard at all. My Pons for this battle was Sunny L16, Ping L15, Disco Q L18, and Timzup L10. Beat him get nothing and you'll have to

fight him again sometime. Talk to the girl again and she'll tell you to meet her at Kepler Village. Is it just me or is she an alien?

Anyway, go south from there, talk to the people and then try to leave the village. You'll be stopped by a guy named Tataki and he'll ask you if you know Miho. Then after you talk to him for a bit and leave for Kepler Village.

Kepler Village

There is a girl in the house in the bottom-middle of the town that's willing to battle. Beat her and get Wind2. There is a MindMem in the third Cupboard from the left in the first house at the bottom when you enter the town.

Go to talk Mr. Rocket, and you'll find out that he found an alien. He talks for a bit, then Rena will tell you to go to the GALILEO WINDMILL. Then Rena teleports there. And I guess that's where you have to go next.

You'll also find a house of Prof. Don and Sam, but they ain't home so we'll have to come back here later. Now head for the Galileo Windmill.

Galileo Windmill

There is a guy to battle in the first house you see when you walk into the village. Beat him and get 1200 exp. points (divided by the number of Pons you have). Go talk to Rena, she'll tell you to find a GateBall for her so that you can challenge her for her Amateur Title. So go to the WindMill on the left that says 2 on it. Go in.

WindMill 2

Robopon: Bould, Leaky, Magipon, Thief

Go north until you're at the intersection, then go east, north and down the stairs. You'll see a Girl there but ignore her for now. Pick up Yellow Mushroom and head back. Then go south and pick up Hyper Battery. Note that you can get batteries for defeating wild Robopons from now on. Anyway, go now and down the stairs.

I don't think there are anything on the floor, so down to the next floor.

Go a bit south and go through that half hidden pathway on the left wall. You'll see the door frames on it. Follow the path and pick up GateBall from the treasure chest. After you get it, get out of there and talk to Rena.

Talk to Rena and she'll tell you to meet her at Lover's Cliff.

Lover's Cliff

There is a house with a Lab and Hoffman service center at the south of the entrance. Go east and talk to Rena, then you finally get to learn about her if you haven't. She gives you UFO Key and GateBall and tell you to go capture her Aliens friends. After talking to her, you'll have to go and look for them. First, you'll need to go to the crashed UFO and pick up the items you'll need.

Tycho Village

Go to the right side of the UFO and press A to go inside.

UFO

Robopon: Timzup, Whirlee

When you first go in, go east and you'll see a chest that cannot be opened yet. Now go northeast and pick up IR Scope which can be used by pressing R. Go to the opposite side of the ship and you'll find Rock2. Now leave the UFO. Now go find the aliens, I won't walk you through this step by step cuz this is pretty easy, but I will tell you the location of the Aliens.

To catch these aliens, you'll have to find them and talk to them, then battle them. After you beat them, talk to them again and use the Gateball on them, then they're caught.

You can only access the sixth alien after you've caught the first five.

1. Sharon - The chest that won't open inside the UFO
2. Ayumi - In the top left corner of Tycho Village
3. Mima - Located inside WindMill2
4. Urara - The flower behind the Item Shop and Lab building
in Kepler Village
5. Lyn - The painting outside a house in Kepler Village
6. Miho - Inside Prof. Don's Lab

When you talk to the girl in the lab, Tataki will run in and break your IR Scope. Then they'll both go back in time using the Time Machine, and you'll be forced to follow them.

Kepler Village

After you arrive here, you'll see a short scene of Tataki and Miho talking. Then they'll leave and you'll have to find them. There is a guy that you can battle right when you leave the area you arrived in. Beat him for a Normal Battery. There isn't many places to go, so it's not hard to find them. Go to Lover's Cliff.

Lover's Cliff

Go into the house and the woman there will battle you. Beat her for some money. Now go to the cliff area and you'll see the two talking. Miho will tell Tataki that she's an Alien, and he won't believe it. Tataki sees you, so they leave. (I'm really tired of the @\$\$**** running away. If I was in the game, he would've been shot already!)

Anyway, follow them to Kepler Village. Walk up to the two, they'll talk for a bit more, then run away again and then you follow them again. Head to WindMills.

Galileo Windmill

Talk to the guy standing in front of the Windmill and he'll tell you that the couple ran to Windmill 1. Go there.

Windmill 1

The woman in the southeast corner of the Windmill will battle. Beat her for Level. Then go down stairs.

Head east, south, and pick up Hyper Battery than down the stairs.

Follow the path and pick up Fire2. Go southeast from there and you'll see them again. They run. Follow them to Windmill 2.

Windmill 2

There are two chest on this floor, check them and pick up Mangan and Air Battery. Down the stairs in the left. Follow the path to the southeast, find them, and they run again. Head to Windmill 3.

Windmill 3

Go in and up the stairs. Go south and pick up NiCD Battery. Then go east and up the stairs. Follow the path and up the stairs again. Then here, follow the path and you'll find Tataki and Miho. Tataki will talk again. (Man he's so annoying!) Then they run away again! But this time will be the last time the run, atleast I hope it's the last time. Go back to the main area and you'll find them standing there. Tataki will say that Miho's feeling for him is going away because of you. Then the good part takes place, Miho cuss him off, saying a bunch of bad stuff about Tataki. Tataki then gets mad and talk back to her, then knocks her into the Windmill :) You'll have to follow once again.

Main WindMill

Roboapon: Meddy, Nitboat, Vic

Go inside, go in the room in the middle and pick up 240G. Then go down the left staircase and pick up NiCD Battery and Hate2. Go back and down the next staircase and you have to go northwest, so make you way around the walls and go there.

When you get to the northwest corner of the floor, you'll see a strange door in the wall. Talk to it and it'll tell you Tataki and Miho just forced their way in there. He wants to haunt them down but too lazy. He'll let you pass if you answer his question correctly, so here it is: (if you answer it wrong, you'll have to battle him.)

Q: Once upon of time a village named Tycho existed with beautiful Windmills. How many Windmills are there?

A: 2 Windmills

You may pass after you answer it correctly, now go I'll just tell you where the items are and you can get them.

1. There is a Star Battery in the bottom right corner.
2. There is a fossilized Roboapon in the middle of the floor. In the same room are a set of staircase that leads to a MegaVolt that recovers all EP.
3. The door you need to go to is in the north side of the room. You have to go around everything to get there

The door's question:

Q: One day, a village called Tycho will come to exist. The plants I see in Tycho are very strange... different. They're very unique. So I ask you, what do the green plants in Tycho look like?

A: I'm clueless.

Oh man, another floor??? Alright, anyway, here are the items and doors:

1. Star Battery in the lower right corner.
2. Tataki and Miho in the lower corner.

How I got there the fastest was to go straight down from where you start, pick up Star Battery than head straight left and get to Tataki since there are nothing else in here.

When you get there, Miho and Tataki will have a next conversation. Then Miho turns alien on him, he goes buckwild, saying he though all the stuff about alien was a joke, but no, it's not. He say he can't love an ugly eight-legged octopus. So he rans away, and Miho talks and say she knew about you, so no need for battle, so Gateball, then use Escape and leave this annyoining place and head back to the Time Machine. Oh yea, the guy at the house near the Windmill will battle you. You don't get anything, but good exprience. Now after Tataki talk to you, use the Time Machine and go back to the present time.

Prof Don's Lab

Tataki will talk once again, and the Time Machine explodes. Then Prof. Don and Sam moves again. Now you'll have to find that last alien, so leave here and go back to the WindMill.

Windmill

Robopon: Fighter, Meddy, Ruby

This again, well, go to the middle room pick up 210G and down the stairs to pick up Star Battery and Fire2. Go up the stairs east of where you are.

Now, the stairs are in the Northwest corner of this room, but you'll have to go around clockwise to get there. When you are there, the door talks to you and reconize you from 20 years ago. Then he ask you a question:

Q: How many tulips are in Tycho Village in total

A: How should I know?

Next floor door in the northeast corner of the floor, so make your way there. Air Battery in southeast corner of the floor. If you go into the staircase in the middle of the room, there is a Down3 there, so make sure you pick that up.

Q: How many fish in Kepler's lake?

A: It's 10 fish

Now next floor, man, this is annyoining... There is a Lab south of where you start. Pick up Air Battery in the southeast corner of the floor. Now head west to find Myuung. She tell you that she'll give you the XStone if you defeat her.

Myuung

Robopon: Racer L19, Vic L19, Boiler L19, Sprouch L19

She ain't that hard, just heal when you need to and pound her with all

you've got. The Robopon I used for this battle are Sun-02 L16, Disco Q L26, Ping L18, and Robby L14. Beat her, talk to her and get XStone5. Capture her with the Gateball. Now go down one floor, take a few steps and it's Xardon again.

Xardon

Robopon: Prime L16, Wollyx2 L20, Fighter L20

He didn't improve much except for levels. So if you trained hard enough, you'll have no problems with him, well I did cuz I didn't level enough, he was kind of annoying, but I got rid of him pretty quick anyway. Just watchout for his Prime, make sure you kill that Pon first, then the rest should not be a problem. Defeat him and get nothing but some money.

Now head to Rena's house, find her there. She'll thank her parents and give them a MoonBall that restores energy, then she tell you to meet her at Lover's Cliff for the battle. Then as soon as you leave the house, Nick D. battles for the next XStone, then again, he still sucks, so defeat him. Heal your Pons somewhere, then go fight Rena.

Lover's Cliff

Talk to Rena and she tell you a bit about the legend of Lover's Cliff.

The Legend said that those couples that come here will be seperated. So she confess that she likes you, and that she don't want to battle you, and she wants to stay with you but she have to go... some more, then battle.

Rena

Robopon: Fagin L21, Sherry L18, Fencer L21, Ping L21

She'll surprise attack you, so be ready for it. She ain't that tough, just make sure you know what you're doing and you'll be fine, and if you can't beat her, just train a bit more and come up with a strategy or something. This game is so easy you shouldn't have a problem with it.

After you beat her, the aliens will be teleported on to their ship on by one... I feel so sad after what Utada said, I feel like crying too :)

Anyway, when you gain control again, see the big star there? Check it for a SpaceGun, if you can't find it, check every side of the Star for it. Leave here for the World Map.

World Map

Here you'll see a new star, it's MarcoLand, so head there.

MarcoLand

Parts Shop:	ATK	DEF	SPD	FOR	WIL	Description	
DragnSwd	1360G	36	35	16	16	18	Fighter
IceLance	1600G	35	35	18	18	20	Knight
ZapGlove	1520G	34	34	26	18	20	Punch
Crossbow	1440G	32	30	30	18	22	Thief
Pistol	1760G	36	26	26	23	23	Gunner
LasrBlad	1840G	26	26	20	32	30	Sorcerer

AngelRng	1680G	28	30	16	18	30	Healer
DeadClaw	1920G	32	32	18	26	24	Devil
Tirecut	1360G	28	32	34	18	20	Land
Anchor	1520G	24	32	30	22	24	Sea
Radar	1760G	27	30	40	18	17	Sky

Software Shop:

Wind2	3520G	Sick3	1440G
Rock2	3840G	Cure3	1520G
Up3	340G	Kiss2	800G
Down3	320G		

Item Shop:

Kerosene	40G	-	Heals 30 HP
Oil	100G	-	Heals 80 HP
10Volt	60G	-	Restores 30 EP
100Volt	140G	-	Restores 80 EP
HydroSys	600G	-	Receive 100HP on EP
Start Up	60G	-	Cures of suspend
AntiRust	100G	-	Cures of Rust
VirusChk	60G	-	Cures of Virus
AntiFog	120G	-	Clears Fog
Scandisk	80G	-	Repaires SysCrash
FireWall	60G	-	Repairs Hack
Repair	1000G	-	Revives (LowHP)
Escape	60G	-	Escape Dungeons

There is a LifeMem in one of the cupboard in the Parts and Software Shop. There is a Kid in the house in the upper right side of town to battle. Beat him for a Cool Battery. The girl in the purple hair will battle too. Defeat her for a Silver Battery. So after you stock in on parts and softs, go into the big building in the middle. Check the middle Red Cupboard in the left side for a SpdMem. Now either use the stairs or the elevator at the back to get up to the second floor.

Floor 2

There is a guy in the R&B room that's willing to fight. Beat him for a Super Battery. There is a BlueMushroom on the left side of the room near the entrance. Go up one floor.

Floor 3

Go into the CEO room and Mr. Gait will be there waiting for you. He'll tell you a bunch of stuff about computers and then he gets to the point where he tells you he's the Player, then uploads the XStone into the system to somewhere else where he thinks you can't get it. After he's done talking, leave the building. Head for Town of Walda.

Town of Walda

You'll find the XStone here, but you can't get it here because the people just keep sending it around. So head east, there will be a house then Dr. Zero contacts you, and then sends Tempest after you. He has three lives, quite annoying huh?

Tempest

Robopon: Sprouch L?, Thiefx2 L17 L20, Viper2 L?

You shouldn't have much trouble with him. I defeated him with Sun-02 L19, Disco Q L27, Yuki L17. Beat him and get nothing, then go into the house.

Once you're in, you'll learn a whole lot about the waffle disk from the first guy you see in the house. There is a MindMem in the drawer in the third room from the left. Then there is a Gold Battery in the first room from the right. Head up to the second floor.

Mr. Waffle is in the second room here. Talk to him twice, then go to the first room from the right and you'll see Prof. Don and Sam there with a Time Machine. Prof. Don tells you to leave because it's a diasater everytime you're near the Time Machine. Then Dr. Disc bust in and gives you your personal Time Machine. He'll tell you that you can use it until the tournament, he needs you to go back in time to find a MemChip to complete the model. After he talk, he knocks you into Prof. Don's Time Machine and then you're back in time again :)

Apartment

Go into the room where Mr. Waffle was and you'll find Mr. Gait there. He'll say that he'll become rich one day and then leaves the room. Also the Marco Computer won't be completed without a MemChip. So there is probably one in Dreamland he say, so we'll need to get it before he does. Go into the room next to the Time Machine to find a Silver Battery. Go into the first room from the right on floor one to find Cool Battery. Now you can leave the building.

Walda Town

There is a Yellow Mushroom under the trees just behind the Apartment. Head for WaffleLand.

WaffleLand

Go back to where Mr. Gait was in the present, then Mr. Waffle will be there talk to him and he'll say never give you an I.P address. Talk to him again and he'll give you a hint that it's written in this room. Then go south into the next room and check the PC for a EPMem. Now go back and you'll see Waffle writtened on the north wall. Go read it, then enter it in the computer there. You'll then be transported to a house, and you'll have to battle the guy there for the next I.P address. When you do beat him, use his pc to get to the next place... He'll give you GCN as the I.P address. The next guy gives you Robopon. The girl there will give you Boy and Cube. Boy will lead you to a next house, while Cube takes you to Mr. Gait's apartment. Better go to the next girl's house with Boy. Then beat the girl there and she'll give you three I.P.s, Cross, Ring, Game. Cross and Ring will take you to Mr. Gait's apartment. So that leaves you with Game, which will take you to Dreamless Island.

Dreamless Island

Robopon:

There is some things here that you can go to, one is the Lab, and then the Parts Shop, also the Jar in the North that's actually a Hoffman Tower service center. Then the guy there will battle. Beat him for a Ray2, which should be a great addition to your current parts. Then go into the only building you can enter.

Dungeon

Robopon: AirRaid, CamBot, Filimen, Gobby, Gunball, Tomuhok

This is not hard, just have to know where to go. When you first go in, go around the wall and north pass the first intersection. At the second intersection, go in and pick up LionClaw, then keep going northwest. Keep going follow the path until you can cross to the other side. When you can cross, do so and ignore the stairs for now, follow the path then go west and north when you can. Then go south and up the stairs and pick up Mangan Battery. Now go back and down the stairs and into the red thing which is a warp tile.

Now this part gets kind of hard, too myself a while to figure out. Ok so bare wit me. You'll arrive at a "L" shaped area. From where you are go east into the warp, then west, then east and you'll arrive at the "T" shaped area. There are three warp here, go to the one in the west side and you'll be at the next set of stairs. Don't go into the warp, try to go down the stairs and Tempest will once again challenge you. Beat him and down the stairs.

From where you are go west follow the path and keep going until you reach the end. Pick up Silver Battery and go south and go into the one and only warp tile. Then go to the one in the west and pick up another Silver Battery. Then into the warp and you'll be back at where you started, so go in, and this time go east and down the stairs.

Keep going east and pick up Wind2. Track back and go north and pick up MemChip, but expect a battle after that. As soon as you pick it up, Mr. Gait will appear with his X Dogs. Then you'll have to battle him.

Mr. Gait

Robopon: X Dogx3 L22

They're all useless, so just pound them to scarp. But they are so annoying because they can all use revive. So I'll hit them all once, then kill them all in one turn. Or if your pons are strong enough, kill two of them the first turn then if that one left use revive, it will only have half life so kill them both that turn, both of these work, depending on which one you like. Beat him for 1716 exp and 300 gold.

After you beat him, he'll say a bit more than leaves. Follow him using the computer. Then you'll be warped to Mr. Waffle's office, seeing Mr. Gait destorys everything, you'll have to do something.

Go back to the Time Machine and forward into the future. Go to the MarcoLand and into the Box Tower. Pick up all four of the Fire Extingishers. As soon as you pick one up and you'll have to fight a battle wit the guards. Beat them. They look like big red bottles. The first one is located right where you go in. The second one is on the second floor inside the conference room. The third and fourth are both on the third floor. One is in the northeast and the other is in Mr. Gait's office.

Mr. Gait

Robopon: I-80 L24, X Dogx2 L22

He's probably the hardest one you've fight so far in this game. His I-80's level is kind of high, so make sure you're prepared for it. One reason this battle is so hard it's because they get to surprise attack you, and all the X Dogs are very fast, therefore giving them a two turn advantage over you. The first time I fought him, 2 of my Robopons got scarped by turn 2, so I had to go get my stronger Pons :)

After you get all four, travel back in time.

Now that you're back in time, you'll have to get the Waffle Disk...

Box Tower

Robopon: Cellula, Mock V, Shelby

Go up to the stairs, use the Fire Ext. on it and head up the stairs.

Here, do the same.

Now go into the CEO's office, using a Fire Ext. on the way in. Go into the Waffle's Office and you'll see a disk on the ground surrounded by 3 fires. Use your Fire Ext. on any of them and pick it up and leave the building.

Go to the Time Machine and go back to the future. You'll see a scene of Prof. Don getting mad because Disc destroyed his Time Machine. Now Dr. Disc talks to you about some stuff. After that he leaves. Then you will have to go to Mr. Gait's office and upload the Waffle Disk into the Mother computer (the big one). It will crash and Gait will go get the Fire Ext. :) Now go pick up the XStone from the house in Walda, and then go back to the Box Tower to challenge Gait for the Player Rank.

Box Tower

Robopon: Cellula, El Seed, PrtoPon, Shelby, X Dog

Try to go up to the second floor and Tempest will be there to fight you. He ain't hard, so beat him. After he talks... (Is it just me or does everyone dies honorably in this game?) Anyway, he's dead and you might want to heal your pons before you continue on. Then up the stairs.

Nick D will fight you here. He's still pretty useless, so beat him and go into the CEO's room and you'll have to fight Gait. He got easier, I don't know why, but this battle ain't hard. Congrats! You're now the Player! After he's done, leave the building.

Downtown Wonder is now available next to Downtown Delica. There are a lot of similarities between the two. You can now get your Personal Time Machine at Downtown Delica. Dr. Disc is there waiting for you to get it. He'll also tell you the King of Wonder is the Champion. So you'll need to battle him next.

Now that you have to Time Machine, you can go back in time and pick up a few items, such as the Mild Battery at Lover's Cliff (It's at the same place where you found SpaceGun). When you're done, go back to the present and head to Downtown Wonder, also My Tower is available

for you to visit too. It's a good place to train your Robopons.

Downtown Wonder

Parts Shop:	ATK	DEF	SPD	FOR	WIL	Description	
MekSword	2720G	52	51	18	22	24	Fighter
GaiaLnce	3200G	51	51	20	22	26	Knight
I-Knuckl	3040G	50	50	37	21	25	Punch
TriArrow	2880G	46	45	48	18	26	Thief
Bazooka	3520G	54	44	40	23	27	Gunner
E-Yoyo	3680G	34	36	22	47	49	Sorcerer
TV-Remot	3360G	44	45	17	38	42	Healer
CrossArm	3840G	46	52	24	31	33	Devil
Tiredril	2720G	43	44	52	22	25	Land
SharkBmb	3040G	40	44	48	26	28	Sea
WingFan	3520G	44	42	54	20	26	Sky

Software Shop:

Ray2	8320G
Kill1	4960G
Up3	340G
Down3	320G
Sick4	2880G

Item Shop:

Kerosene	40G	-	Heals 30 HP
Oil	100G	-	Heals 80 HP
Gasoline	400G	-	Heals 180 HP
10Volt	60G	-	Restores 30 EP
100Volt	140G	-	Restores 80 EP
HydroSys	600G	-	Receive 100HP on EP
Start Up	60G	-	Cures of suspend
AntiRust	100G	-	Cures of Rust
VirusChk	60G	-	Cures of Virus
AntiFog	120G	-	Clears Fog
Scandisk	80G	-	Repaires SysCrash
FireWall	60G	-	Repairs Hack
Defrag	500G	-	Cure all ailments
Repair	1000G	-	Revives (LowHP)
Overhaul	2500G	-	Revives (HighHP)
Escape	60G	-	Escape Dungeons

Here are some new parts once again, so make sure you upgrade. There is a boy in the Item Shop that will battle. Beat him for a Wild Battery. Right now, my Robopons and Sun-02 L23, Draco L21, Disco Q L30, Boomer L10 (new). The reason I have Bommer is because I can have two fast Pons and two Strong ones. Disco Q levels up so quick it's not even funny :) There is a ShldMem in the house east of the Parts and Software Shop. It is located in the Cupboard in the upper left corner. Go to the castle in the north.

Wonder Castle

The good thing here is that there are no random encounters. So all you have to do is grab everything then leave.

As soon as you go in, go west and down the stairs. This is the barracks, pick up the Silver Battery here. Go back and this time go east.

There is a LifeMem in the northwest bookcase, it's at the right side

of it. Now leave and go north, at the intersection, go up the stairs. The king is in the next room, even though he won't say anything, talk to him anyway because it might have to do with the future events. Now get out of here because there is nothing here. Let's go to the Delica Castle.

-----*NOTES*-----

I've received a LOT of questions concerning this area of the game. I MYSELF do NOT understand the problems and since I don't play it anymore, I don't know what is wrong with it, but I think it has something to do with finding Bisco and returning to the future, if you have anymore questions about this part, plz mail me along with your problem and I'll try my best to help

-----*END OF NOTES*-----

Delica Castle

This one is bigger than the other one, infact, it's bigger than it look. Go inside the castle, then either the left or the right door it doesn't make a difference. Now here are two choices, either go left or the right and into the next room. Since I don't have much idea of what's inside, let's go left into the room first.

Here, follow the path and then there will be two staircase. The one on the left leads down to the basement, which has nothing there. The one on the right leads up to the second floor which has the King of Delica in there. Now go up to the second floor.

There is a guy on the left side of the hall that's willing to battle. Beat him for a FireWall and a Star Battery. With all the Star Batteries you have now, you should be able to get atleast one or two good Pons. Now from where you are go south then east and into the Audience Room. The DeliKing is here talking to Romeo and Juliet (sounds familiar?). Then after the King said that if Romeo can get the Proof of FriendShip from the WonderKing, then he'll let them get married. Romeo runs out of the room. Now leave the castle and go south a screen

When you'll notice the Guard that was blocking the path is gone, that means you can travel between the two towns using the underground path. I don't see the point of that, but there must be so items here. Before you go into here, go to the AirStrip and go back in time to get a few items.

Downtown Wonder

There is a AtkMem in the Lab. It's located in the cupboard in the middle of the left room. Now head to the castle.

Once again, go left into the barracks and pick up Wild Battery. Go back to the Library, remember where you found that LifeMem, well at the exact same spot you can now find MindMem. Now go to the Prince's Room, there is the guy who'll battle you, beat him for Ice3. There is also the Yellow Mushroom in the same room. Now leave and go to Delica Castle.

Delica Castle

Before you go to the castle, you might want to go and battle the guy in the Lab in Downtown Delica for a Tough battery, now head to the

castle The biggest treasure here is the treasure room, which was blocked off by a guard in the present. So go there, NOW!!! If you don't know where it is, it's the stair that leads to the basement. From the basement head south until you reach the door leading into the room. The four items in the four treasure chests are FlySwatR, Noble Battery, Kiss3 and MindMem. If you go to the room next to this, the guard will say that Dangerous Robopon are locked in there so stay out. If you do go in, there will be a Robopon there. You can fight it if you wish but you probably won't win cuz all the Pons are level 60 in there. The four Robopons here are SunZero, Jordan, Prime, and Reaper. Now go back and go to the princess's room and battle the woman there and defeat her for a Fire3. Now head all the way back but before you go down the stairs, head east and there will be a Sky Gallery connecting to the Wonder Castle. You should see the Prince and the Princess here. Talk to them and leave, well, you don't HAVE to talk to them, but you have to leave :)

Since there is no more items here, for now, go back to the present and go to the tunnel in Downtown Delica.

Downtown Delica -----

Go into the door there by the guard. Here's an tunnel, go to the lake there. Romeo will be there, you'll see a short scene of Romeo trying to find the Proof of Friendship inside the lake, but then something will come up and then it'll be filled with water. Then you'll be arrested and you'll be send to Gust Prison.

Gust Prison -----

You can move around freely in here, so go around and talk to the people here. There are some that you can battle for different Batteries.

From where you are, go northeast and down the stairs. Battle the guard there for some exp. I was expecting a battery but guess not. Keep going at the 3-way intersection go left and there will be a Hoffman Tower service center there. Pick up a Blue Mushroom from the jail cell west of the service center. Now head back to the intersection and go south and follow the path. The guy there will tell you how to spark a Gigapon. There is also a Parts Shop there in the middle cell. From here go west and down the stairs.

Battle the prisoner there. Beat him for a Air Battery. Now head back to your cell for this area is cleared. From your jail cell, go south and talk to the people there then down the stairs. Follow the path and go north and up(?) the stairs.

The guard there is a Lab, talk to him and he'll heal your Pons. Go southwest and battle the guard there. After you beat him, go to the ground level which shouldn't be hard to find.

Yoiu can battle the prisoner in the middle of the area. Beat him and he gives you a Noble Battery! These are rare batteries for now cuz you can get some new Pons with them. Now head back to the Dock where the ship was. The ship is now gone but a guy in blue will fight you. After you beat him, free time will be over and you'll be immediately returned to the jail cell. Then a guard comes in the tell you that you'll be hanged, and any day could be your last. Then lights out and you'll be told to go to the cafe for your one and only meal. Go talk to the lady and she'll give you gray meat. You'll then go sit down and eat it.

Then y'all leave. Free time again. Battle the guy in the hall west of the cafe. Go up the stairs to the north of you, then go southwest and battle the same guard again. Beat him and get nothing. Go back to the same floor of your cell, the guy there in the big cell will fight you if you talk to him. Go down the northeastern staircase, fight the guard again. After this, go to the ground level and fight the third guy from the left that you see. Free Time will then be over. The guard comes in and talk to you again. Then lights out.

The next day, the guard comes in and tell you that you're sentenced to death, so you're locked in today and you'll have to wait a bit. Run around and after a while, Prof. Don and Sam arrives with their Time Machine! After the short conversation, sneak on board the Time Machine.

You're now in the past and they're planning an escape. You'll follow them and out to the left. There is a lab there, so heal up and continue on the path.

Path

Robopon: Chan, Fagin, Woolly

Follow the path, then when you come to an intersection, go north and follow that path to find a Tough Battery. Head back and then head south to the next part of the cave.

Follow the path here and go into the next path only to find a dead end. So y'all try to break through but y'all end up falling into the hole below. There will be some strange creatures but y'all decide that they can't help right now. So go south and exit this area and go to the next.

We're almost there. Go south and you'll see a exit. Don't go there yet. From there go north and pick up SolarSys and ThornBat. Now exit through the exit, then up the stairs and you'll end up at a woman's house. Leave the house and you'll see McDougals and they'll all leave. Now enter the Delica Castle and find the DeliKing and he'll tell you to search the castle for the thief cuz the Proof of FriendShip was stolen. Now go talk to the Wonder King, after, pick up a Yellow Mushroom from the Prince's room. Then as soon as you leave the area, Bisco will be there. Follow him, and he'll talk to you about how he found the XStone3 so he can challenge the DeliKing for the Champion rank. He leaves, follow him to the Delica Castle Entrance. Leave the castle and to the next area. Bisco tell you that he's going back to the present to challenge the DeliKing and he leaves. I'm starting to think that the Proof of FriendShip is the XStone3, but I ain't sure yet... anyway, follow Bisco back to the present and head to Delica Castle and find the DeliKing. Enjoy the scene here, Bisco gets put in prison, and the friendship is restored. Now head back to the lake where the little creatures are.

Capri Island

There is a Software shop here. The creature in the house in the west will battle. Beat it for a Cool Battery. Now head for the pot in the middle of the island, go into it.

There will be a few different holes. I'll go from the left to the right. There is 470G in the very left. The one next to it has Hate3 in it. The LoveSeed is in the one in the middle. Then there is a Gold Battery. And

next to the last one is a Red Mushroom, pick that up and go in and pick up Life2. These are some good treasures... I wonder where they came from.

After you pick all of them up, go outside and talk to the creature there and give it the Love Seed. He(?) will go plant it in the pot. Then you learn his name, which is Caprikid. The plant will grow like mad, and you'll follow them up into the sky. Head into the Capricolony.

Capricolony

Fight the Capri in the west side. Beat it for a Tough Battery. The Capri in the Northwest would fight you. Beat it for Sick4. There is another Capri that you can beat for a Kill1 in the northeast side of the Colony. Go talk to the Dad in the Dad room. He was about to give you the XStone3 as a prize, but then Caprikid dropped it. Now you'll have to go and get it.

Go back to the mainland and speak to the Prince. He'll apologize and tell you to go get a boat from Juliet. So go and speak to Juliet. She'll let you use the boat to get to Gust Prison. When you get there, go to the cell that was left of yours. Go in and to the left and talk to the guy there. He'll give you a Snorkel. Now go back to Delica Castle. Now go back in time and go to Gust Prison

Gust Prison

When you arrive, go up the stairs. The guy in the middle cell will battle. Beat him for the extra Noble Battery. Then go to the exercise field. You can battle the guy there in the middle. Beat him for a Tough Battery. Now go back to the present and it's time to get the XStone3.

Downtown Delica

Walk up to the water and use the Snorkel. Go up to the XStone3 and pick it up. Caprikid is there to thank you again. Now you can challenge the DeliKing for the Champion Rank. When you first get there, you'll have to fight the Romeo first, then the DeliKing. They ain't too hard, but ain't easy either. If you can't beat them, train some more at My Tower and come back to beat them.

Prince Romeo

Robopon: Meddy L29, NexTriK L29, PegSS L30, Train L29

He shouldn't be too hard. Make use of your Fire3 here. I took out two of his Robopon in one hit using Nova. Beat him and fight the King

DeliKing

Robopon: BigZapx2 L31, Curser L28, D'art L28

Hahahahahahaha!!!! This is a joke. My Sun-02 took out two of his Pons with one Nova(Hate). Then I finished him off in the same turn :) After you defeat him, talk to him and get XStone2! This is too easy... now leave Delica and head for Capricolony.

Capricolony

As you walk in, Nick D comes and he'll challenge you for the XStone2.

Man he's too easy, why does he even bother trying to get it... and I wonder what he'll done after I get all the XStones and he losses all the battle MUHAHAHAHAHAHAHAHAHA! Anyway, beat him and challenge the Capridad so that you can challenge the Elite Pappyco. He ain't hard, so beat him, go north by going around the walls and into the room. Now pick up the Wild Battery from the treasure chest and then challenge Pappyco for the Elite rank.

Pappyco

Robopon: Gundarn L32,

Holy \$**T he's hard. This is actually the only battle I had to level up some levels in order to beat him. My Robopon for this battle was Sun-02 L32, AirRaid L18, Yuki L17, Draco L28. It was hard for me cuz I had two new Pons, but I managed to beat him with Yuki down. After you beat him, congrats! you're now rank 2 Elite! Now leave here, and all there is left is rank 1. When you're on the world map, you'll see a new star. Now go there.

Quasi Tokyo

Parts Shop:	ATK	DEF	SPD	FOR	WIL	Description	
RazorSwd	5440G	68	67	32	34	36	Fighter
CryLance	6400G	67	67	34	36	40	Knight
Goldhunt	6080G	66	66	38	34	40	Punch
?-Box	5760G	62	57	60	36	36	Thief
AndroGun	7040G	68	57	49	41	41	Gunner
War-YoYo	7360G	52	60	40	52	60	Sorcerer
Ribbon	6720G	62	62	32	48	50	Healer
GReapArm	7680G	63	69	36	44	42	Devil
Missile	5440G	64	62	62	25	31	Land
WingNet	6080G	60	64	58	28	34	Sea
RailGun	7040G	62	60	64	26	32	Sky

Software Shop:

Fire3	6080G	Sick4	2880G
Ice3	6720G	Kiss3	6400G
Up3	340G		
Down3	320G		

Item Shop:

Kerosene	40G	-	Heals 30 HP
Oil	100G	-	Heals 80 HP
Gasoline	400G	-	Heals 180 HP
10Volt	60G	-	Restores 30 EP
100Volt	140G	-	Restores 80 EP
HydroSys	600G	-	Receive 100HP on EP
Start Up	60G	-	Cures of suspend
AntiRust	100G	-	Cures of Rust
VirusChk	60G	-	Cures of Virus
AntiFog	120G	-	Clears Fog
Scandisk	80G	-	Repaires SysCrash
FireWall	60G	-	Repairs Hack
Defrag	500G	-	Cure all ailments
Repair	1000G	-	Revives (LowHP)
Overhaul	2500G	-	Revives (HighHP)
Escape	60G	-	Escape Dungeons

As soon as you arrive, a guy named Riggs will be there planning something

that I did not understand. Anyway, when he's about to leave he figures out your the elite that just arrived. He tells you to go to his office in the next town if you want to find out who's the master. But before that, stock up on new items and buy new parts and software for your Robopons. There is a Battery Clatter east of the Software Shop. So far i've only got Silver Batteries from it. There is a SpdMem in one of the Cupboard inside the Item Shop. The old lady in the middle-right building will battle. You'll get a Gold Battery for your effort. Prof. Don and Sam is at the east of the city, if you go north, you'll see a big tower that you can't enter yet. Now go to Neon City.

Neon City

This is one of the more modern like city you'll see in this game. You can go around and talk to everyone if you like, but I'll get straight to the point since there is nothing important here. Go to Riggs's office and battle the reception lady. Go west and battle the guy there. Head up the elevator by talking to the lady inside it. Go to the south side of the room and up the elevator. Go out of there and you'll see a short scene of conversation, then Riggs calls in Sly for you to battle. After you beat him, Riggs will terminate Sly, man he IS evil! Then he tells you that the XStone is hidden in a light bulb in Neon City. He then gives you a present, but they keep giving you the wrong one. Talk to Riggs to get it, it's a DiaBadge. With it, you'll be a official member of the Riggs Construction and you'll be respected by everyone. How nice, I'm a member! :) After that, they leave cuz they've found someone in Quasi Tokyo, so I guess we'll follow them.

When you get outside, the Manhole will be open, that means that's what you should use to get to Quasi Tokyo.

Sewers

Go east until you reach an intersection. From there go north and find a Wild Battery. If you go northeast from there, you'll arrive at Knive's vacation home, which you can't do anything there for now. However there is a guard that you can battle there. Now head back to the intersection and go east from there and follow the path, then up the stairs.

Quasi Tokyo

When you get back outside, you'll see a short scene of Riggs and his people talking. They'll go into the big tower there. Follow them.

Tower

Robopon: Deemo, DinoBot, SSTBot

Just to let you know, Nova is one of the most powerful skills up to this point of the game cuz I usually take out a opponent with one hit from Nova. Sure, you can say that Electric and Quake are powerful too, but they damage a few enemies, and they probably won't take out any enemy Robopon in one hit.

Too bad there are random encounters in here... my Pons sucks so much and it's so hard for me cuz I enhanced them. Anyway, Follow the path. When you come to an intersection, go SOUTH. Any of the other paths leads you to no where. Follow this path. Then at the next intersection, go north and up(or down?) the stairs.

You'll see Vinnie here. He'll tell you to look for him... who's him?
Anyway, go northeast then up the stairs.

On this floor, make your way to the northwest corner. Talk to Po, and he'll tell you nothing until you remove that Badge. So put it in the Warehouse for now. Talk to him, he tell you some info, then give you the Mine Key. Now I think there are two items to find, one is the V-Token and the other is the XStone1. Go down one floor and Riggs will take you out of the building. Then he blows it up. Now head back to Knive's office. Circe punishes Riggs and his man cuz they blew up Knives's building. Now there is another unauthorized building in Quasi Tokyo, so go there using the sewers cuz you can't leave the city using the main entrance.

Sewers

Head straight east, then a bit south the east again and leave.

Quasi Tokyo

When you arrive here, you'll see Prof. Don's building gets destory. Then Prof. Don and Sam runs away and leaves the Time Machine there. You'll also be notified that Vinny retired because of job injuries.

Now you have two choices, either take Prof. Don's Time Machine to the past or you can use the AirStrip. Make your choice.

Quasi Tokyo

Now you're in the past. There is the guy in the southern house in the eastern part of the city. Beat him for a Wild Battery. Now head to Neon City

Neon City

Check the upper left wall of the Lab for a ForMem. Battle the guy in the Software shop for a Star Battery. Go into the Red and Yellow building in the southeast, battle the woman in red and yellow for a Kill3 software. Now go talk to Riggs, he'll destory the whole town, then discovers the Manhole, he heads in, you follow.

Sewers

Follow the path east, when you come to the intersection, go north. At the next intersection, go east. When you get to an area where you can go north, do so and pick up Cyber Battery. Now track back and up the stairs.

Cave

Go east into the next area and you'll see people searching for the XStone1. Whoever finds it gets 1 mil. gold. Battle the guy that's standing still in the upper-left corner in this room. Beat him for a PropArm. Now follow the path to the north and go deeper into the cave. You'll see a treasure chest there, pick up Ultra Battery. Continue on the path and you'll find Riggs and the XStone. He blows in up and it comes down then Knives comes and pick it up and tell him to go the pond for his payment, they leave, you follow. Use Escape for a quick Escape :)

Now head to the world map and go to the Pond Garden in the upper-right corner.

Pond Garden

Pick up the Yellow Mushroom in the east side, then go into the building in the west side and battle the guy there. After you beat him, go up to the next floor. Beat this guy, and keep going... repeat this until you reach the top of the tower. When you get to the top, watch the scene, then beat that guy. Climb up the ladder and Leap over to Silver Temple.

Silver Temple

You'll land in a room. Then go out of the room. Head east and into the door. Keep going, and then go east and follow the path until you reach a door. Go in and pick up Cool Battery. Leave, go east and into the door then through to the other side. Then up down the stairs. There are two doors, go in the one on the left and pick up Tough Battery and go back and into the other door. There are now two paths, go to the east path first. Go into the first door, here's a Lab, so heal up. Then head down the stairs and Pick up Love3. Now head back and this time go west and into the door, through to the other side. Here are a bunch of doors. Most of these has nothing in it. Go to the one on the lower-left corner, down the stairs and pick up Cyber Battery. The upper-left door has a Fossilized Robopon in it, which can be gotten later on. Now head into the upper-right door and through to the other side. Going down either staircase will result in the same area. I took the left side. Go down and pick up Life3. Now head to the opposite side and pick up Wind3. Now go in the door in the middle. Riggs will show his famous Fireworks, only to burn up the whole tower. Then they leave. Pick up the Ammo Key and leave this room, go south where the guard was blocking and leave the building.

Now you'll have to go into the sewers again. So go to Neon City and to the sewers you go.

Sewers

Go east, then a bit north and then east again and into the door there. You can only enter it if you have the Ammo Key. So that means you can't enter it if you didn't pick it up!

Storage

Make your way to the Northeast corner of the room and pick up Noble Battery and 570G. Then go to the Northwest corner, beat the guard and down the stairs. Go a bit south and pick up that Cyber Battery. Make your way to the southeast and fight the guard there. Beat him and down the stairs.

The V-Token is in the northeast corner, so get it and leave. Now go back to the present and head to the casino.

Neon City

At the casino, insert the V-Token into the big machine at the back. Then you'll get 777 and a big gold coin will roll out and hit Riggs's office. Leave the casino and go south and pick up the XStone1. Then you'll have to battle Tetsuo. Beat him, and Circe will say that he's

useless. Then Tetsuo is dead, and Riggs will be fired. Then y'all head into the Manhole

Sewers

Head to the Storage, go in, and you'll see Riggs. He'll blow up the boxes there, and tell you to leave the city before it's all over. Actually, you'll have to go to Pond Garden, which is in the northeast corner in the sewer.

Pond Garden

As soon as you get out of the sewer, you'll hear a huge explosion. Then Riggs appears and then he leaves. Now go south and into the tower. Again, you'll have to fight your way up the tower.

Pick up Cyber Battery, then when you try to go up the ladder, Nick D. will challenge you again. Beat him, he leaves, and head up the ladder. Jump over to the Gold Temple.

Gold Temple

Robopon: Boom-B1, Daimyo, Musashi, Ninja, Samurai
Go in, leave the room, then go east into the door and go north, then east and follow the path. Go in the first door and pick up Silver Battery. Then go into the next door and through to the other side. Go down the stairs to the next floor.

Here, go west through and pick up Noble Battery, then trace back and through the door in the east.

Here, go to the east path first. There is a Lab in the first door you see. Then inside the Lab area, go down the stairs and pick up 970G. Now head back and go west and through the door.

In this area, go to the lower-left room and down the stairs, pick up Ultra Battery and go back. Go through the upper-right room and then down the stairs in the left.

On this floor, follow the path and go into the first door you see. Pick up a SoulArm and go into the opposite side of the floor and pick up Rock3. Now prepare for the next part cuz you'll going to fight for the master rank. Anyway, head into the middle door. You'll find out that Circe is the Master, but it doesn't matter, you'll defeat whoever anyway...

Circe

Robopon: Jordon L40, Soul L40, Razor L40, Boba L40

This is the hardest battle by far. I had to train and level up like 5 levels before I could beat her, but that's mainly because I enhance my Robopons and their levels were too low. The Robopons I used to beat this battle was SunCust L36, Boom-B1 L29, Jordan L26, Disco Q L46. The reason I didn't use my Dragon was because it was so weak at lower levels. I heard that it's strong but maybe that's only was it's at higher levels when it gets better spells. Anyway, her Boba is probably the fastest Pon she has, so you might want to take her out early on. Then there is Soul, who use Electric attacks. You'll want to get rid of him early too. The rest of them ain't easy but it's easiler than those

two. But then, after ALL that training, I got the skull bonus. Yup, you know what that means, they all died. So I defeat her on my second turn using the skull bonus :) HAHAAHAHAHA

After you beat her, you'll get Rank 1, congrats! Then Riggs kills himself, while Circe leaves. I think Circe should've got kill, she was annoying :P. Then when you get out of the room, Dr. Disc will be there and tell you something bad has happened and tells you to go to Baba Village and quick. But that's not it, when you go outside, all three of Dr. Zero's Cyborgs will be alive, and then the Insector challenges you...

Insector

Robopon: Emerald L40, DeathK L43, Prime L43, NegaPon L43

I'm guessing most of these Pons you've never seen before cuz I sure haven't. I dunno about you, but to me this battle was a bit easiler than the one before because he has no Soul. Soul's Lightning attack was just DEADLY and BRUTAL... well his Emerald has revive+, so take him out first, then you'll want to take out NegaPon, cuz he has Kiss. Well when I got down to Prime, I got the bonus again, but this time, I got critical hit two times and killed him that way with my Jordan :)

Defeat him, and he thank you for showing him the "humanilty powers"??? Anyway, they blow up and you'll be free to leave through the bottom that was not open before this. Now heal up and head to Baba Village.

Baba Village

As soon as you enter, you'll notice all the people are gone and it's very dark there. Head up the steps and Dr. Disc will talk. Listen to him, and before he can finish on telling you what to do, he gets blasted. Go talk to him a few steps away, and some more damage will be done. So you'll have to figure that out on your own, well I figured it out on my own, but you've got my help :)

Playland and the Marvel Lab will now be accessable to you. So you might want to check them out. Jasper the Dog will also be there, so you can get a few FREE Robopon from him by entering codes. Now visit both of these areas and then head to the past and go to Baba Village's Harbor.

Now is a good time to get all the extra items and stuff...

Go to Mr. Rocket, Tataki will be there asking for a rocket. Mr. Rocket will ask you for money to build Tataki a rocket, if you have a lot of money, then give it to him. The rocket will blow up and then you'll have to leave and come back. Give him the money again and it'll get more and more expensive. Then when you get to 10000, the rocket will actually fly and then y'all be happy. Leave the building, go back, talk to Mr. Rocket to get Wind*. This reminds me of Rena... (I really think the two should've when out) :)

You can go to Baba Village in the past, and pick up the Red Mushroom behind the Chapel. Do this many times, then go back to the present and to the Mushroom man. Use it, if the spirit of the Happiness comes, then you can go collect Fossilized Robopons. This is how I got Platnum, Rider1, and the useless Gear.

People from a lot of places are willing to fight. If you go to Rena's

home, the old people will be young again, and the lady will battle. All her Pons are level 50 so I doubt that you'll win. Infact, the Wonder King will battle too, but his Pons are at high level so you probably won't win that either. There are more ppl like that, but you won't win so I'll wait until the time comes. Now let continue with the game by going to Baba Village in the past

Baba Village

It will now be opened to you. Go to the lower cave and pick up 1170G and an Alkali Battery! This is a new one, so make sure you make good use of it. I saved up two of them and sparked a Gidyup. There is a DrillArm inside of the Chapel. The southeast house has to dog in it again. Talk to the owner than the dog to get a Cyber Battery. Now go east and into the harbor.

Baba Harbor

Zero Sr. will ask you to board the ship. Do so.

BattleShip

Lots of people will be here. Includin Zero and Zeke. Head down one floor.

Here, pick up the Gold Battery near the Lab in the north, and then go south and exit the room. From here, go south and up the stairs.

Go north, through the door and you'll see Dr. Disc doing somthing. Go and read the note on the table in the north part of the room. He'll say he planted a bomb here. Then you'll see a scene of Baba Village being destroyed. Then you'll have no choice but to press the red botton.

Zero Sr. runs in, talks, then leaves. Now go pick up that Tough Battery in the lower-right corner then leave the room. Then leave this room and see everything blown up. Then you'll be given the oppertunity to use the Time Machine, do so.

Now, you'll be in the present BattleShip. Battle the first guy you see. Then go pick up all the treasures (Noble Battery, Ultra Battery).

Head to the control room and talk to the Pon there to choose a Destination to go to. You can choose either Baba Village, or the Death Gaia. It seems like Death Gaia is our next destination, but if you need something, go to Baba Village, leave then get it and we'll go to Death Gaia.

Death Gaia

Robopon: Curser, Jordan, M-Train, PegS, SST1337

The level of the Robopons here are pretty high for random encounters. This should be a good place to train your Pons if their levels are low, like mine which are around L31. This place is huge, so make sure you know where you're going. In my opinion, there is just WAY TOO MUCH random encounters in here. I take like 6 steps and I get another one, so if your Pons aren't strong, I suggest you bring A LOT OF Gasoline, 100Volt, and OverHaul in here so that you'll survive the harsh envoinrment, also bring alone an Escape for fast escapes incase of emergancies.

When you first go in, go straight up and down the stairs.

Then on this floor, I didn't get a chance to check out the top path, but the take the bottom path and follow it to get to the next set of stairs.

On this floor, follow the path and up? the stairs.

When you come to an intersection, don't go south cuz it's a dead end. Instead head east, then go northeast to pick up Alkali Battery, now go back and head south then west. When you come to an next intersection, head north, you'll see the stairs, go down it.

Here, go straight down to pick up Rock3. Now go back up the stairs.

Go north follow the path. Go north when you can, go straight down the stairs. Pick up Alkali Battery and go back and this time head east. and down the stairs in the next area.

Follow the path and then go east, then pick up SeaBomb. Now go back and down the stairs, then go back the way you came (south). Don't go southeast cuz it's a dead end. So head a little back then southwest, follow the path. Now you'll see a split path, use the upper one and pick up Cure4, then the lower one follow and up? the stairs.

Here, follow the path to the west then north and down? the stairs.

Go south, there will be a split path, take the right path and follow it and it'll take you right to Dr. Zero. Take the left, then south to pick up a Chainsaw and Ultra Battery. Now head back and this time go north. Follow the path there and then go west when you can. Pick up Alikali Battery and go back a bit and go east and you'll end up at a big door, go in, straight up, and down the stairs and you'll find Dr. Zero...

This is it, finally the end of the path. Talk, you'll have to fight Zeke first cuz he sux more. After you beat him, they'll leave. Now check the treasure chest for a Love4. Then when you leave the room, you'll have to use the Time Machine to escape.

Baba Village

Now you'll be in the past and escaped to Baba Village. Notice how the area is red. Anyway, go heal you Robopons and stock up on items. You now have two choice, either finish the game, or get everything else in the game including: Fire*, Hi-Metal, and everything else you can get. I'll first do all the extra quests before we actually beat the game.

So head back to the present, and go to the Marvel Lab.

Marvel Lab

Go in, head left, go north and up? the stairs.

On this floor, just follow the path, if you go down? the first set of staircase you see, you'll find Prof. Don and Sam there doing nothing. So head back, and keep going to the southwest and go down? the stairs.

On this floor, follow the path and you'll find two chest containing two items that I forgot what they are. This is the room where the rare Robopons are (the ones with the Hi-Metal. So keep fighting in this room

until you encounter them, and if they don't drop the hi-metal, keep fighting thme until they do. After you get the hi-metal, get out of here and head for playland.

Playland

You can now play bingo by battling the people at the back, and also by battling the girl at the bingo counter next to the girl who shows you the bingo card. When you get bingo, go show it to the girl and she'll give you Raybuster or something. It's a powerful weapon but I think it is only for Sky or Land type or something. Anyway, now that you have the Hi-Metal, go register for the Premier League with the guy standing in the northeast corner of the building. What happens next, I don't know because I haven't found the Hi-metal yet. So until i do, go back to Baba Village and end the game.

Baba Village

Go to Zero's house, you'll hear them talking, then after a bit, you'll have to fight Dr. Zero for the final battle. He'll even put the Legend0 title on the line, how nice! :)

Dr. Zero

Robopon: D'art L55, SunZero L55, NegPonX L55, Curser L55

His Robopons are all level 55, so make sure you're well prepared for it. So how I managed to defeat him with my SunCust L43, Boom-B1 L34, Jordan L35, Dragon L30. The way I did it was by defeating at SunZero first, then his D'art, and then the rest shouldn't be too hard.

After you beat him, you'll be the new legend0! Congrats!... but you'll have to fight Zero Sr. who in my opinion is a lot harder. Well again, this time I got the skull bonus again, so you know what :) When you beat him, he'll talk, so watch, and they leave, and watch some more.

After all this, you'll return to the Delica Castle. You'll see Dr. Disc, then he'll talk and say Lisa is talking to you. Notice everyone is here to congratulates you on your success. Everyone from Dr. Disc to Utada! So go around and talk to people for some interesting things. After, then go and talk to the DeliKing. After everything is said, watch the ending, and it's the end!

3) Item List

[RBP03]

Item	Cost	Description
Kerosene	40G	Heals 30 HP
10Volt	60G	Restores 30 EP
Start Up	60G	Cures of suspend
AntiRust	100G	Cures of Rust
VirusChk	60G	Cures of Virus
AntiFog	120G	Clears Fog
Escape	60G	Escape Dungeons

4) Robopon List

[RBP04]

Here are the few combos I know. If you know a lot of them, plz e-mail them to me.

Number: 001
Name: Rocker
Battery: ?
Type: ?
CLS: ?
SIZ: ?
WGT: ?
Skills: ?
Enhance: RockerZ

Number: 002
Name: RockerZ
Battery: (Enhance from Rocker)
Type: ?
CLS: ?
SIZ: ?
WGT: ?
Skills: ?
Enhance: ?

Number: 003
Name: Sunny
Battery: Ion x Moon
Type: Arm
CLS: Punch
OIL: A
SIZ: Norm
WGT: Norm
Skills: BoomHit L10?
Enhance: Sun-02 L18

Number: 004
Name: Sun-02
Battery: (Enhance from Sunny)
Type: Arm
CLS: Punch
OIL: A
SIZ: Norm
WGT: Norm
Skills: BoomHit, Kiss L21, Phoenix L30
Enhance: SunCust L34

Number: 005
Name: SunCust
Battery: (Enhance from Sun-02)
Type: Arm
CLS: Punch
OIL: A
SIZ: Norm
WGT: Norm
Skills: BoomHit, Kiss, Phoenix, Revive L18, Negate L28, 3 combo L47
Enhance: None

Number: 006
Name: Robby
Battery: Super x Star

Type: Arm
CLS: Sorcr
OIL: A
SIZ: Norm
WGT: Norm
Skills: Napalm
Enhance: ?

Number: 008
Name: Boomer
Battery: Air x Air
Type: Move
CLS: Sky
OIL: O
SIZ: Small
WGT: Light
Skills: Speed^ L16
Enhance: AirRaid L18

Number: 009
Name: AirRaid
Battery: (Enhance from Boomer)
Type: Move
CLS: Sky
OIL: O
SIZ: Large
WGT: Heav
Skills: Speed^ L16, Napalm L24, LoveSpd L27?
Enhance: Boom-B1 L29

Number: 010
Name: Boom-B1
Battery: (Enhance from AirRaid)
Type: Move
CLS: Sky
OIL: O
SIZ: Huge
WGT: Heav
Skills: Speed, Napalm, LoveSpd, Nova L28, Nova(H) L34
Enhance: Boom-B1 L29

Number: 011
Name: Timzup
Battery: Mild x Air
Type: Boot
CLS: Mat
OIL: B
SIZ: Norm
WGT: Heav
Skills: ?
Enhance: 0-Count

Number: 013
Name: Zap
Battery: Ultra x Alkali
Type: Arm
CLS: Gunnr
OIL:O
SIZ: Norm
WGT: Heav

Skills: ViruStrk
Enhance: BigZap

Number: 015
Name: Vigg
Battery: Normal x Super
Type: Arm
CLS: Fgt
OIL: A
SIZ: Small
WGT: Norm
Skills: None
Enhance: Disco Q L15

Number: 016
Name: Disco Q
Battery: ---
Type: Boot
CLS: Anima
OIL: A
SIZ: Small
WGT: Norm
Skills: Kiss L8?, Revive L18, Gamble L24
Enhance: ---

Number: 017
Name: Musashi
Battery: Cyber x Ultra
Type: Arm
CLS: Fgt
OIL: AB
SIZ: Norm
WGT: Norm
Skills: BoomHit, Phoenix
Enhance: Kojiro

Number: 019
Name: Sumito
Battery: Mangan x Normal
Type: Boot
CLS: Human
OIL: O
SIZ: Tiny
WGT: Norm
Skills: ?
Enhance: Sumo

Number: 023
Name: Vic
Battery: Cool x Silver
Type: Arm
CLS: Fgt
OIL: B
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 025
Name: Ralph

Battery: Star x Star
Type: Arm
CLS: Punch
OIL: ?
SIZ: Norm
WGT: Norm
Skills: Gamble
Enhance: Chan

Number: 028
Name: Pirate
Battery: Wild x Cyber
Type: Arm
CLS: Thief
OIL: AB
SIZ: Large
WGT: Heav
Skills: ?
Enhance: BigPir8

Number: 030
Name: Gidyup
Battery: Alkali x Alikali
Type: Boot
CLS: Anima
OIL: A
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: PegS

Number: 033
Name: Meddy
Battery: Mangan x NiCD
Type: Arm
CLS: Healr
OIL: ?
SIZ: Norm
WGT: Norm
Skills: Hug
Enhance: None

Number: 034
Name: Gobby
Battery: Silver x Gold
Type: Arm
CLS: Devil
OIL: ?
SIZ: Tiny
WGT: Light
Skills: ?
Enhance: Deemo

Number: 040
Name: Chimp
Battery: NiCD x Star
Type: Boot
CLS: Anima
OIL: AB
SIZ: Tiny

WGT: Vlig
Skills: ?
Enhance: None

Number: 041
Name: Filrup
Battery: Silver x Noble
Type: Arm
CLS: Gunnr
OIL: A
SIZ: Norm
WGT: Heav
Skills: ?
Enhance: ?

Number: 046
Name: Crysty
Battery: Star x Noble
Type: Boot
CLS: Mat
OIL: A
SIZ: Norm
WGT: Light
Skills: ?
Enhance: ?

Number: 049
Name: Granit
Battery: Mangan x Mangan
Type: Arm
CLS: Night
OIL: AB
SIZ: Norm
WGT: Heav
Skills: ?
Enhance: Bould

Number: 052
Name: Draco
Battery: Ion x Sun
Type: Boot
CLS: Mnstr
OIL: A
SIZ: Large
WGT: Heav
Skills: Fire L7?, BoomHit L16, Nampalm L29
Enhance: Dragon L29

Number: 053
Name: Dragon
Battery: (Enhance from Draco)
Type: Boot
CLS: Mnstr
OIL: A
SIZ: Huge
WGT: VHev
Skills: Fire, BoomHit, Nampalm, Combo L21, Nampalm(H) L33, Nova L38
Enhance: Trigon L38

Number: 054

Name: Trigon
Battery: (Enhance from Dragon)
Type: Arm
CLS: Fgt
OIL: A
SIZ: Huge
WGT: VHev
Skills: Fire, BoomHit, Nampalm, Combo, Nampalm(H), Nova, 3 Combo L34
Nove(H) L41
Enhance: None

Number: 055
Name: SSTBot
Battery: Ultra x Ultra
Type: Arm
CLS: Night
OIL: ?
SIZ: Large
WGT: Heav
Skills: Gamble, Will^ L28
Enhance: SST1337

Number: 057
Name: GGTBot
Battery: Gold x Alkali
Type: Arm
CLS: Punch
OIL: B
SIZ: Large
WGT: Heav
Skills: Stone
Enhance: GGT1337

Number: 059
Name: TokBot
Battery: NiCD x Super
Type: Arm
CLS: Fgt
OIL: O
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: Cellula L16

Number: 062
Name: Gello
Battery: Star x Air
Type: Boot
CLS: Mnstr
OIL: O
SIZ: Tiny
WGT: Light
Skills: ?
Enhance: Gtachbot

Number: 064
Name: Kogal
Battery: Normal x Silver
Type: Arm
CLS: Sorcr

OIL: A
SIZ: Norm
WGT: Light
Skills: ?
Enhance: ?

Number: 065
Name: Fencer
Battery: (From Jasper)
Type: Arm
CLS: Healr
OIL: B
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: D'art

Number: 067
Name: Sherry
Battery: (From Jasper)
Type: Arm
CLS: Sorcr
OIL: O
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: Diane L?

Number: 069
Name: Gigapon
Battery: Tough x Wild
Type: Arm
CLS: Punch
OIL: O
SIZ: Norm
WGT: Norm
Skills: Kiss
Enhance: Prtopon

Number: 072
Name: Flicker
Battery: (From Jasper)
Type: Boot
CLS: Anima
OIL: A
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: Shyne

Number: 075
Name: NitBoat
Battery: Cool x Tough
Type: Move
CLS: Sea
OIL: ?
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: Noah

Number: 078
Name: Gundarn
Battery: (From Jasper)
Type: Arm
CLS: Fgt
OIL: A
SIZ: Large
WGT: Heav
Skills: ?
Enhance: ?

Number: 079
Name: El Seed
Battery: Noble x Ultra
Type: Arm
CLS: Devil
OIL: B
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 082
Name: Hippon
Battery: Hyper x Mangan
Type: Boot
CLS: Anima
OIL: ?
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 083
Name: Elepon
Battery: NiCD x Cool
Type: Boot
CLS: Anima
OIL: A
SIZ: Norm
WGT: Heav
Skills: ?
Enhance: Mamopon

Number: 086
Name: GunBall
Battery: Gold x Gold
Type: Arm
CLS: Gunnr
OIL: A
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: DaKid

Number: 089
Name: Under
Battery: (From Jasper)
Type: Boot

CLS: Mat
OIL: A
SIZ: Norm
WGT: Heav
Skills: ?
Enhance: Taker L32
Description: Sometimes on foggy nights, you can hear him coming.

Number: 092
Name: Dot
Battery: Mangan x Silver
Type: Arm
CLS: Healr
OIL: ?
SIZ: Norm
WGT: Light
Skills: ?
Enhance: ?

Number: 093
Name: Leaky
Battery: NiCD x Silver
Type: Arm
CLS: Healr
OIL: ?
SIZ: Norm
WGT: Light
Skills: ?
Enhance: ?

Number: 094
Name: Viper2
Battery: Star x Gold
Type: Boot
CLS: Mnstr
OIL: O
SIZ: Large
WGT: Norm
Skills: ?
Enhance: Cobra

Number: 097
Name: Thief
Battery: Air x Silver
Type: Arm
CLS: Thief
OIL: B
SIZ: Tiny
WGT: Norm
Skills: ?
Enhance: Fagin

Number: 100
Name: Tuten
Battery: Mild x Cool
Type: Boot
CLS: Human
OIL: AB
SIZ: Norm
WGT: Norm

Skills: ?
Enhance: Mummy?

Number: 103
Name: Storm
Battery: Silver x Cyber
Type: Move
CLS: Sky
OIL: B
SIZ: Small
WGT: Vlig
Skills: ?
Enhance: ?

Number: 104
Name: Filimen
Battery: Air x Wild
Type: Arm
CLS: Sorcr
OIL: A
SIZ: Small
WGT: Light
Skills: Virus
Enhance: ?

Number: 105
Name: Skeeto
Battery: Gold x Ultra
Type: Boot
CLS: Anima
OIL: A
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: Hornet

Number: 108
Name: Wobble
Battery: Normal x Hyper
Type: Boot
CLS: Mat
OIL: O
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 109
Name: Desutro
Battery: Cool x Ultra
Type: Arm
CLS: Gunnr
OIL: AB
SIZ: Norm
WGT: Norm
Skills: SnowStrm
Enhance: ?

Number: 110
Name: Whirlee

Battery: Gold x Tough
Type: Move
CLS: Sky
OIL: AB
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: SpAir-0

Number: 111
Name: SpAir-0
Battery: ?
Type: ?
CLS: ?
OIL: ?
SIZ: ?
WGT: ?
Skills: ?
Enhance: Owlet

Number: 113
Name: Train
Battery: Tough x Ultra
Type: Move
CLS: Land
OIL: A
SIZ: Huge
WGT: Vhev
Skills: Stone, Will^ L26
Enhance: B-Train

Number: 114
Name: B-Train
Battery: (Enhance from Train)
Type: Move
CLS: Land
OIL: A
SIZ: Huge
WGT: Heav
Skills: Stone, Will^, SleepHit L?, Quake L?
Enhance: M-Train

Number: 116
Name: Dorapon
Battery: (From Jasper)
Type: Boot
CLS: Mat
OIL: B
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: None

Number: 117
Name: B-Cell
Battery: (From Jasper)
Type: Arm
CLS: Punch
OIL: A
SIZ: Norm

WGT: Heav
Skills: ?
Enhance: C-Cell

Number: 123
Name: RboPron
Battery: Super x Mangan
Type: Move
CLS: Sea
OIL: B
SIZ: Small
WGT: Norm
Skills: ?
Enhance: Scorpin

Number: 126
Name: Lil'Goo
Battery: Mild x Gold
Type: Arm
CLS: Sorcr
OIL: ?
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: ?

Number: 127
Name: Wind-Up
Battery: Mild x Super
Type: Move
CLS: Land
OIL: A
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: RevD-Up

Number: 129
Name: Kimera
Battery: NiCD x Tough
Type: Boot
CLS: Mnstr
OIL: B
SIZ: Tiny
WGT: Light
Skills: Weak Pt, Scrap
Enhance: ?

Number: 130
Name: KinChop
Battery: Normal x Star
Type: Arm
CLS: Fgt
OIL: O
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 131

Name: Ninja
Battery: Super x Air
Type: Arm
CLS: Thief
OIL: A
SIZ: Small
WGT: Light
Skills: Weak Pt
Enhance: Samurai

Number: 134
Name: Ta-Daa
Battery: Mild x Hyper
Type: Arm
CLS: Sorcr
OIL: O
SIZ: Small
WGT: Norm
Skills: ?
Enhance: Magipon

Number: 137
Name: RushBox
Battery: Star x Cool
Type: Boot
CLS: Anima
OIL: ?
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 138
Name: Mouster
Battery: Super x Super
Type: Boot
CLS: Anima
OIL: B
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: ?

Number: 139
Name: Tomuhok
Battery: Mangan x Noble
Type: Boot
CLS: Anima
OIL: O
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 140
Name: Silky
Battery: Hyper x Wild
Type: Boot
CLS: Anima
OIL: B

SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: Mothfly

Number: 143
Name: Minotor
Battery: Tough x Alkali
Type: Boot
CLS: Mnstr
OIL: AB
SIZ: Large
WGT: Heav
Skills: ?
Enhance: ?

Number: 144
Name: Centaur
Battery: Hyper x Cyber
Type: Boot
CLS: Mnstr
OIL: B
SIZ: Large
WGT: Heav
Skills: ?
Enhance: ?

Number: 145
Name: Merr-O
Battery: Silver x Alkali
Type: Move
CLS: Sea
OIL: AB
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 146
Name: Wooly
Battery: Hyper x Air
Type: Arm
CLS: Healr
OIL: B
SIZ: Norm
WGT: Light
Skills: ?
Enhance: ?

Number: 147
Name: Sherman
Battery: Super x Noble
Type: Move
CLS: Sea
OIL: O
SIZ: Small
WGT: Light
Skills: ?
Enhance: ?

Number: 148
Name: Icarun
Battery: (From Jasper)
Type: Move
CLS: Sky
OIL: AB
SIZ: Small
WGT: Norm
Skills: ?
Enhance: ?

Number: 154
Name: Pengski
Battery: Super x Cool
Type: Move
CLS: Sea
OIL: A
SIZ: Small
WGT: Norm
Skills: Ramdom
Enhance: ?

Number: 155
Name: Dynamit
Battery: Mangan x Ultra
Type: Boot
CLS: Mat
OIL: A
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: D-Might

Number: 158
Name: Trigger
Battery: Hyper
Type: Silver
CLS: Night
OIL: O
SIZ: Large
WGT: Heav
Skills: ?
Enhance: ?

Number: 160
Name: Fighter
Battery: NiCD x Air
Type: Arm
CLS: Punch
OIL: A
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 161
Name: X Dog
Battery: (From Jasper)
Type: Move
CLS: Land

OIL: ?
SIZ: Tiny
WGT: Vlig
Skills: Hug L3?, Gamble L10, Wind L18
Enhance: I-80 L40

Number: 162
Name: I-80
Battery: (Enhance from X Dog)
Type: Move
CLS: Land
OIL: ?
SIZ: Tiny
WGT: Vlig
Skills: Hug, Gamble, Wind, Random L21, Sonic L32
Enhance: Poochy L40

Number: 163
Name: Poochy
Battery: (Enhance from I-80)
Type: Move
CLS: Land
OIL: ?
SIZ: Tiny
WGT: Vlig
Skills: Hug, Gamble, Wind, Random, Sonic
Enhance: None

Number: 164
Name: Rider1
Battery: Moon x Sun
Type: Move
CLS: Land
OIL: A
SIZ: Norm
WGT: Norm
Skills: ?
Enhance: ?

Number: 167
Name: Racer
Battery: Normal x Gold
Type: Move
CLS: Land
OIL: A
SIZ: Small
WGT: Norm
Skills: ?
Enhance: Mock V

Number: 170
Name: Bulbot
Battery: Too Many
Type: Boot
CLS: Mat
OIL: ?
SIZ: Small
WGT: Vlig
Skills: ?
Enhance: None

Number: 171
Name: Gear
Battery: (From Fossil)
Type: Boot
CLS: Mat
OIL: ?
SIZ: Small
WGT: Vlig
Skills: ?
Enhance: None

Number: 172
Name: Ping
Battery: Noble x Noble
Type: Arm
CLS: Healr
OIL: A
SIZ: Norm
WGT: Light
Skills: Kiss L5?
Enhance: Yuki L14

Number: 173
Name: Yuki
Battery: (Enhance from Ping)
Type: Arm
CLS: Healr
OIL: A
SIZ: Norm
WGT: Norm
Skills: Kiss, Speed, Revive+ L30, Kiss(L) L32
Enhance: Jordan L?? (I forgot)

Number: 174
Name: Jordan
Battery: (Enhance from Yuki)
Type: Arm
CLS: Healr
OIL: A
SIZ: Norm
WGT: Norm
Skills: Kiss, Speed, Revive+, Kiss(L), Kisses L28, LoveSpd L34, Backup L44
Enhance: None

Number: 175
Name: Platnum
Battery: (From Fossil)
Type: Arm
CLS: Fgt
OIL: B
SIZ: Large
WGT: Heav
Skills: Gamble L2
Enhance: Prime L46

Number: 177
Name: Octopon
Battery: NiCD x Gold
Type: Move

CLS: Sea
OIL: A
SIZ: Norm
WGT: Heav
Skills: ?
Enhance: None

Number: 178
Name: CamBot
Battery: Cool x Gold
Type: Boot
CLS: Mat
OIL: B
SIZ: Tiny
WGT: Vlig
Skills: ?
Enhance: ?

Number: 179
Name: KingPon
Battery: Mild x Tough
Type: Arm
CLS: Fgt
OIL: ?
SIZ: Large
WGT: Heav
Skills: ?
Enhance: ?

Number: 180
Name: Vacupon
Battery: Mangan x Star
Type: Move
CLS: Land
OIL: B
SIZ: Small
WGT: Vlig
Skills: ?
Enhance: ?

Number: 181
Name: Fujipon
Battery: Mangan x Alkali
Type: Boot
CLS: Mat
OIL: A
SIZ: Huge
WGT: Vhev
Skills: ?
Enhance: ?

Number: 182
Name: Ruby
Battery: Noble x Cyber
Type: Arm
CLS: Healr
OIL: A
SIZ: Norm
WGT: Norm
Skills: ?

Enhance: ?

Number: 183

Name: B-Mani

Battery: NiCD x Cyber

Type: Boot

CLS: Human

OIL: A

SIZ: Norm

WGT: Norm

Skills: ?

Enhance: ?

Number: 184

Name: A-Grav9

Battery: Wild x Alikali

Type: Arm

CLS: Sorcr

OIL: B

SIZ: Norm

WGT: Vlig

Skills: Sonic, Gale

Enhance: ?

5) Sparking List [RBP05]

Here is the list for easier comparing

#	Outcome = Battery 1 x Battery 2	Type	CLS	OIL	SIZ	WGT
001	Rocker = (Link Spark)					
002	RockerZ = (Enhance from Rocker)					
003	Sunny = Ion x Moon	Arm	Punch	A	Norm	Norm
004	Sun-02 = (Enhance from Sunny)	Arm	Punch	A	Norm	Norm
006	Robby = Super x Star	Arm	Sorcr	A	Norm	Norm
008	Boomer = Air x Air	Move	Sky	O	Small	Light
009	AirRaid = (Enhance from Boomer)	Move	Sky	O	Large	Heav
010	Boom-B1 = (Enhance from AirRaid)	Move	Sky	O	Huge	Heav
011	Timzup = Mild x Air	Boot	Mat	B	Norm	Heav
012	Count-0 = (Enhance from Timzup)					
013	Zap = Ultra x Alkali	Arm	Gunnr	O	Norm	Heav
014	BigZap = (Enhance from Zap)					
015	Viggy = Normal x Super	Arm	Fgt	A	Small	Norm
016	Disco Q = (Enhance from Viggy)					
017	Musashi = Cyber x Ultra	Arm	Fgt	AB	Norm	Norm
018	Kojiro = (Enhance from Musashi?)					
019	Sumito = Mangan x Normal	Boot	Human	O	Tiny	Norm
020	Sumo = (Enhance from Sumito)					
021	Yokomo = (Enhance from Sumo)					
022	Chef-Fe = (Enhance from Yokomo?)					
023	Vic = Cool x Silver	Arm	Fgt	B	Norm	Norm
024	Viking = (Enhance from Vic)					
025	Ralph = Star x Star	Arm	Punch	?	Norm	Norm
026	Chan = (Enhance from Ralph)					
027	Luke = (Enhance from Chan)					
028	Pirate = Wild x Cyber	Arm	Thief	AB	Large	Heav
029	BigPir8 = (Enhance from Pirate)					
030	Gidyup = Alkali x Alkali	Boot	Anima	A	Norm	Norm

031	PegS	= (Enhance from Gidyup)						
032	PegSS	= (Enhance from PegS)						
033	Meddy	= Mangan x NiCD	Arm	Healr	?	Norm	Norm	
034	Gobby	= Silver x Gold	Arm	Devil	?	Tiny	Light	
035	Deemo	= (Enhance from Gobby)						
036	ArcDemo	= (Enhance from Deemo)						
038	Curser	=						
040	Chimp	= NiCD x Star	Boot	Anima	AB	Tiny	Vlig	
041	Filrup	= Silver x Noble	Arm	Gunnr	A	Norm	Heav	
042	Boiler	=						
044	Razor	= (Link Spark)						
045	Boba	= (Enhance from Razor?)						
046	Crysty	= Star x Noble	Boot	Mat	A	Norm	Light	
047	Shelby	= (Enhance from Crysty)						
048	Emerald	= (Enhance from Shelby)						
049	Granit	= Mangan x Mangan	Arm	Night	AB	Norm	Heav	
050	Bould	= (Enhance from Granit)						
051	Boulder	= (Enhance from Bould)						
052	Draco	= Ion x Sun	Boot	Mnstr	A	Large	Heav	
053	Dragon	= (Enhance from Draco)	Boot	Mnstr	A	Huge	VHev	
054	Trigon	= (Enhance from Dragon)	Arm	Fgt	A	Huge	VHev	
055	SSTBot	= Ultra x Ultra	Arm	Night	?	Large	Heav	
056	SST1337	= (Enhance from SSTBot)						
057	GGTBot	= Gold x Alkali	Arm	Punch	B	Large	Heav	
058	GGT1337	= (Enhance from GGTBot)						
059	TokBot	= NiCD x Super	Arm	Fgt	O	Norm	Norm	
060	Cellula	= (Enhance from TokBot)						
061	VolTone	= (Enhance from Cellula)						
062	Gello	= Star x Air	Boot	Mnstr	O	Tiny	Light	
063	Gtacobot	= (Enhance from Gello)						
064	Kogal	= Normal x Silver	Arm	Sorcr	A	Norm	Light	
065	Fencer	= (From Jasper)	Arm	Healr	B	Norm	Norm	
066	D'art	= (Enhance from Fencer?)						
067	Sherry	= (From Jasper)	Arm	Sorcr	O	Norm	Norm	
068	Diane	= (Enhance from Sherry)						
069	Gigapon	= Tough x Wild	Arm	Punch	O	Norm	Norm	
070	PrtoPon	= (Enhance from GigaPon)						
071	Soul	= (Enhance from PrtoPon)						
072	Flicker	= (From Jasper)	Boot	Anima	A	Norm	Norm	
073	Shyne	= (Enhance from Flicker)						
074	Inferno	= (Enhance from Shyne)						
075	NitBoat	= Cool x Tough	Move	Sea	?	Norm	Norm	
076	Noah	= (Enhance from NitBoat)						
077	Titania	= (Enhance from Noah)						
078	Gundarn	= (From Jasper)	Arm	Fgt	A	Large	Heav	
079	El Seed	= Noble x Ultra	Arm	Devil	B	Norm	Norm	
080	Sprouch	= (Enhance from El Seed)						
081	LngStem	= (Enhance from Sprouch)						
082	Hippon	= Hyper x Mangan	Boot	Anima	?	Norm	Norm	
083	Elepon	= NiCD x Cool	Boot	Anima	A	Norm	Heav	
084	Mamopon	= (Enhance from Elepon)						
085	DinoBot	=						
086	GunBall	= Gold x Gold	Arm	Gunnr	A	Tiny	Vlig	
087	DaKid	= (Enhance from GunBall)						
088	HeroPon	= (Enhance from DaKid)						
089	Under	= (From Jasper)	Boot	Mat	A	Norm	Heav	
090	Taker	= (Enhance from Under)						
091	DeathK	= (Enhance from Taker)						
092	Dot	= Mangan x Silver	Arm	Healr	?	Norm	Light	
093	Leaky	= NiCD x Mild	Boot	Mat	O	Tiny	Vlig	

094	Viper2	= Star	x Gold	Boot	Mnstr	O	Large	Norm
095	Cobra	= (Enhance from Viper2)						
096	Adder	= (Enhance from Cobra)						
097	Thief	= Air	x Silver	Arm	Thief	B	Tiny	Norm
098	Fagin	= (Enhance from Thief)						
099	Ivan	= (Enhance from Fagin)						
100	Tuten	= Mild	x Cool	Boot	Human	AB	Norm	Norm
101	Mummy	= (Enhance from Tuten)						
102	TuTank	= (Enhance from TuTank)						
103	Storm	= Silver	x Cyber	Move	Sky	B	Small	Vlig
104	Filimen	= Wild	x Air	Arm	Sorcr	A	Small	Light
105	Skeeto	= Gold	x Ultra	Boot	Anima	A	Tiny	Vlig
106	Hornet	= (Enhance from Skeeto)						
108	Wobble	= Normal	x Hyper	Boot	Mat	O	Norm	Norm
109	Desutro	= Cool	x Ultra	Arm	Gunnr	AB	Norm	Norm
110	Whirlee	= Gold	x Tough	Move	Sky	AB	Tiny	Vlig
111	SpAir-0	= (Enhance from Whirlee)						
112	Owlet	= (Enhance from SpAir-0)						
113	Train	= Tough	x Ultra	Move	Land	A	Huge	Vhev
114	B-Train	= (Enhance from Train)		Move	Land	A	Huge	Heav
115	M-Train	= (Enhance from B-Train)						
117	B-Cell	= (From Jasper)						
118	C-Cell	= (Enhance from B-Cell)						
120	Scooter	=						
121	Boarder	= (Enhance from Scooter)						
122	Weaver	= (Enhance from Boarder)		Move				
123	RboPron	= Mangan	x Super	Move	Sea	B	Small	Norm
124	Scorpin	= (Enhance from RboPron)						
125	Lobstar	= (Enhance from Scorpin)						
126	Lil'Goo	= Mild	x Gold	Arm	Sorcr	?	Tiny	Light
127	Wind-Up	= Mild	x Super	Move	Land	A	Tiny	Vlig
128	RevD-Up	= (Enhance from Wind-Up)						
129	Kimera	= NiCD	x Tough	Boot	Mnstr	B	Tiny	Light
130	KinChop	= Normal	x Star	Arm	Fgt	O	Norm	Norm
131	Ninja	= Super	x Air	Arm	Thief	A	Small	Light
132	Samurai	=						
133	Daimyo	=						
134	Ta-Daa	= Mild	x Hyper	Arm	Sorcr	O	Small	Norm
135	Magipon	= (Enhance from Ta-Daa)						
136	NexTrik	= (Enhance from Magipon)						
137	RushBox	= Star	x Cool	Boot	Anima	?	Norm	Norm
138	Mouster	= Super	x Super					
139	Tomuhok	= Mangan	x Noble	Arm	Fgt	O	Norm	Norm
140	Silky	= Hyper	x Wild	Boot	Anima	B	Tiny	Vlig
141	Mothfly	= (Enhance from Silky)						
142	Tink	= (Enhance from Mothfly)						
143	Minotor	= Tough	x Alkali	Boot	Mnstr	AB	Large	Heav
144	Centaur	= Hyper	x Cyber	Boot	Mnstr	B	Large	Heav
145	Merr-O	= Silver	x Alkali	Move	Sea	AB	Norm	Norm
146	Woolly	= Hyper	x Air	Arm	Healr	B	Norm	Light
148	Icarun	= (From Jasper)		Move	Sky	AB	Small	Norm
147	Sherman	= Super	x Noble					
150	WaxHawk	=						
151	Negapon	= (From Jasper)		Arm	Devil	O	Norm	Norm
154	Pengski	= Super	x Cool	Move	Sea	A	Small	Norm
155	Dynamit	= Mangan	x Ultra	Boot	Mat	A	Tiny	Vlig
156	D-Might	= (Enhance from Dynamit)						
157	Cannon	=						
158	Trigger	= Hyper	x Silver	Arm	Night	O	Large	Heav
159	Mariner	= Super	x Cyber	Move	Sea	AB	Huge	Heav

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160 Fighter = NiCD      x Air      Arm  Punch  A  Norm  Norm
161 X Dog   = (From Jasper)      Move  Land  ?  Tiny  Vlig
162 I - 80  = (Enhance from X Dog) Move  Land  ?  Tiny  Vlig
163 Poochy  = (Enhance from I - 80) Move  Land  ?  Tiny  Vlig
164 Rider1  = Moon      x Sun      Move  Land  A  Norm  Norm
165 RiderV  = (Enhance from Rider1)
167 Racer   = Normal    x Gold     Move  Land  A  Small Norm
168 Mock V  = (Enhance from Racer)
169 DriverX = (Enhance from Mock V)
170 Bulbot  = A LOT OF DIFFERENT ONES CAN MAKE THIS ONE :)
172 Ping    = Noble     x Noble     Arm  Healr  A  Norm  Light
173 Yuki     = (Enhance from Ping)      Arm  Healr  A  Norm  Norm
174 Jordan  = (Enhance from Yuki)      Arm  Healr  A  Norm  Norm
175 Platnum = (From Fossil)      Arm  Fgt    B  Large Heav
176 Prime   = (Enhance from Platnum)
177 Octopon = NiCd      x Gold     Move  Sea   A  Norm  Heav
178 CamBot  = Cool      x Gold     Boot  Mat   B  Tiny  Vlig
179 KingPon = Mild     x Tough    Arm  Fgt   ?  Large Heav
180 Vacupon = Mangan   x Star     Move  Land  B  Small Vlig
181 Fujipon = Mangan   x Alkali   Boot  Mat   A  Huge  Vhev
182 Ruby    = Noble     x Cyber    Arm  Healr  A  Norm  Norm
183 B-Mani  = NiCD      x Cyber    Boot  Human  A  Norm  Norm
184 A-Grav9 = Wild     x Alkali   Arm  Sorcr  B  Norm  Vlig
185 Nebulus = (Link Spark)

```

6) Enhancement List [RBP06]

Below are some of the Enhancement I've done, and some that I got from the GameFaq's Message boards.

Stage1	Stage 2	Stage 3	Stage 4
Rocker	RockerZ		
Sunny	Sunny-02	SunCust	
Robby	???		
Boomer	AirRaid	Boom-B1	
Timzup	0-Count		
Zap	BigZap		
Viggy	Disco Q		
Sumito	Sumo	Yokomo	Chef-Fe
Ralph	Chan	Luke	
Pirate	BigPir8		
Gobby	Deemo	ArcDemo	
Boiler	Steamer		
Crysty	Shelby	Emerald	
Granit	Bould	Boulder	
Draco	Dragon	Trigon	
SSTBot	SST1337		
Gello	Gtacbot		
Fencer	D'Art		
Gigapon	Prtopon	Soul	
NitBoat	Noah	Titania	
Elepon	Mamopon		
Gunball	DaKid	Heropon	
Under	Taker	Deathk	
Viper2	Cobra	Adder	
Tueten	Mummy	Tutank	
Train	B-Train	M-Train	

Whirlee	SpAir-0	Owlet
RboPron	Scorpin	Lobstar
Wind-Up	RevD-Up	
Dynamit	D-Might	
Rider1	RiderV	Super-1
Racer	Mock V	DriverX
Ping	Yuki	Jordan
Platnum	Prime	

7) Skills List [RBP07]

It's not complete yet, and will not be for a long time, but I'll put down all the skills my Robopon knows. It's list in alphabetical order

Skill	EP	Software	Effect

BoomHit	12	?	Heat Attack
Blizz	22	Ice3	Ice Atk (Rank 3)
Blizz(Hate)	24	Ice3+Hate3	Ice Atk(H) (Rank3)
Combo	9	?	Hits 2 times
Electric	16	Ray2+Ray2	Electric Atk (Rank 1)
Fire	4	Fire1	Fire Atk (Rank 1)
Fire(Hate)	8	Fire1+Hate1	FireAtk(H) (Rank 1)
Freeze	12	Ice2	Ice Atk (Rank 2)
Freeze(Hate)	18	Ice2+Hate2	Ice At(H) (Rank 2)
Gale	4	?	AirSlash Attack
Gamble	0	?	Chance Atk
Hug	4	Kiss1	Heal HP (Rank 1)
Hug(Love)	12	Kiss2+Love2	Heal HP(L) (Rank 1)
Ice	6	Icel	Ice Atk (Rank 1)
Ice(Hate)	9	Icel+Hate1	Ice(H) Atk (Rank 1)
Kiss	8	Kiss2	Heal HP (Rank 2)
Kisses	12	Kiss3	Heal HP (Rank 3)
Napalm	14	Fire2+Fire2	Fire Atk (Rank 2)
Napalm(Hate)	12	Fire2+Hate2	FireAtk(H) (Rank 2)
Nova	24	Fire3	Fire Atk (Rank 3)
Nova(Hate)	22	Fire3+Hate3	FireAtk (Rank 3)
Phoenix	37	?	Big heat attack
Quake	18	Rock2+Rock2	Hits all w/ Earth
Random	0	?	Hits at Random
Revive	16	Lifel	Revives (low HP)
Revive+	22	Life2	Revives (mid HP)
Scrap	12	Kill1	Destory 1 enemy
SnowStrm	10	?	Cold Attack
Sonic	9	Wind2+Wind2	Random (Rank 2)
Stone	11	Rock1	Hits all w/ Stone
Virus	12	Ray2	Virus 1 enemy
Weak Pt	16	?	Attack w/ Death
Wind	10	Wind2	Random (Rank 1)

8) Skills Combining Combos [RBP08]

When you equip certain skills, you'll get an next skill that's more special than the normal ones. If you know any, e-mail to me and you'll be credit.

Skill1	Skill2	Result	Skill1	Result	Skill2	Result	Skill3
Up1	Love1	LoveShield					
Up2	Love2	LoveShield	LoveSpd				
Kiss2	Love2	Hug (Love)					
Kiss3	Love3	Hug (Love)	Kiss (Love)				
Revive3	Kiss3	Miracle					
Sick1	Hate1	Suspend (Hate)					
Sick2	Hate2	Suspend (Hate)	Rust (Hate)				
Fire2	Fire2	Napalm					
Fire3	Hate2	Fire (Hate)	Napalm (Hate)				
Fire3	Hate3	Fire (Hate)	Napalm (Hate)	Nova (Hate)			
Ice1	Hate1	Ice (Hate)					
Ice2	Hate2	Ice (Hate)	Freeze (Hate)				
Ice3	Hate3	Ice (Hate)	Freeze (Hate)	Breeze (Hate)			
Wind2	Wind2	Sonic					
Wind3	Wind3	GodWind					
Rock2	Rock2	Quake					
Rock3	Rock3	Quake	GaiaFist?				
Ray2	Ray2	Electric					
Ray3	Ray3	Litning					
Kill3	Hate3	ScarpYrd					

(I know, this list is very imcomplete... but what can I do? I don't have the game anymore... maybe you guyz can help)

9) Special [RBP09]

My Tower

Robopon: Chan, Fagin, Lobster, Woolly

There are two items on the first floor. Pick up SolarSys and head down the stairs. There is also the Rock* software, but you'll need a spirit from the red mushroom to open it.

On this floor, go east, then down the stairs. You can talk to the spirit on the door, it'll tell you about how he was going to design the Galieo WindMills... anyway, go east and then down the stairs and pick up a Wild Battery, now head back to the second floor.

Here, go southeast to the lower right corner of the building and then down the stairs. Pick up the OverHaul there then leave the building.

That's it!? I though it was going to be much bigger and such, but I guess that's all for now...

Marvel Lab

Robopon: Curser, Jordan, M-Train, PegS

There are the following items inside of the Lab, which are some gold, Ray3, Octopus.

Jasper the Dog will give you different Robopons according to the code you give it. I'll continue to look for codes...

D - Icarun

H - B-Cell

J - Gundarn
L - Under
P - Fencer
R - Sherry
S - Flicker
9 - NegaPon
Rvnge - Dorapon
La - X Dog

More Coming...

10) FAQ [RBP10]

Here are some questions. More coming later.

Q: Where are all the fossils found?

A: 1: Draco - Delica basement -present
2: Platnum - Mountain at the circus -past
3: Rider1 - Lover's cliff-present
4: Gear - Baba village-present
5: Gear - Apartments in town of walda -past
6: Gear - Silver temple-past

Q: How tall is the Hoffman Tower?

A: Who knows? It can be as tall as it can get :)

Q: How do I get Sherry?

A: You get her from Jasper the Dog. He's next to a tree at the Marval Labs. You can get Sherry by giving Jasper a code. Give him the code "R" to get Sherry.
(Thanks to usagimon for this info)

12) Credits [RBP12]

This is it, for now, I hope you enjoy it. Again, if there is anything wrong, please e-mail me about it. It'll help.

Anything you can help me out with will be great, sending me extra info will also be great. You will be usually br credited.

Look for other Faqs by Killer:

Front Mission (SNES)
Pokemon TCG (GBC)
Dragon Warrior Monsters 2 (GBC)
Golden Sun 2: The Lost Age (GBA)

This faq can be found at:

www.gamefaqs.com
www.neoseeker.com
www.cheatcc.com

Furture Version Requests:

- Complete Robopon List with accurate info
- Complete Sparking List
- Complete Skill List

- Complete Skill Combining Combos

Name	Contact	Why
Myself	hakkafusion@hotmail.com	For writing the Faq
You		For reading it
GameFaqs	www.gamefaqs.com	Posting my Faq
GoldenPheonix		\
Thogar		----- For some Enhancement
DoubleXMinus		/ combos
usagimon		Sherry Info
SunnyMoney	Drumstick112@aol.com	Quake combo, and B-Train info and some other stuff :)
AcraneLore	acranefang@attbi.com	Skill combos

Some things you shouldn't do:

- Send me messages about God, Jesus, or any things like that because I'm already a good Christian
- Change stuff in this FAQ
- Credit this FAQ to yourself
- Send me questions about the game that's already in the FAQ
- Send me an e-mail without an subject/title
- Make profit off this FAQ unless you give me half of what you made :)
- Send me stupid, useless, and virus e-mails

Some things you should do:

- Print out this FAQ and give it to all your friends that plays the game
- Ask me about things that are not mentioned in the FAQ
- Link to THIS file, not any others
- Help me improve this Guide
- Let me know any sites that link to this file and it's not list in the site list
- Added me to ur msn if it's urgent and u want to talk to me directly
- Send me extra info that's not on the FAQ

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