

Robots FAQ/Walkthrough

by kindachikoh

Updated to v1.00 on Mar 22, 2005

This walkthrough was originally written for Robots on the GBA, but the walkthrough is still applicable to the Xbox version of the game.

FAQs:Robots Platform:GBA

Robots
FAQ/Walkthrough
Kindly brought to you by Kindachikoh
(kindachi_zhiwei@hotmail.com)

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I. Introduction

Hey everyone, kindachikoh is back again after completing strategy guides for Super Army War and Blades Of Thunder. However, this time I'm not writing FAQ on any war games again - I gonna try some adventure games - that is...ROBOTS. This movie has just started showing in Singapore and I really enjoy watching it. This is another reason that makes me want to write walkthrough for this game. O.k anyway, if you had read my FAQ on Super Army War or/and Blades Of Thunder, I just want to say a big THANK YOU for your support. If you are first time reading my FAQ, hope you enjoy and hope that it is useful to you in any way.

Well I would like to say this once more, I would highly appreciate any help with the FAQ, any clarification, corrections, and additional information would be very

much appreciated and credit will be given.

Well,I think that's enough and stop being a SCRAP METAL staying here, it's about time I start the walkthrough.Let us begin the journey.

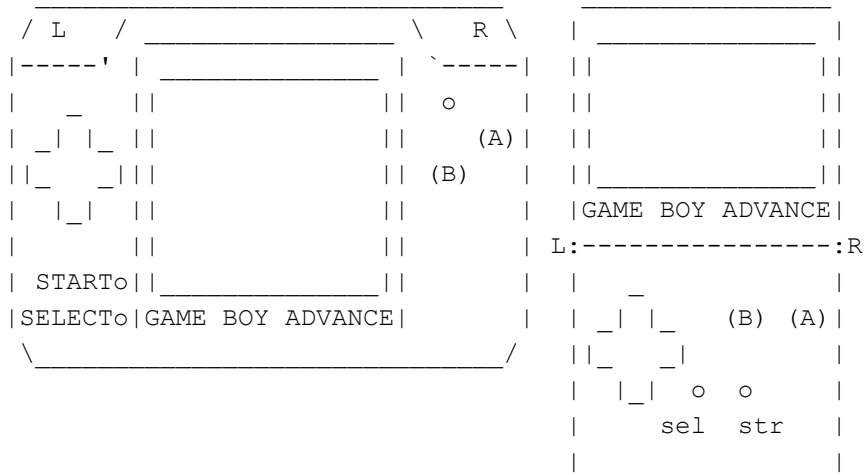
Lets.....GO...cling!clang...cling!clang

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II. Version History
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Version 1.00 - 20 March 2005

Half way complete
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III. Controls
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D-pad : You move with Left and Right (of course!)Up to move up and down to move down.

Start : While playing, this can pause the game or resume when paused. You can also make selections in the menu(save & quit to main menu, view gallery or adjust the sound, music and gamma-brightness).

Select : View map(Press L/R to view your inventory)

B button : Attack with weapon,Talk to robots,pull lever or use transit system

A button : Jump

L button : Change gadgets(weapons)

R button : Activate Wonderbot,press again to deactivate

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IV. Special Moves(Incomplete)
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Combo Attack

Learned:From the start of of the game
When fighting a monster,press A three times consecutively to activate combo.Make
sure the monster don't counterattack while you are pressing A(of course!)to
prevent unsuccessful combo attack.

Gliding

Learned:After winning the second boss
HOLD left/right and A simultaneously to glide with the help of wonderbot.

Super Jump

Learned:After winning the third boss
While doing normal jump,press R to activate wonderbot trampoline to perform a
super jump.

Hyper Jump

Learned:After winning the third boss
While performing a super jump,press A again to achieve a hyper jump.

Zipping along suspended line(zip line)

Learned:After winning the forth boss
Jump onto the zip point(can be seen from its shadow on the ground)and wonderbot
automatically transforms.This is not an easy skill as sometimes you will have to
try a few times before you can succeed.To make work easier for you,try standing
on the shadow to jump.At times you will have to press the
direction(right/left)you want to go.Press jump to jump from zip line to zip
line.Press down & jump to let go.

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V. Story

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You will start with Rodney and Wonderbot arriving at the city.You mission is to
find Bigweld industries and show Bigweld your Wonderbot invention...

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VI. Walkthrough(Incomplete)

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Begin your journey by heading down the stairs to your right.Continue left and
down to the lower floor and follow the only route to your right until you reach
an area with barrels.Hit with your wrench if you want to get items and jump on
to the case to reach the top.Go all the way northeast to see a bubble with an
item inside,activate Wonderbot by pressing R so that it can enter the gap to
take the item - gyroscope.Press R again to deactivate wonderbot.Head up and you
will see 2 stairs,one to the right(save)and one to the left(boss fight).After
saving,head up the left stair and prepare for boss battle.

Boss battle 1

Boss:???(tell me if you know)

HP:???(not shown)

Item(s) Obtain:Scrap launcher blueprint and scrap launcher hopper

Move learned:-

This is your first boss battle, and it's an easy one. Just use your wrench to hit them repeatedly and dodge when necessary.

After the battle, grab the Scrap launcher blueprint and scrap launcher hopper left behind and you will be brought to the inventory screen (in fact you will be brought here everytime you found parts). It's just like playing jigsaw puzzle - Press L/R to rotate the piece and press A when it is flashing to place it.

If you want, you can hit the barrels above you. Now head right and stand on the bronze platform and have your wonderbot to push the lever (from now onwards whenever you see a lever remember to push it). When you reach the top, head right and you will see a robot, press B to talk to him. You will receive a scrap launcher base as a reward for finding his gyroscope. Fit it below your scrap hopper and you built your first SCRAP LAUNCHER. Now you can use it by pressing L to choose it and A to shoot. You should notice a blue 'thing' beside you it is called the Transit System. Go to it and press B to use it. Time for mini game (in fact you will need to play this every time you go to other places on the map). I'm not going to write down the instruction, you got to read it yourself since it is so straight forward.

Once you reach the next area beware of monsters from here onwards, head right to see a flight of stairs. Talk to the only robot there and he will say he needs a Diode Array. Continue down with the help of the moving platform. If you want to save your game, it is at the right side. Anyway, continue left and down. Head all the way left to Bigweld Industries. You will come across Tim who will trick you two times in a row. Anyway head left (don't go up first) to get a Turbocharger. Now you can go up all the way to the next screen. Go all the way left and hit the first dustbin you see. Now all the way back again till you see a wooden platform. Stand on it and push the lever to go up. Once you are on top, use wonderbot to get the item at the far right. After that, ride the metal platform to gain access to the other side and continue along the path you can take (collecting items and save as you proceed) until you meet another female robot. Talk to her to exchange your turbocharger for +2 health. Continue right to the next screen. Again talk to the green robots to exchange your sprocket for a scrap launcher plus nozzle. Now go all the way right, up the platform (use wonderbot to push the lever, I'm not saying this again) and continue along the only path left to the next area.

Stand on the wooden platform to go up, when you are half way up, you will see a piece of land to your right. Jump on to it and talk to the robot here. Now go down again and this time head up all way up with the platform. Continue along the only path to the right (careful not to drop down). Once you reach the other side, remember to save your game as you will be fighting another boss soon. After that, go up the ledge and hit the dustbin at the side to get a power wrench handle. There's a lot of monster here so be careful. Go to the top with the moving platform and jump to the other ledge to the right. Go all the way right to the next screen. There are two dustbin at the back, hit it if you want. Go back to the platform and go up. Prepare for boss battle.

Boss battle 2

Boss: ??? (tell me if you know)

HP: ??? (tell me if you know)

Item(s) Obtain: -

Move learned: Gliding

This one isn't so difficult after all once you figure out its weaknesses. Don't try to attack it when it is outside the plot of land. Also, don't stand in the middle of the field, instead quickly stand at the upper/lower left hand CORNER of the land as it will let out a strong magnetic field from the big circle magnet to attract you to it sucking away your life. So the only place that is not

affected by the magnetic field is the corner I stated earlier.

When it flies up, you will see its shadow on the ground but please don't stand on it (common sense!). Just stand somewhere besides the shadow so that you can hit it immediately when it lands. Some time you will not see the shadow, so just run around. When it goes back outside the land another time, quickly hide in the corner again.

After the battle, will learn how to glide. You can now jump further by holding left/right and A simultaneously to glide with the help of wonderbot.

It's time to try out your new skill to proceed to the next area. Stand on the arrow mark and glide towards the hold on the wall. After the interesting movie, you will be brought to a new place. Exit right and keep heading east till you reach an area full of needles in the ground. Now try gliding across it. Get to the lower floor through the small gap below you. Destroy the 2 monsters and hit the dustbin here. Now drop down to the lowest level. There are 2 monster here and one of whom will drop a nanoscope. Go back up using the platform. Proceed right until you reach the third level. Continue left till you see a green robot. Talk to him to exchange your nanoscope for a power wrench head. You can now upgrade your original wrench to power wrench. o.k now go down one floor (second floor) and head to the end at the left side, but don't jump down. Instead glide two times to the other side until you see a flight of stairs.

Go to the next area and continue along the only path southeast, fighting, gliding and pushing lever when necessary. When you realise that a crate or crates is/are following you your aim is to make each one overlap the metal floor - a switch to open the gate ahead. When you reach an area with 2 crates, do the same thing to open the gate. Go through the gate (of course!) and there is something at the back if you want. Anyway, go up to the highest point and glide to the right to the next area. Talk to the robot here and he is looking for a bevel gear. Anyway pull the lever to activate the continuous platform. Cross this platform and drop to the lower section. If you want to save, it is located at the right side. If not, proceed left and hit the three barrel there. One of which will contain a bevel gear. Now go back to the robot looking for this and see what he has for you - a mega wrench handle. Make use of wonderbot if you want to access the continuous platform. Now go back to the place where you got the bevel barrel. When you reach there you will see an arrow pointing downwards, so just follow it. Head all the way right to the next screen.

There will be lots of levers to be pushed here to open some gates. Therefore the following few steps require you to act fast or else the gate will be close again. Jump on to the ledge and push the lever. On the ledge you will notice a 'no hole' part, so stand it and keep jumping to the end (don't glide). On the forth platform, there is an item below you, if you want it, use wonderbot to take it.

Push the lever ahead of you and follow the only route southeast. When you reach the brown cargo area, jump onto the second level and there is another lever to be pulled. Head all the way up to the next area. Head all the way east, climb the stairs and glide to the cargo with a lever, of course you will have to pull it. Glide down to the base and use the platform to go up. Head up, and all the way east (passing the platform). There is a black color slope here at the side, go up to grab your mega wrench grip. Go back to the platform and use it to go up. Head left and jump to the top from the black bridge. Go to your left and save (fighting boss soon) or proceed right to continue your game. Jump up to the highest point and prepare for boss battle.

Boss battle 3

Boss: Sweeper

HP:12

Item(s) Obtain:scrap launcher plus base

Move learned:Super and hyper jumping.

This can be considered a difficult battle if you don't know where to hit sweeper in order to damage him.He uses three different attacks.The first attack he will be using is rolling two 'things'out.It will cost him 6 life if you destroy both of it.An easy way is stand like this while hitting:

:-----: U = where you should stand

:-----:U

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:-----:

I tried this method and it is useful to me,but if you fail than I think it's your positioning that is wrong.Anyway,after destroying these two things,sweeper will spit out tools to attack you,you can either jump to dodge or counterattack it.The third attack will be him dashing towards you but don't worry he won't move sideway.To attack him,hit his mouth when it is closed with any gadgets probably, scrap launcher,you can also attack him while he is spitting or dashing,however it is very dangerous.

After the battle you will receive a scrap launcher plus base and learn super and hyper jump.While doing normal jump,press R to activate wonderbot trampoline to perform a super jump.While performing a super jump,press A again to achieve a hyper jump.

After the conversation,go into the house above you to find aunt fanny.Get out and head northeast to the transit system.Go to the area that is flashing.Once you reach the new area,talk to the red robot here and head downstairs.Head down four more storey and you will find a barrel with a hypoid compressor inside it near a flight of stairs.Now head down to the lower level with a glass platform.Ride it to go down.Again,keep going downwards till you see a lever.Pull it to activate continuous platform,cross this platform and pull another lever here.Wait for the glass platform to come up and ride it to go down.Now walk all the way right and jump down.Continue to jump down till you reach the lowest level.You will see a thick bronze pipe,jump on it and hyper/super jump(For my convenience,next I will just state 'jump',whether to hyper or super jump you will have to figure it out yourself)to the highest level to obtain a scrap launcher plus part.Get down and head right to the next screen and continue along the only path to the right till you reach an area full of needles in the ground.(does this place and walkthrough looks familiar-yes,we are actually going back as there is no way we can go up to the earlier place)

Now try gliding across it.Go to the second floor and head to the end at the left side,but don't jump down.Instead glide two times to the other side until you see a flight of stairs.

Go the the next area and continue along the only path southeast,fighting,gliding and pushing lever when necessary.When you realise that a crate or crates is/are following you your aim is to make each one overlap the metal floor - a switch to open the gate ahead.When you reach an area with 2 crates,do the same thing to open the gate.Go through the gate(of course!)and there is something at the back if you want.Anyway,go up to the highest point and glide to the right to the next area.Pull the lever to activate the continuous platform.Cross this platform and drop to the lower section.If you want to save,it is located at the right side.If not,proceed left and you will see an arrow pointing downwards,so just follow it.Head all the way right to the next screen.

There will be lots of levers to be pushed here to open some gates.Therefore the following few steps require you to act fast or else the gate will be close again.Jump on to the ledge and push the lever.On the ledge you will notice a 'no

hole' part,so stand it and keep jumping to the end(don't glide).

Push the lever ahead of you and follow the only route southeast.When you reach the brown cargo area,jump onto the second level and there is another lever to be pulled.Head all the way up to the next area.Head all the way east,climb the stairs and glide to the cargo with a lever,of course you will have to pull it.Glide down to the base and use rhe platform to go up.Head up,and all the way east(passing the platform).Go up using the platform.Head left and jump to the top from the black bridge.Go to your left and save or proceed right to continue your game.Jump up to the highest point and proceed right to the next area.Head northeast to the transit system and choose the area at the second row.

Finally we are back here once more.Lets don't go down there again:(.Talk to the red robot here to exchange your hypoid compressor for an electro zapper 2.0 core.Now head all the way right till you reach an area with an arrow pointing up.Jump to the top,jump again to the pipe and finally hyper jump to the highest point.Glide to the right and enter the next area.Head right and drop down to the lowest level.Go to the right and take the item to regain your health.Head left a little and keep going up till you find a waste management unit(I wonder who want this for!)Head back down to the glass platform to go up.Jump on to the ledge.Continue going up and glide to the right side.From here onwards,keep jumping up till you see a lever.Push it and drop down one ledge.Cross the continuous platform and pull the lever here.Continue along the path northeast till you come across a wooden platform.Jump pass it and go to the top of the ledge with a lever northeast from where you are now.Push it,come down and head all the way east.When you reach the end,jump to the top to see a robot there.Talk to her to exchange your waste management unit for a +1 health.From here jump up to the highest point and head northwest.Again, jump to the highest point and glide to the other side.Follow the arrow to the next screen.Continue southeast to see a red robot.Talk to him and jump on to the second layer of the floor.Head southeast and continue along the only route northwest(fighting and jumping as you proceed)till you reach an area with an arrow mark.Follow it by gliding to the left side.Glide again to exit left.

In this area (Jack Hammer's shop),talk to the robot who is looking fot a Helical gear.Talk to Jack hammer(orange robot)to play mini game.Exit left to the next area.Head left and up and jump onto the second floor.Go left and climb up the stairs.When you reach the third floor head left to get a helical gear.Now go back to Jack Hammer's shop and talk to the blue robot to exchange your helical gear for a spur gear.Now you have to hand this spur gear to another robot.From where you are exit right and jump down the ledge.Head southeast and talk to the red robot to exchange the spur gear for an electro zapper 2.0 handle.

Jump on to the second layer of the floor.Head southeast and continue along the only route northwest(fighting and jumping as you proceed)till you reach an area with an arrow mark.Follow it by gliding to the left side.Glide again to exit left and reach Jack Hammer's shop.Now go bact to the place where you found helical gear and continue by jumping onto the ledge and glide towards the right side.Now I need you to jump all the way to the highest level and head left.Jump over the 'square thing' and take a ride on the metal platform to the other side.Take another metal platform to go to the other side once more.Head west and take the last platform to go up and follow the only route northeast till you come across a green robot.Talk to him and continue right.

This part is a bit tricky and I'm sure you can't think of any solution.If you can, then you are smart.Activate wonderbot and control him to go through the small window.Make him push the lever and now you can access the the other side to the next screen.Head right all the way till you see a floor full of needles.Jump onto the ledge nearer to the needle ground.Glide to the right to get a +1 health and push the lever.Now glide back and go to the platform where

you have just activated to gain access to the top. Follow straight forward path to the end. Pick up a coolant and push the lever here. This lever will open up a gate. Go to the gate and exit right.

You will find a roller bearing here. Continue along the only path you can take (remember to save and talk to robots as you proceed) till you reach an area with a red and blue stuff. They are actually north and south pole of a magnet but are unable to attract. You will need something in order to attract it to open the gate ahead. Anyway, talk to the robot who is looking for a fan belt.

To prevent wasting your time, read this paragraph only when you want to regain your health, otherwise skip this paragraph and go to the next paragraph. Head left and push the lever here and take a ride on the RIGHT platform to go up. Head right, push the lever here and go up again by the nearest platform. Walk right and glide to the other side. Now push the lever here again and try standing on the swirling platform jump to reach the super health up at the upper left hand side. After that, head ALL THE WAY down and take the left platform up and enter the next area. SKIP the following paragraph.

Head left and push the lever here and take a ride on the LEFT platform to go up. Head left to the next area. Continue along the only path you can take (make sure the 3 metal crates move back to the metal floor) till you reach the swirling platform. Jump onto it then to the second swirling platform. Once the platform reaches the other side, try hyper jumping to it. Push the lever and get the 'mega???' stuff here. Exit left twice. When you pass the two 'sticks', did you realise that your body color changes to RED. It will cause the three metal crates here to REPEL from you. Your aim now is to make all the three crates overlap the metal ground. This is a bit problematic as you are repelling them instead of attracting them. So try repelling them from behind to make them move forward. It is quite impossible and difficult for me to explain how-to so you have to try it yourself. If you make a mistake, just exit right and come back again.

You will open up two gates. One to your left and another one up above you. Talk to the orange robot here who is looking for a radial bearing and exit left. When you pass the two 'sticks', did you realise that your body color changes to BLUE and this is what you want - it makes crates attract and follow you. But, before leaving this place to the 3 crates area again, grab your magno grenade battery.

Leave this place and you will have to move the 3 crates again (WAH! so troublesome right) to access the door above. After all this isn't as difficult as before as they are following you. If you make a mistake, just exit right and come back again. Now go to the gate above that has just opened and head to the next screen. Climb the stairs here and exit right. Try jumping to the other side but do take note of the shooting needles and needles ground. Once you reach the other side, you will come across 2 stairs. One at the bottom, one at the top. Use the bottom one to access to the top one. Hit the two things there to get a magno grenade bulb. Proceed right to the next area. In this area, follow the only route here till you see a lever. Push it and ride the left most platform. Enter next area.

The first thing you see here will be another lever, so push it. Wait for the metal platform to come up. Jump on to the platform one by one to the left and talk to the robot who is looking for a 'mini???' stuff. Head left to get a fan belt. Now you will have to go all the way back to hand this thing to a robot who needs it. Don't worry you there is actually a shortcut we can take. Now drop down from the ledge and head all the way right and to the top again. Exit right. From here, I want to drop ALL THE WAY down and head southeast till you see an arrow pointing right. So just follow it. From here, jump ALL THE WAY down and continue right to see a robot. Talk to him to exchange your fan belt for a magno grenade magnet. Now you can build your first Magno grenade.

TO BE CONTINUE...

Please lot on my second version of FAQ/Walkthrough.See you again.

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VII. Weapons/gadgets list(Incomplete)

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The following weapons/gadgets are used in the game.There all together 4 different types of weapons/gadgets and each of them can be upgraded by having certain upgrade parts and all of them can be found in the game.

Original	First Upgrade	Second Upgrade
Normal wrench	---> Power Wrench	---> Mega wrench
Scrap launcher	---> Scrap launcher plus	---> Scrap launcher Deluxe
Magno Grenade	---> Magno Grenade Mark II	---> Magno Grenade Mark III
Electro Zapper 2.0	---	---

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VIII. Frequently Asked Questions

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Q.Where are you currently staying(country)?

A.Singapore

Q.Is there any secret places in the game?

A.Nope,I don't think so.But if you happen to find one please e-mail me.

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IX. Secrets

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-Not Available

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X. Codebreaker

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-Not Available

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XI. Credits

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Thanks to Fox interactive,Vivendi universal games,Blue sky studio and Griptonite games for developing this wonderful and excellent game.

Thanks to Nintendo for licensing this game.

Thanks to Gamefaq.com, gamespot.com, faqs.ign.com and gamewinners.com for hosting this FAQ/Walkthrough

And finally me for typing.

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XII. Contacting Me
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I would highly appreciate any help with the FAQ, any clarification, corrections, and additional information would be very much appreciated and credit will be given.

Please send your e-mails to me at kindachi_zhiwei@hotmail.com if:

- I ever miss out any thing or
- You have anything for me to add or
- You have any unsolve doubts

If you feel that there are still some improvements needed to be made in my next FAQ or you think that this FAQ has met your expectation, kindly send me your comments or praises (includes your name) via e-mail so that I can post it in my next FAQ and do better next time.

Also, please put "RB: (name of subject)" or something similar in the subject heading when sending e-mails, to make my work easier. Thank You.

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XIII. Copyrights
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