

# Custom Robo FAQ/Walkthrough

by wartjr2373

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CUSTOM ROBO WALKTHROUGH

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NOTE: If you want to get to a certain section quickly, do a search for the exact section name, number included, that is seen in the table of contents. Do not include <C>, <I> or <N> in the search.

C=Complete, at least for now

I=Incomplete, but started

N=Not started

```
*****
|01. Introduction|                                     |01. Introduction|
*****
```

There's no introduction yet. Just a version history.

VERSION 0.73 (Submitted 2008-01-19)

-Added menus section

-It's been a really long time, I know. As of this point I'm not sure if I will finish this FAQ. The menu section is not something I made recently; it's been sitting on my computer pretty much for the whole 2.5 years. I was waiting for a larger contribution before updating, but obviously that never happened. I may still finish the FAQ, but don't consider this a sign of future updates.

VERSION 0.69 (Submitted 2005-07-28)

-Rearranged TOC a little bit

-Added Days Nine through Eleven of A New Journey

-Completed Unlockables, except for Dark Star

VERSION 0.6 (Submitted 2005-07-26)

-Added Days Five through Eight of A New Journey

-Divided Glossary into two parts

-Added extra Z Button function to Controls

-Updated conclusion

VERSION 0.54 (Submitted 2005-07-23)

-Completed Controls

-Completed Glossary

-Completed Strategic Advice

-Completed Days One through Four of A New Journey

-Completed Parts Index

-Completed Holosseums

```
*****
|02. Controls|                                       |02. Controls|
*****
```

Control Stick

1. Move
2. Make selections
3. Aim Bombs and Pods (Battles)
4. Rotate camera in Viewing Mode

A Button

- 1. Talk with people
- 2. Skip through text
- 3. Investigate objects
- 4. Confirm selections
- 5. Jump (Battles)
- 6. Press with the Z Button to randomly choose your robo's parts

B Button

- 1. Cancel selections
- 2. Return to the previous screen
- 3. Skip through text
- 4. Use gun (Battles)
- 5. Speed up timer (Arcade Mode)

X Button

- 1. Display help screen (Hold)
- 2. Charge (Battles)
- 3. Zoom out in Viewing Mode

Y Button

- 1. Display detailed part information on Customization screen
- 2. Change rules on Holosseum select screen
- 3. Change target (2-on-2/Handicap/Battle Royal)
- 4. Swap robos (Tag Battle)
- 5. Zoom in in Viewing Mode

L Button

- 1. Use pods (Aim with Control Stick)
- 2. Secret Select Mode (Holosseum select screen, Customize screen)

R Button

- 1. Use bombs (Aim with Control Stick)
- 2. Practice Mode (Customization screen)

Z Button

- 1. Press with the A Button to randomly choose your robo's parts
- 2. Hold down on the holosseum select screen to change the appearance of the Basic Arena and No-Man's Land holosseums

Start Button

- 1. Pause game
- 2. Finish customization

Control Pad

- 1. Press left to enter Viewing Mode
- 2. Press right to exit Viewing Mode

C-Stick

- 1. Press up with 1st-person mode enabled to enter 1st-person mode
- 2. Press down with 1st-person mode enabled to exit 1st-person mode

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*****
|03. Menus|                                     |03. Menus|
*****
```

```
#####
#03a. Main Menu#                               #03a. Main Menu#
#####
```

## STORY MODE

The first option on the main menu. When you select Story Mode, you are given the option of three files. If it is your first time playing, all files will be labelled "New Data". If you have played a file before, that file will be called either "???" or your character's name, depending on how far you are. When you select a file, you can either "Start Story Mode", "Copy File", or "Erase File". Copying and erasing files are fairly straightforward. If you choose to start story mode, it will open a menu with "A New Journey" and "The Grand Battle", however The Grand Battle will only be available once you clear A New Journey.

## ARCADE MODE

This option will only be available once you clear A New Journey in Story Mode. Arcade mode is eight consecutive battles. You can use any parts you have unlocked in Story Mode, and you can customize again after every battle. The opponents get consecutively harder as you progress. You can play with five different battle types: Single Battle, 2-ON-2, Tag Battle, 3-Player Battle Royal, or 4-Player Battle Royal. You can also set the difficulty level to either Normal or Hard. Winning a match in arcade mode using a certain part is the only way to unlock that part in the Parts Index.

## VS. MODE

Vs. mode is the only mode in the game that allows more than one player. You are given six battle types to choose from: Single Battle, 2-ON-2, Tag Battle, 1-ON-2 Handicap, 3-Player Battle Royal & 4-Player Battle Royal. Within each battle type you can choose the teams. Computer-controlled opponents are only available once you clear A New Journey in Story Mode. No matter what you choose, you will also be given the option of a 3-Set Match, 5-Set Match, 7-Set Match or Endless Match. If one player/team wins more than half of the matches in 3-Set, 5-Set or 7-Set before all the matches are over, the remaining matches will still take place. After choosing the amount of matches, you will be given the option of choosing a holosseum. You can use secret select mode to choose one secretly, or if you can't choose, there is a random option in the lower-right corner. Press the Y Button on the holosseum select screen to view the battle rules. Depending on the type of battle, different rules will be shown. The options are:

Battle Time: 90, 120, 180, or infinite. The default is 180.

Victory Conditions: Defeat one robo or defeat two robos. The default is two.

Friendly fire damage: Off or on. The default is off.

Allies block gun rounds: Off or on. The default is on.

Friendly pod and bomb blasts cause damage: Off or on. The default is on.

Pods explode on robos other than their primary targets: Off or on. The default is off.

Ally's charges cause damage: Off or on. The default is off.

After the holosseum select screen, you are shown the customization screen. If a player is on a team with a CPU, they will have control over the setup. If the CPU stands alone, or is on a team with another CPU, P1 will have control over them. For player robos, you can alter all parts of a robo, as usual, and you can alter the amount of HP the robo has. The options for HP are 100%, 90%, 70%, 50%, 30%, and 20%. For CPU robos, you can alter the difficulty, type and HP. There are five different difficulties: Very Easy, Easy, Normal, Hard and Very Hard. Under each difficulty, there are 20 different predetermined robo setups to choose from. Once customization is complete, the battle begins. After each battle, the score of each robo is displayed. One point is gained for winning a battle. If a team wins a battle, both winning robos will score a point.

## OPTIONS

Rumble: Turn the Rumble Feature on or off.

Illegal Parts: Turn illegal parts on or off. If disallowed, illegal parts will

be unavailable in Arcade Mode or Vs. Mode.

Sound Test: Press A to access a sub-menu.

Sound: Set the sound to stereo or mono.

BGM Volume: Change the volume of the background music, from 0% to 200%.

Return to Default: Resets sound settings.

Play BGM: Listen to the game music. There are 53 songs total. Only available after clearing A New Journey.

Controller Config: Press A to access a configuration screen. Here you can alter the commands for the A, B, X, Y, L and R buttons. Each controller can be altered individually, but is only available if a controller is plugged into that socket. Select confirm to save settings. Select default to return to the default controller configuration.

Vs. Scoreboard: Press A to access the vs. scoreboard screen. The scoreboard lists all unlocked robos, and the amount of matches they've participated in. It also shows how many victories, losses and draws the robo has, and its win percentage. At the top, the Vs. Mode play time is displayed. Press the A Button to view the second screen, which has the same information for different robos. At the bottom of the screen is the total score for all robos combined.

Load Data: Use this function to load data from a memory card if you started the game without a card, or swapped cards while the game was on.

Erase Data: Use this function to erase all Story Mode data, Vs. Mode data and parts data from your memory card.

1st-Person View: This option is only available once A New Journey has been completed. When on, you can press the C Stick up to activate the first-person perspective.

#### PARTS INDEX

The parts index is an index of all the parts used in the game. It is unlocked when you first clear A New Journey. At first, no parts are displayed in the parts index, but you can add parts by winning a match in Arcade Mode using that part. Trying to gain all of the parts in the Parts Index can be a good way to practice using different parts.

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#####  
#03b. In-Game Menu#                               #03b. In-Game Menu#  
#####
```

#### CUSTOMIZE ROBO

Choose this to customize your robo. This is available in both the pause menu and the pre-battle menu. Press X to view the controls for the customization screen. Press R to enter practice mode. Press the control pad left to enter viewing mode. Press Y in a tag battle to view part information. Press A to customize. Press B or START to finish customizing. When customizing your robo body parts, selecting a part will give you the choice of five different colors: original, red, blue, green or yellow.

#### STRATEGIC ADVICE

Select this to view strategic advice for the game. Strategic advice is added once it is mentioned in Story Mode. This is available in both the pause menu and the pre-battle menu.

#### GLOSSARY

The glossary is a list of all important custom robo terms used. Terms are added once mentioned in Story Mode. For a list of all the terms, see the glossary

section of this guide. This is only available on the pause menu.

#### TEXT SPEED

Alter the text speed for the game. The five options are Very Fast, Fast, Normal, Slow and Very Slow. This is only available on the pause menu.

#### RETURN TO GAME

Exit the menu screen and return to the game. This is only available on the pause menu.

#### QUIT

Exit the game. Any unsaved progress will not be saved. This is only available on the pause menu.

#### PARTNER DATA

View your partner's customization. This is only available on the pre-battle menu, and is grayed out when you do not have a partner.

#### OPPONENT DATA

View your opponent(s)'s customization. This is only available on the pre-battle menu.

#### HOLOSSEUM DATA

View the holosseum for the battle. This is only available on the pre-battle menu.

#### START BATTLE

Begin the battle. This is only available on the pre-battle menu.

#### GRAND BATTLE RULES

View information on the rules of The Grand Battle. This is only available on the pause menu in The Grand Battle. Information is added in the same way as the strategic advice and the glossary.

#### SCORE DATA

View your current score, the high score, and the task scores for the current tournament. This is only available in The Grand Battle, and is available on both the pre-battle and the pause menu. It is grayed out if you are not in a tournament.

\*\*\*\*\*  
|04. Glossary| |04. Glossary|  
\*\*\*\*\*

#####  
#04a. Normal Glossary# #04a. Normal Glossary#  
#####

This section is a list of all the terms that specifically apply to Custom Robo, and their definitions in alphabetical order.

2-on-2 Battle: A two-on-two battle in which two commanders team up against two opponents.

Autonomous Robo: A robo that can move without a commander controlling it. Currently used only for menial tasks and heavy labor assignments.

Battle Show: A secret robo-battle tournament that takes place in Bogey's Cafe. These battles have been deemed illegal because of the number of battle wagers placed on them.

**Battle Wager:** A bet placed on a robo battle. Betting on robo battles in any form is illegal.

**Bogey's Cafe:** A dodgy cafe owned by the equally dodgy Bogey. Ernest, chief of the Steel Hearts, is a regular customer, often seen with a nice cup of really warm tea and a notebook full of poetry.

**Bounty Hunter:** A freelance mercenary who hunts criminals and receives rewards for their capture from law enforcement officials.

**Command:** The act of controlling a robo.

**Commander:** A person skilled in robo control and operation.

**Custom Robo:** The robo, averaging about 30 cm tall, is the realization of years of work in robot technology and engineering. Commanders control their robos with their minds.

**Daimon:** A Chinese restaurant owned by Dendai Don. They serve everything from trustworthy standards to very elaborate and exotic dishes.

**Dark Blue:** A team of wealthy, if unscrupulous mercenaries. They are the main reason bounty hunters have a bad name, and they have fashioned themselves as Steel Hearts' rivals.

**Department of Licensing:** The robo licensing center. Commanders-in-training must pass a test to receive their robo operator's license. The tests are administered by slightly obsolete testing machines that utilize archaic and, at times, irritating AI programs. Commanders must wait one year between each rank-advancement test.

**Dive:** When a commander merges his or her thoughts with a robo in order to control it in a holosseum. If a commander dives for too long, his or her brain waves becomes unstable and erratic.

**Exam Machine:** A license-test machine located inside the Department of Licensing test hall. To take a test, insert an exam card and your robo cube into the exam machine.

**Eye-scan Registration:** A robo will only respond to the commander to whom it has been registered. An eye scan is required to register a robo. After the eye scan is complete, the robo responds to no one but that commander. The eye-scan registration has become a ritual among commanders when they first receive a new robo.

**Father's Watch:** The watch given to you by your late father. It is the only memento you have of him.

**Holosseum:** A holographic battle environment roughly 3.6 square meters in size. Skilled commanders can construct their own holosseums from their thoughts and memories. For those who can't, there are prebuilt holosseums in each robo. The machine that projects the holosseum is called a holosseum deck.

**Hub Park:** A lovely park, considered by many to be both a restful garden and a good place for a romantic rendezvous.

**Illegal Part:** A part constructed in violation of the robo-development ordinances. All parts must conform to certain regulations when they are constructed. Parts that do not conform are considered dangerous, and commanders

who use them stand in violation of the law.

**License:** A document required by all robo commanders before diving into their first robo. Licenses are ranked in classes. Class D is the lowest, then C, B, and A. Mercenaries need a Class D license, while the police force requires a Class A license.

**Marv:** A criminal wanted for crimes that have, at least for now, not been disclosed.

**Parts:** The custom robo s made up of 5 parts:

Body (the robo's chassis)

Gun (the right arm)

Bomb (the left arm)

Pod (the backpack)

Leg (the robo's legs)

You can change any of these parts to create your own custom robo.

**Parts Generator:** A machine that transfers downloaded parts data into robo cubes. You can find one in just about every building, public or private. They are essential to the customization of robos.

**Police Squad:** Members use high-performance custom robos to protect themselves and to fight criminals.

**Police Squad HQ:** Just your standard police headquarters. Nothing to see here. Move along, move along.

**Ray 01:** Your very first robo! A Shining Fighter model. A standard, yet versatile robo.

**Research Lab:** The official robo research laboratory, where new robo models and parts are developed and tested before hitting the market. Linda is the lab's director and chief researcher.

**Robo Battle:** Typically, a one-on-one battle between robos that takes place in a holosseum. At the end of the robo battle, the winner gains access to the loser's parts data. Download the new parts data at a parts generator.

**Robo Cannon:** The deployment system that launches robos into battle inside of the holosseum.

**Robo Cube:** The form a custom robo takes when it is not fighting in a holosseum. This small, easy to carry cube contains all the parts data you've downloaded, as well as the robo itself.

**Safety Switch:** A fail-safe switch that keeps commanders from being hurt by the stress and mental feedback of robo battles.

**Stealth Function:** The ability some robos possess to vanish momentarily during an air dash or charge.

**Steel Hearts HQ:** The small bounty-hunter office where you work. Although the employees of Steel Hearts want to return some dignity to the job of bounty hunter, most people just call them "bottom-feeders," common mercenaries who will do any job for the right price.

**Takuma University:** An elite university training in both technical and robo-piloting skills. Ernest, chief of Steel Hearts, and Linda, director of the Robo Research Labs, both graduated from this elite university. In fact, Ernest



graduated in the top of his class.

Training Gym: A robo-battle training facility that provides commanders both real and AI opponents against whom they can improve their skills. Membership is cheap but still somehow outside of the Steel Hearts employee budget.

Z Syndicate: A mysterious organization whose motives, whereabouts, and members are unknown. One thing that IS certain is that they are illegally modifying robos for some dire and, no doubt, sinister purpose.

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#####  
#04b. Spoiler Glossary#                               #04b. Spoiler Glossary#  
#####
```

This is a special "spoiler" glossary containing definitions that spoils the story for the game. Only read this if you have cleared A New Journey or do not care about the story developments and strictly play the game for robo battling.

Class-S Rating: The license above Class A. Currently the highest license that the public can attain is Class A, but one can take the Class-S exam if three Class-S commanders give endorsements. Class-S commanders possess skills and mental prowess far beyond those of normal commanders. The government disavows knowledge of the Class-S license.

Half-Dive: A unique ability. Marcia alone possesses the power to dive into someone else's robo and read that robo's most recent battle. This allows her to see whatever its commander saw in that battle. The stress of a half-dive prevents Marcia from using this ability often.

Memory-Erasure Device: A device hidden within your father's watch. It has the ability to erase Rahu's genetic memory, stopping Rahu from growing more powerful. It only works when activated with a chip that Sergei possesses.

Rahu: A living being capable of integrating evolutionary enhancements from both living and nonliving objects around it. Hundreds of years ago, it all but annihilated the entire human race.

The Outside World: A world that exists beyond the boundaries of the known world.

```
*****  
|05. Strategic Advice|                               |05. Strategic Advice|  
*****
```

The information found in this section is based on, however not a word-for-word copy of, the Strategic Advice found in the pause menu of story mode.

#### BASIC RULES

The basic idea of Custom Robo is to create a unique custom robo, and battle it against an enemy robo. You win if your opponent's energy is depleted, or if you have more HP at the end of the battle.

#### ROBO CANNON

When the battle starts, all robos will be in what's called the "robo cannon", still in robo cube form. The robo cannon can be aimed with the Control Stick. Once the robo cannon launches the robo cubes, they will roll on the ground with a random number ranging from 1 to 6 displayed. The number is the length of time in seconds you will have to wait to control your robo, however the countdown can be sped up by rapidly tapping the A, B, X or Y Buttons.

## NEW PARTS

When you win a battle, you will most likely gain access to a new part that can be used in your next battle. However, the part will be unavailable until you visit a "parts generator". It's hard to describe what it looks like, but you'll probably know it when you see it, as they are scattered all throughout the game.

## TEST MODE

Test mode can be activated by pressing the R Button on the customization screen. It can be used to test new parts without actually having to use them in a battle.

## ROBO MODELS/STYLES

There are many different types of Robo Models, and all of them possess their own unique abilities, which can be seen in the Parts Index. The different types are Shining Fighter, Aerial Beauty, Metal Grappler, Little Raider, Strike Vanisher, Trick Flyer, Lightning Sky and Funky Big Head. In addition, each of these robo models comes in three different styles: Normal, Armor and Speed. Armor robos have increased defense and decreased speed. Speed robos have increased speed and decreased defense. Normal robos have a perfect balance of the two.

## STATUS DETAILS

On the customization screen, when highlighting a part there are certain details that are displayed above the part names. This applies to robo models, guns, bombs and pods, but not legs.

## ROBO MODEL STATUS DETAILS

- DWN - Indicates the endurance level of the robo; more specifically, how much abuse it can take before it gets knocked down
- DEF - Indicates the defense of the robo. The higher the bar, the less damage it will take from an attack
- SPD - Indicates the speed of the robo
- SKY - Indicates the robo's proficiency at jumping and air dashing
- ATK - Indicates the attack power of the robo. The higher the bar, the more damage its attack will deal to the opponent

## GUN STATUS DETAILS

- ATK - Indicates how much damage the gun will inflict
- SPD - Indicates the round's speed after being fired from the gun
- HMG - Indicates how long the fired round will chase the target
- RPD - Indicates how fast the gun can fire
- DWN - Indicates the gun's ability to knock down the target

## BOMB STATUS DETAILS

- ATK - Indicates how much damage the bomb will inflict
- SPD - Indicates the bomb's speed after being fired
- SIZ - Indicates the size of the explosion left behind by the bomb
- TIM - Indicates how long the explosion effect remains
- DWN - Indicates the bomb's ability to knock down the target

## POD STATUS DETAILS

- ATK - Indicates how much damage the pod will inflict
- SPD - Indicates the pod's speed after being fired
- HMG - Indicates how long the fired pod will chase the target
- SIZ - Indicates the size of the explosion left behind by the pod
- TIM - Indicates how long the explosion effect remains

## SYSTEM FAILURE

A robo's systems will fail if it suffers a great amount of damage in a short

period of time. A robo is incapable of fighting while down, but upon recovery, the robo will temporarily be invincible. The time spent knocked down can be shortened by rapidly tapping the A, B, X or Y Button. When a robo is knocked down, recently fired gun rounds will disappear from the holosseum, so if your opponent has a slow-firing weapon, it may be better strategy to try to knock it down then dodge the oncoming round.

#### ROBO VULNERABILITY

During a battle, your robo will experience many moments of vulnerability. If you fight carelessly, your opponent will take advantage and counter your attacks. For example, when a robo stops moving, it takes a short while to accelerate to full speed again. When landing after a jump, before and after a charge, and after firing a gun or bomb are also prime moments of vulnerability. These moments of time are good times for ambushes.

#### USING OBSTACLES

Being careless in a battle may lose you valuable energy you may regret losing later. Most holosseums are designed with many barriers, so it is wise to form a strategy that somehow uses those barriers as defense from oncoming attacks. It is possible to fire your gun while moving, so it can be made that you end up behind a wall after firing your gun to protect against the enemy robo. It is also wise to time a jump dash so you end it behind a wall.

#### CORNERS

The four corners are the most dangerous places in a holosseum. If possible, try to trap your opponent in a corner, but be sure not to get trapped yourself.

#### JUMP HEIGHT

The longer you press the A Button, the higher you jump, however the robo will never exceed its own jump height. If you press the A and B Buttons simultaneously, your robo will make the smallest possible jump and fire its gun.

#### USING PODS

Pods don't have to be used to directly harm your opponent. There are many pods that will do better to block your opponent's movements than deal physical harm to them. Using pods wisely can trap your opponent in one of the holosseum's four corners. There are also some pods that are more suited to be scattered about the holosseum rather than be targeted at your opponent. Your opponent will have difficulty moving if you occasionally scatter pods.

#### BLAST TYPES

There are certain models of bombs and pods with letters in their names. The standard model without a letter will blast the target diagonally upward. Models with letters in their names have different effects:

Gazer (G) - Blasts the target upward.

Horizon (H) - Blasts the target slowly sideways.

Burst (B) - Blasts the target sideways, close to the ground, and leaves a blast zone.

Destroy (D) - Blasts the target diagonally upward, and leaves a blast zone.

Stun (S) - Paralyzes the target for a short while.

Pillar (P) - Blasts the target straight up, and leaves a blast zone.

Flipper (F) - Blasts the target sideways.

Cyclone (C) - Blasts the target slowly upward.

Traction (T) - Blasts the target toward the firing robo.

Knockdown (K) - Knocks down the target.

Explosion (X) - Blasts the target diagonally upward.

#### LOW AIR DASH

Repeatedly tap the A Button to do a low air dash. By doing this you can move

quickly without losing too much cover.

#### CHARGING

You can charge with the X Button. You will be invincible during a charge, but extremely vulnerable before and after charging. If a charge makes contact, it will automatically knock down the opponent. Every robo has a different type of charge attack.

#### COMBOS

Using your gun, bombs and pods in combination is the best way to win a battle. Although the gun is probably the most important of these three weapons, if you cannot use all three you will have trouble in the later battles of the story mode. Also, when playing with friends your attacks will be to predictable, and hence, easily avoided and countered.

#### WEAPONS WITH AERIAL ABILITIES

Some guns and bombs have different effects when fired from the air then when fired on the ground. These different effects can be seen in the weapon info on the customization screen.

#### DODGING ROUNDS

Although there are often many walls to protect yourself, it is almost impossible to avoid taking damage. When approaching your opponent, they will almost certainly fire at you. Guns with strong homing ability, but slow speed, such as the Dragon Gun and Hornet Gun can be dodged by letting them approach and jumping at the last second. Guns with high speeds, such as the Gatling Gun and the Twin Fang Gun can best be dodged by approaching while circling around your opponent. This method is much safer than a direct approach because it decreases the chance of being hit.

#### 2-ON-2 BATTLES

In a 2-on-2 battle, you and a partner robo will compete against two other robos. You win if both the opposing robos lose all of their energy before you do. Whether your partner's robo survives does not matter. You can change your target by pressing the Y Button. Your partner's gun will not harm you, however their bombs and pods will.

#### SINGLE-USE BATTLE

In The Grand Battle, some tournaments will have a single-use rule in effect. This rule will require you to change your robo model, gun, bomb and pod for every fight. The legs do not need to be changed.

#### GRAND BATTLE SCORING

In The Grand Battle, you will be awarded points for each battle. If you get a certain number of points, you may qualify for a bronze, silver or gold trophy, however the amount of points necessary changes for each tournament. The scoring works as follows:

Energy: 300 points for every percentage point

Time: 100 points for every second remaining

Destruction Bonus: 10000 points for every robot defeated

Perfect Bonus: 5000 points for winning without taking damage

Losses: Score drops by 10% per loss

Handicap: Score drops by 25% for each successive handicap

Illegal Parts: Score drops by 50%

#### TAG BATTLES

A tag battle consists of four robos, but only two will be in the holosseum at one time. It is essentially a 1-on-1 battle where each commander has two robos. You win the battle if you reduce either of your opponents robos to 0 energy. Press the Y Button to swap robos. After changing, you must wait seven seconds

before you can change again. If you change while knocked down, you will experience momentary invulnerability. If a robo's energy drops below 150 and is swapped out, it will slowly heal itself, but will never go above 150.

#### HANDICAP BATTLES

A handicap battle is a 1-on-2 battle that pits you against two enemy robos. As with a 2-on-2 battle, you can change your target with the Y Button.

#### REVERSE HANDICAP BATTLES

A reverse handicap battle is a 1-on-2 battle that pits you and a partner against one enemy robo. As with a 2-on-2 battle, whether your partner survives or not is irrelevant.

#### BATTLE ROYAL

A battle royal is exactly what it sounds like. It's a completely free-for-all match in which the last robo standing wins. In The Grand Battle, there will always be four robos, however it is possible to have a three-player battle royal as well.

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*****
|06. A New Journey|                               |06. A New Journey|
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To begin A New Journey, on the main menu go to Story Mode, New Data (or your name if you have played already), Start Story Mode, and finally A New Journey.

The game will begin with a phone call from your dad. He will call you outside, and upon leaving you will find him there. It is your birthday and he is giving you his special watch he promised you, on the condition that you always keep it, and never take it off.

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#####
#06a. Day One#                               #06a. Day One#
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You will be woken up by your landlady, Lucy. Apparently, you were dreaming, and Lucy has woken you up because you have a job interview at Steel Hearts. When you get out of bed, you will have control over your character. You are currently in your house, which is a section of a three-part apartment complex owned by your landlady, whom you were recently acquainted. In the upper-right corner, you will notice a parts generator (see glossary). Exit the room and walk left to be automatically drawn to Lucy for a conversation.

Lucy sees you off for your interview, and mentions important story events such as your father's long-term absence. Apparently, since that time you received the watch, you have not seen your father, and recently you have obtained a letter informing of your father's death, and a will telling you to become a robo commander. After the conversation, head out, and you will be on the world map screen. This screen contains all the major locations of the town, but you currently can only go to the Steel Hearts HQ and back home. As you progress, more locations will become available. Your character will automatically walk to the Steel Hearts office as soon as you leave your home.

In the office, if you talk to Harry, the guy sitting on the couch, he will tell you to talk to Ernest, the guy behind the desk at the back of the room. Walk towards him to be automatically drawn into an interview. You will find out that the Steel Hearts is a bounty hunter service (see glossary). Despite what you answer to the questions, Ernest will come to the conclusion that he cannot hire you due to your lack of experience in custom robos. At the end of the interview, Ernest will get a phone call from the director of the Robo Research

Lab, Linda, about a burglary that the police squad is having trouble with. Harry is sent to the scene, and Ernest wishes you to go as well for the absurd reason that it might scare you away from the business. You will automatically follow Harry to the lab.

Upon arrival at the lab, you will find several police squad members in heated robo battles with the burglars. You will also find out that the police squad and bounty hunters don't like each other very much. The burglars are trying to steal the lab's newest robo model, Ray 01, a formerly top secret project. In an attempt to impress Linda, Harry runs over to one of the burglars and engages in a battle with it. During the battle, you and Linda will converse shortly about robos, until she tells you to go help Harry, assuming you are with Steel Hearts.

Talk to Harry to break his concentration and cause him to lose the battle. It sounds evil, but you can't progress until you do it. Harry will fly back into a bunch of boxes, and Ray 01 will roll to the ground. Press the A Button in front of the robo cube to pick it up, and press the button. You will do an eye-scan registration, and the Customize Robo option will be accessible on the pause menu. You can't customize yet, though, because you only have standard parts. Talk to the burglar to fight him in your very first robo battle. Harry will give you some basic advice on moving and firing your gun. Harry will almost always give you advice before a battle, until he's given you all the advice he can. Anyways, the battle:

Opponent: Burglar  
Robo: Splendor  
Gun: Basic  
Bomb: Standard  
Pod: Standard  
Legs: Standard  
Holosseum: Basic Arena  
Reward: N/A

After the battle, one of the police squad members will fall, and you must challenge the burglar that defeated him.

Opponent: Burglar  
Robo: Metal Ape  
Gun: Basic  
Bomb: Standard  
Pod: Standard  
Legs: Standard  
Holosseum: Basic Arena  
Reward: N/A

Another police squad member falls, so it's up to you to clean up after him as well.

Opponent: Burglar  
Robo: Splendor  
Gun: Basic  
Bomb: Standard F  
Pod: Standard  
Legs: Standard  
Holosseum: Basic Arena  
Reward: Twin Flank Pod F

The final police squad member falls as well, so you must take out the fourth and final burglar. If you visit the parts generator, as instructed by Harry,

you will get the Twin Flank Pod F you just received for winning that match.

Opponent: Burglar  
Robo: Metal Bear  
Gun: 3-Way  
Bomb: Standard F  
Pod: Feint F  
Legs: Standard  
Holosseum: Basic Arena  
Reward: 3-Way Gun

After the fights, you will meet Harry's sister, Captain Mira of the police squad, and her subordinate, Roy. The four burglars have been sent to Police Squad HQ. Mira wishes for Harry to obtain a Class-A license and join the police squad, but Harry refuses, and Mira leaves with Roy. Afterwards, Linda will come and thank you for taking care of the burglars. She will also let you keep Ray 01, seeing as how only you can use it now anyway. Linda also promises to call Ernest and tell him to hire you. Linda will ask your name, and you finally get to put it in (all this time in the name slot it said "???"). It doesn't really matter what you put in. The name will be what you are referred to throughout the game, and will also be put in place of "New Data" in the Story Mode menu.

Linda will go back in the lab to help clean up, and Harry will describe parts generators for you. However, Harry doesn't want to leave yet for fear of more work, so he tells you to talk to the scientists in the area that are cleaning up. There are eight scientists in all, and you must talk to each one at least once before Harry will leave. Once you have left, head back to the Steel Hearts office. Upon arrival, you officially become a member of the Steel Hearts upon request of Harry, and more importantly, Linda.

Harry will ask if you are going home or staying. If you say your going home, the game will save and the next day will commence. If you choose to stay, you can wander into any place available on the world map screen, and the next day will begin only when you enter your house. Nothing can ever be gained by wandering around at night, but you can talk to people and see things you wouldn't normally see. You will be asked this same question at the end of every day in A New Journey.

#####  
#06b. Day Two# #06b. Day Two#  
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You will be woken up by Lucy this morning as well, for the reason that it is your first day of work as a bounty hunter and you shouldn't be late. Head outside, and after a short chat with Lucy, leave the complex and go to Steel Hearts HQ and talk with Ernest. You will find out that the Steel Hearts have another member, Marcia, whom is currently out on duty. Ernest will then send you and Harry to the gym to train. Upon leaving the office, Harry will guide you to the Training Gym.

The Steel Hearts have a group membership at the gym, so you can train for free. However, the game will not allow you to come and train whenever you choose. Harry will offer a practice round with him at one of the holosseum decks in the gym.

Opponent: Harry  
Robo: Glory  
Gun: Gatling  
Bomb: Crescent P  
Pod: Speed P

Legs: Standard  
Holosseum: Diamond Fences  
Reward: Standard Bomb S

Harry decides to take a little break, and tells you to challenge the gym's training computers. There are four in all, and you can only challenge each one once. You can only continue once all of the computers have been defeated. First is the computer in the lower-left corner:

Opponent: Computer  
Robo: Buggy  
Gun: Basic  
Bomb: Standard  
Pod: Dolphin  
Legs: Short Thrust  
Holosseum: Diamond Fences  
Reward: Speed Pod D

Next is the computer in the upper-left corner:

Opponent: Computer  
Robo: Buggy  
Gun: 3-Way  
Bomb: Standard F  
Pod: Standard  
Legs: Wide Jump  
Holosseum: High-Rise Plaza  
Reward: Criminal

Third is the computer at the very top:

Opponent: Computer  
Robo: Peregrine  
Gun: 3-Way  
Bomb: Standard S  
Pod: Dolphin  
Legs: Standard  
Holosseum: Diamond Fences  
Reward: Gemini Bomb P

Finally, the computer in the upper-right corner:

Opponent: Computer  
Robo: Peregrine  
Gun: Gatling  
Bomb: Standard  
Pod: Cockroach H  
Legs: Ground  
Holosseum: High-Rise Plaza  
Reward: Cockroach Pod H

When you defeat all of the computers (the order doesn't matter), you will get a phone call from Ernest. Harry's cell phone is turned off, and Ernest urgently needs to speak with him. Head to the front desk to find Harry attempting to obtain the phone number of the receptionist, Sophie. A bit of womanizing and profanity later, you have work to do at Hub Park.

When you get to Hub Park, talk to the girl standing in front of the two guys battling to find out the cause of the problem. She invited them both out to a date in the same place at the same time, and upon seeing each other immediately



started fighting. The girl, Mary, will leave, and you will have to battle one of the guys standing there. You can fight either one, but you cannot fight both. Anthony is the guy on the left, and Thomas is the guy on the right.

Opponent: Anthony  
Robo: Criminal  
Gun: Gatling  
Bomb: Crescent P  
Pod: Feint G  
Legs: Long Thrust  
Holosseum: Flower Garden

Opponent: Thomas  
Robo: Splendor  
Gun: Gatling  
Bomb: Straight G  
Pod: Speed D  
Legs: Standard  
Holosseum: Flower Garden

Reward: Reflection Pod, Long Thrust Legs

After defeating them, they will collapse, but will get up after you turn your back and attempt to attack you. Before they can, however, an unknown voice calls out and warns you about their actions. The unknown voice is Marcia, whom you now meet for the first time. She tells you she has a Class-B license, and asks you what license class you have. When she finds out you are without a license, she shockingly reveals that bounty hunters by law require a Class-D license or higher, a fact that Harry completely forgot. Marcia and Harry decide to go inquire to Ernest about this new dilemma, so upon receiving control, head over to the Steel Hearts HQ.

Ernest is reluctant at first about paying the license fee to get you a license, until he finds out that he is responsible if you are caught. He decides that Harry will take you to get your Class-D license tomorrow. You will also find out that Harry refuses to take the Class-C test because it's unnecessary, and that Marcia wishes to advance to Class A, but can't afford it. Ernest will let you all go home early, so head home and get some rest for the test tomorrow.

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#06c. Day Three# #06c. Day Three#  
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Lucy wakes you up again today, this time for "that lying test". When you go outside, she will tell you how to get there. Just go right when you leave. It's really easy to find; not only is it nearby, but it's now the only labelled location you have not been. Enter the building to find Harry trying to obtain yet another receptionist's phone number. After he notices you, he will walk over to you and hand you your exam card. If you walk over to the unused exam machine you can take the test.

The first portion of the test is ten knowledge questions. The questions are really easy, but the answers are below.

1. What is the name of a person who controls a custom robo?

Captain  
Commander\*  
Commandeer

2. What is it called when a person and his robo become one?

A Dive\*  
A Drive  
A Live

3. What is it called when your robo is in its easy-to-carry form?

Robo Dude  
Robo Tube  
Robo Cube\*

4. What is the custom robo research center also known as?

Labradory  
Lavatory  
Laboratory\*

5. Which license class do you need in order to join the police squad?

Class A\*  
Class B  
Class C

6. What is the name of the arena where custom robos fight?

Colosseum  
Holossus  
Holosseum\*

7. What is the name of the machine that transfers custom robo data?

Parts Giver  
Parts Burninator  
Parts Generator\*

8. Which of the following is an actual custom robo part?

Pod\*  
Pork  
Bot

9. The proper name of this testing hall is called the Custom Robo...

Compartment of Licensing  
Department of Licensing\*  
Department of Fish and Game

10. What question number are we on?

8th question  
9th question  
10th question\*

The second part of the test is skill. You are required to defeat a custom robo under the control of the computer.

Opponent: Computer  
Robo: Buggy  
Gun: 3-Way  
Bomb: Gemini B  
Pod: Cockroach G  
Legs: Quick Jump  
Holosseum: Crevice Court  
Reward: Feather Legs

After defeating the computer, go back to Harry and talk to him. He actually succeeded in getting Trish's (the receptionist's) number. Head back to the Steel Hearts office. When Ernest finds out that you passed, he sends you home, and tells Harry to accompany you for some quality time together.

On the world map screen, head back home. When you get there, you will go inside and go to bed. Harry will hurry back home to call Trish, dropping the phone number in front of your house.

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#06d. Day Four#                                     #06d. Day Four#  
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Lucy will wake you again, so head outside. When you leave, you will find that your neighbors are arguing extremely loudly. However, ignore it for now and go to work. When you get there, Ernest will send you back to deal with the problem anyway. Apparently, Lucy tried to help but couldn't because robos were involved. He sends a reluctant Harry with you as well.

Upon arriving, after talking with Lucy about the problem, you and Harry will go inside. Harry will tell you to challenge the wife while he takes care of the husband. Talk to her to initiate a battle.

Opponent: Woman  
Robo: Metal Ape  
Gun: Blade  
Bomb: Straight T  
Pod: Feint F  
Legs: Long Thrust  
Holosseum: Magma Hole  
Reward: Vertical Gun

After both the husband and wife are defeated, they will quickly make up and take revenge on you in your very first Story Mode 2-on-2 battle.

Opponent: Woman/Walt	Partner: Harry
Robo: Metal Ape/Dour Head	Robo: Glory
Gun: Blade/Left 5-Way	Gun: Vertical
Bomb: Gemini P/Dual	Bomb: Crescent P
Pod: Wave/Diving	Pod: Cockroach H
Legs: Long Thrust/High Jump	Legs: Standard
Holosseum: Basic Arena	
Reward: Metal Ape, Spider Pod	

After that match, Marcia will enter the room saying that Ernest was worried about Harry because he was acting weird. You will also find out the cause of the problem; the wife found a girl's phone number in the coat pocket of the husband. Upon examination, Harry finds out that it is indeed Trish's number, but keeps such information to himself and instead just takes it as evidence. Marcia goes to comfort the children, and Harry will tell you a bit about her past. Her parents passed away a few years ago, and her brother, an elite member of the police squad, abandoned her just recently. As well, Marcia possesses a strange power, and all these things grouped together caused her to shut herself out from the world and keep everything to herself. She wants a Class-A license because she wants to join the police squad, and Harry speculates that she wants to search for her brother.

As the three of you prepare to leave, Marcia gets a phone call from Ernest telling you to get to Bogey's Cafe. A wanted criminal named Marv has been spotted, and Ernest wishes to claim the reward. After a few unnecessary questions, the three of you head off and automatically walk to Bogey's.

When you arrive, you find some weird guy with pink hair, and two goons with sunglasses. During a conversation, you find out that Evil, the pink-haired guy,

is the leader of a rival bounty hunter group Dark Blue. Not only that, but they have already caught Marv. Bogey requested the services of Dark Blue because Ernest had been there all day in a dark corner writing poetry and weeping, and he didn't want to rely on a group with such a weird leader.

After a brief conversation between the two groups, the three of you decide to head back to the office. When you get there, Ernest is angry at first about your failure, but then a witty comment from Harry shocks him back into place, and causes him to dismiss the three of you and leave through the door behind him. You will be asked if you are going home, so say what you wish. Either way, the next day must commence before the story continues.

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#####  
#06e. Day Five#                                     #06e. Day Five#  
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You will be woken up by your cellphone. It's Harry, and you have work to do. There is a robo fight going on at the Daimon Chinese restaurant, and the owner, Dendai Don, called Steel Hearts. Head outside and talk with Lucy, and she'll tell you where Daimon is. It is at the very top of the map, in the center.

When you get there, you'll find Ernest, Marcia and Harry already present. Talk to Ernest to find out that a guy who was eating at the restaurant at the time was killed due to the mental shock of an incredibly intense robo battle. Talk to Marcia and Harry as well, and then Mira and Roy will show up. According to Mira, a witness claimed that the victim was fighting an autonomous robo, which had recently fled the scene and was nowhere to be found. Mira asks Marcia to use her special ability, the half-dive, to read the victims last thoughts. After a bit of convincing, Marcia agrees.

Upon half-diving, Marcia witnesses the opponent robo, and claims that it looks more like a living thing than a robo. Roy and Mira ask Marcia to go to Police Squad HQ with them to draw a composite sketch of the robo, to which she also agrees. You, Harry and Ernest head back to the office and wait for her. After a conversation about Marcia and the half-dive, Ernest gets a phone call from Bogey asking for the assistance of the Steel Hearts. There is some guy who keeps winning all of his matches, causing Bogey to lose all his money. Head over there to solve the problem.

When you and Harry get there, you find that Dark Blue is already there, but this time they're being "generous" and fighting you for rights to the job. You will have to do a 2-on-2 battle against Evil and one of his goons.

Opponent: Evil/Lackey 2	Partner: Harry
Robo: Juggler/Metal Ox	Robo: Glory
Gun: Right Pulse/Gatling	Gun: 3-Way
Bomb: Left Flank H/Submarine D	Bomb: Standard F
Pod: Speed P/Feint G	Pod: Dolphin
Legs: Stabilizer/Quick Jump	Legs: Standard
Holosseum: Checkmate Foundry	
Reward: Left Flank Bomb H, Feint Pod F	

After winning the match, Evil claims he allowed you to win, and leaves. Bogey directs you to the location of the problem; behind a hidden door at the back of the cafe. Bogey has been hosting illegal gambling matches, and someone has been winning too much.

Go into the back room, and talk to all of the people in the room. There are seven people in total to talk to. After talking to each person at least once, talk to the waiter at the front desk to sign up for a 16-combatant singles

tournament. Harry will be number 16, you are number 9, and the guy you're supposed to defeat, Shiner, is number 1. Talk to the waiter again, and say "I'm ready." to start the tournament.

For the first round, you must face a member of the police squad (participating in an illegal tournament). His name is Paulie.

Opponent: Paulie  
Robo: Javelin  
Gun: Gatling  
Bomb: Straight S  
Pod: Satellite  
Legs: Standard  
Holosseum: Diamond Cell  
Reward: Javelin

Talk to the waiter again (he's in front of the holosseum deck) to start the second match. Your second opponent is your neighbor, Walt.

Opponent: Walt  
Robo: Dour Head  
Gun: Right 5-Way  
Bomb: Crescent P  
Pod: Feint G  
Legs: Standard  
Holosseum: Ice and Snow  
Reward: Left 5-Way Gun

Again, talk to the waiter to start the semifinal match, in which you will be facing Harry.

Opponent: Harry  
Robo: Glory  
Gun: Vertical  
Bomb: Standard S  
Pod: Cockroach H  
Legs: Short Thrust  
Holosseum: Checkmate Foundry  
Reward: Caboose Pod C

Talk to the waiter one final time to initiate the final match. This match is against none other than Shiner.

Opponent: Shiner  
Robo: Breaker  
Gun: Flame  
Bomb: Straight G  
Pod: Caboose X  
Legs: Long Thrust  
Holosseum: Crevice Court  
Reward: Flame Gun

After the battle, Shiner isn't the least bit disappointed in his loss. He claims his "job is done here". Harry accuses him of being a member of the Z Syndicate, because the syndicate's logo is embedded on his shoulder. Harry describes to our dimwitted main character about the Z Syndicate (honestly, he knows absolutely nothing about robos or the town he lives in or anything). Shiner admits to nothing, and when the lights go out unexpectedly, he escapes. When the lights turn back on, Marcia walks in, claiming not to see anyone on the way. The waiter closes up for the day, and the weird guy with blue hair

that was standing in the corner bumps into Marcia on his way out. After a bit of mumbling, Marcia runs after the man. I don't know how obvious it is to you so I'm not going to say anything specific. If you don't know, you'll find out eventually. Harry asks you if you want to go home or wander around, and Day 5 comes to a close...

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#06f. Day Six#                                     #06f. Day Six#  
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Lucy wakes you up this morning. Get up and go outside to talk to her, as per usual. She says she's decided to go to Daimon today. Head to work to find Harry and Marcia. Marcia is refusing to talk to anyone about the event that occurred the day before. Ernest enters the room with a big surprise... he's entered you, Harry and Marcia in a battle tournament at the Training Gym. Although he says he's doing it for the health and well-being of his employees, he actually wants more publicity. Well, either way, you get to participate in a tournament. You will automatically be taken to the Training Gym. Because you're still an amateur, Harry tells you to talk to the people hanging around the gym for information. You have to talk to everyone: that's three generic boys, two generic girls, Walt & family, Harry, Marcia, and Sophie. Talk to every one of those people, and Sophie will announce the start of the tournament. You will be competing in five matches, all of which except for the last one will be at the same holosseum deck you practiced with Harry at on Day 2. Press A in front of the holosseum deck to fight your first opponent, your neighbor's son, Will, whom does not have any specific reason for competing other than for fun.

Opponent: Will  
Robo: Seal Head  
Gun: 3-Way  
Bomb: Standard F  
Pod: Seeker F  
Legs: Quick Jump  
Holosseum: Little Locomotive  
Reward: Twin Flank Pod G

Your next opponent is Dendai Don, owner of Daimon Chinese restaurant. He had to shut down his restaurant after the event yesterday, and wanted to win the tournament to gain publicity.

Opponent: Don  
Robo: Shrike  
Gun: Drill  
Bomb: Straight G  
Pod: Twin Flank F  
Legs: High Jump  
Holosseum: Chinese Bowl  
Reward: High Jump Legs

Opponent number three is Mary, the girl you met at Hub Park on Day 2. She doesn't remember ever meeting you, and claims she got to Round 3 in the competition by promising her two previous male opponents a date if they lost. Even though she makes a similar offer to you, nothing of the such happens if you lose; the game just resets to right before the match and you try again.

Opponent: Mary  
Robo: Earth  
Gun: Vertical  
Bomb: Gemini P  
Pod: Ground Freeze

Legs: Quick Jump  
Holosseum: Flower Garden  
Reward: Earth

Next is the semifinal round. The round pits Marcia against Harry, and you against Evil. Harry loses against Marcia pretty badly, but is confident in your ability to defeat Evil.

Opponent: Evil  
Robo: Juggler  
Gun: Right Pulse  
Bomb: Burrow D  
Pod: Dolphin G  
Legs: Short Thrust  
Holosseum: Diamond Fences  
Reward: Gatling Gun

At last! The final round! Head to the holosseum deck at the top of the room to challenge your final opponent, Marcia.

Opponent: Marcia  
Robo: Milky Way  
Gun: Homing Star  
Bomb: Wave  
Pod: Spider  
Legs: Booster  
Holosseum: L Formation  
Reward: Booster Legs

A surprised Harry and Marcia congratulate you on your victory, and you are officially declared the champion. After making an embarrassing advertisement for Steel Hearts, the day comes to a close.

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#####  
#06g. Day Seven#                               #06g. Day Seven#  
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You will be woken up by a phone call from Ernest. Linda has hired the Steel Hearts to guard the research labs. Marcia and Harry are there waiting for you, so head out.

When you get to the research lab, head inside, and enter the reception room, located at the back of the entrance hall. Linda, Marcia and Harry are all waiting in the room. Evil is also there, because Dark Blue was also hired to assist in guarding the lab. Apparently, the lab has been targeted for something, and Dark Blue has been unable to stop it before today. Evil himself personally volunteered to guard it for free to restore the honor of his team, having failed to capture the culprits. Evil leaves after greeting you, and Linda says that you and Harry can stay in the reception room. Linda and Marcia leave the room and go to the director's Room. Harry decides to go look around, and tells you to go talk to the techs to gain some info. If you go to Lab 01 and talk to Harry, he tells you to come back to him once you talk to everybody. There are three scientists in each lab, Harry in Lab 01, Evil in the main lobby, and Linda and Marcia in the director's room.

Go back to Harry and talk to him and he suggests going back to the reception room. In the reception room, you, Harry and Marcia discuss your findings. There is no logical reason for anybody being able to enter the lab at night. Despite what you say you found, Harry deduces it to be an inside job, and decides to investigate at night.

Instantly, it becomes night time, and all the researchers have gone home. Harry and Marcia split up to investigate the labs, so head out of the reception room and over to the presentation room. It's the first door on the right side of the lobby. Investigate with the A Button near the back of the room, and you will hear a loud crashing sound, followed by Harry yelling for you to return to the reception room. Go to the reception room to find Marcia, Harry and Evil. The window at the back of the room is shattered, and Evil saw a dark, cloaked figure run outside when he entered the room. Upon Evil's suggestion, everybody splits up to see if a bomb was planted. Investigate a little bit, then talk to Marcia. She questions the fact that they're searching for a bomb, and the four leave the reception room to find the entire lab in disarray. The four of you split up to see if the culprit is still inside. If you check into Lab 01 and Lab 02, you'll find Marcia and Harry in the midst of robo battles with some unknown, yet oddly clothed people. They are from the Z Syndicate. Go to the presentation room to find a guy not battling, and challenge him.

Opponent: Z Lackey  
Robo: Glaive  
Gun: Gatling  
Bomb: Right Flank H  
Pod: Throwing D  
Legs: Stabilizer  
Holosseum: High-Rise Plaza  
Reward: Throwing Pod D

Exit the presentation room to find another lackey waiting for you.

Opponent: Z Lackey  
Robo: Criminal  
Gun: Vertical  
Bomb: Double Mine  
Pod: Seeker F  
Legs: Quick Jump  
Holosseum: Crevice Court  
Reward: Double Mine Bomb

Go back into the reception room to find a third lackey investigating the room. Talk to him to challenge him.

Opponent: Z Lackey  
Robo: Glaive  
Gun: Shotgun  
Bomb: Straight T  
Pod: Speed D  
Legs: Long Thrust  
Holosseum: Ice and Snow  
Reward: Straight Bomb T

Head outside now to witness Marcia lose a battle to an unknown woman, and you run out in defense of her. Despite whether you choose to fight, negotiate, or flee, you end up battling her, despite Marcia's recommendation to the opposite. This is your first battle against an illegal robo, so be careful.

Opponent: Woman  
Robo: Athena /!\  
Gun: Waxing Arc /!\  
Bomb: Right Wave  
Pod: Dolphin  
Legs: High Jump



Holosseum: Panic Cubes

Reward: N/A

After winning, the woman leaves, and Harry rushes out to see if the two of you are okay. Harry says that the guy he was fighting dropped his robo cube when he left, so Marcia decides to attempt a half-dive. While half-diving, Marcia says a lot of broken sentences, but the gist of it is that Z's boss died, and a power struggle caused them to split into sides. They were also looking for an unknown item at the lab. Marcia wishes to ask Linda.

In the director's room, you and Harry ask Linda to tell them what they could possibly be seeking, but she can't think of anything. She decides to report the appearance of the Z Syndicate to the police, however. You're done for the day, so head home.

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#####  
#06h. Day Eight#                                     #06h. Day Eight#  
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You are woken up by your cellphone again this morning. It is Ernest again, and he is mad at you for being late. He tells you to head to Bogey's and meet up with Marcia and Harry, because some strange robo is causing problems. Get up and talk to Lucy to discover the reason why you didn't get up on time; she's decided to stop waking you up! Anyway, head to Bogey's Cafe.

Upon your arrival, Bogey tells you that a weird robo is trashing his back room. After contemplating what it could be, an autonomous robo run amok, or something similar, you head back there. The room is a complete mess, with fallen cement, and cracks in the wall, and the culprit, as Marcia reveals, is the same robo she encountered during her half-dive at Daimon, but it looks a bit different from the last time she saw it. Harry tells you to stop it, because he wishes to see what its holosseum looks like, and Harry and Marcia have their own holosseums already. Go up to the robo and press A in front of it to commence a challenge.

Opponent: ???  
Robo: Rahu I /!\  
Gun: Rahu I /!\  
Bomb: Grand Cross /!\  
Pod: Penumbra I /!\  
Legs: Ultimate /!\  
Holosseum: Nature Park  
Reward: N/A

When you defeat the robo, Harry asks you what the holosseum looked like. In the world of custom robo, trees and grass are made out of metal and plastic, and yet in that holosseum, the plants weren't made out of such materials. After describing the holosseum, you find some weird guy with gray hair named Oboro, and the blue-haired guy that you saw last time you were here. They tell you that the strange robo was drawn to the room by the greed, envy and hatred left behind by all the people who lost money when Shiner was there a few days ago. Oboro, admittedly a member of the Z Syndicate, tells you that he is taking the robo. When Harry realizes that they are from Z, he says that they have to fend them off, but Marcia says she doesn't want to, and begs you not to as well. Despite what she says, Harry fights Oboro, and tells you to fight the blue-haired guy.

Opponent: Man  
Robo: Ruhiel /!\  
Gun: Raptor /!\

Bomb: Standard  
Pod: Spider G  
Legs: Booster  
Holosseum: L Formation  
Reward: N/A

After you defeat the blue-haired guy, the strange robo behind you wakes up and escapes. Oboro, regretting fighting instead of taking the robo, runs away with the man. You and Harry try to comfort Marcia, whom was really distressed since encountering Oboro and the blue-haired man, but before she says anything, Mira and Linda enter the room asking what happened. After confirming the appearance of the robo, Mira shows the sketch to Linda. After a brief discussion you have yet to be able to understand, Mira and Linda leave without explanation. Harry, angry at being left out, decides to leave, and day eight comes to an awkward close.

#####  
#06i. Day Nine# #06i. Day Nine#  
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You will actually get up by yourself this morning, a feat that surprises Lucy, whom was just entering your room. Lucy will stand aside, so head out and go to Steel Hearts, as per the usual routine, and talk to Ernest. The police squad is sponsoring a battle tournament today, and despite Ernest's reluctance to enter such a tournament, he received a phone call from Mira strongly urging that the Steel Hearts enter the tournament. The tournament is taking place in the training room at police squad HQ. Because this is a new location, Harry will automatically take you there. Upon entering, there will only be one door available for entry, the training room, where the tournament is taking place. The police chief makes a boring speech about a bunch of crap, and says that the tournament will start momentarily. There is a singles tournament and a 2-on-2 tournament, and Harry asks which one they should enter. Marcia is still incapable of fighting for a reason still unknown to you, so Harry decides to enter the 2-on-2 tournament with you. He leaves you with a classic task: talk to everybody in the room. There are six generic boys and two generic girls, along with Evil and one of his lackeys, Roy, Mira, the police chief, a cop, Will & Wendy, Sophie, Harry and Marcia. After talking to all 19 people in the room, Sophie will step forward and announce the start of the tournament. The way this tournament works is that there are eight blocks, Blocks A-H. Blocks A-D are fighting here in each of the four corner holosseum decks, and blocks E-H are fighting in the Training Gym. You won't be able to go to the Training Gym, but you won't need to because you're in Block D. You're first opponents are Will and Wendy.

Opponent: Will/Wendy	Partner: Harry
Robo: Seal Head/Swift	Robo: Glory
Gun: 3-Way/Vertical	Gun: Gatling
Bomb: Submarine K/Left Flank H	Bomb: Wave
Pod: Reflection/Umbrella	Pod: Diving
Legs: Feather/Stabilizer	Legs: Stabilizer
Holosseum: Little Locomotive	
Reward: Seal Head, Umbrella Pod	

Your next opponents are Anthony and Thomas, last seen at Hub Park on a certain Day 02. However, they didn't remember you until reminded by Harry, and they are now the best of friends for reasons too weird to understand.

Opponent: Anthony/Thomas	Partner: Harry
Robo: Criminal/Splendor	Robo: Glory
Gun: 3-Way/Gatling	Gun: Drill

Bomb: Crescent C/Crescent P      Bomb: Gemini B  
Pod: Jumping B/Jumping G      Pod: Seeker F  
Legs: Standard/Formula      Legs: Booster  
Holosseum: Flower Garden  
Reward: Crescent Bomb P, Trio Pod H

Next you'll be fighting two police squad guys, whom are afraid of losing to bounty hunters, so are giving the excuse that they are going easy on you.

Opponent: Police/Police      Partner: Harry  
Robo: Javelin/Defender      Robo: Glory  
Gun: Vertical/Drill      Gun: 3-Way  
Bomb: Right Wave/Freeze      Bomb: Burrow D  
Pod: Float F/Ground Freeze      Pod: Twin Flank F  
Legs: Short Thrust/Booster      Legs: Quick Jump  
Holosseum: Checkmate Foundry  
Reward: Right Flank Bomb H, Short Thrust Legs

Next up is Walt and his wife, Carmen. They're reason for entering is because they wish to use the prize money (Carmen wants a bag, and Walt wants a toupee), but what they don't realize is that the tournament isn't for money. After learning of this, they decide to use their rage to defeat you and Harry.

Opponent: Carmen/Walt      Partner: Harry  
Robo: Metal Ape/Dour Head      Robo: Glory  
Gun: Blade/Left 5-Way      Gun: Vertical  
Bomb: Tomahawk G/Standard X      Bomb: Left Flank H  
Pod: Reflection/Cockroach G      Pod: Jumping G  
Legs: High Jump/Wide Jump      Legs: Stabilizer  
Holosseum: Ice and Snow  
Reward: Right 5-Way Gun, Wide Jump Legs

Your fifth opponents are Bogey and the waiter that runs the battle show.

Opponent: Waiter/Bogey      Partner: Harry  
Robo: Peregrine/Tank Head      Robo: Glory  
Gun: Stun/Bubble      Gun: Shotgun  
Bomb: Straight S/Dual C      Bomb: Standard S  
Pod: Beast F/Throwing D      Pod: Dolphin G  
Legs: Stabilizer/Feather      Legs: Booster  
Holosseum: Crevice Court  
Reward: Swift, Satellite Pod

The last battle against Bogey concludes the preliminary round. The winning teams from Blocks A-D will now compete amongst each other. You will be fighting against Mira and Roy.

Opponent: Mira/Roy      Partner: Harry  
Robo: Sol/Halberd      Robo: Glory  
Gun: Ion/Magnum      Gun: Vertical  
Bomb: Delta/Geo Trap      Bomb: Tomahawk G  
Pod: Standard F/Satellite H      Pod: Reflection  
Legs: Stabilizer/Short Thrust      Legs: Wide Jump  
Holosseum: High-Rise Cell  
Reward: Bubble Gun, Wall Bomb

After winning this fight, the tournament is postponed temporarily, so you can find out what is wrong with Marcia. If you tried to talk to her in between matches, she would just mumble some stuff and/or say she needs to be left alone. Go talk to her now. She still won't say anything, so report back to

Harry and he says he'll go with you. He goes to Marcia and makes up some story about his stomach being sore, and asks her to switch with him. Before Marcia gives a straight answer, Harry calls out to Sophie that he and Marcia are swapping, and the tournament continues before she can refuse.

The semifinal round begins. This battle takes place in the center holosseum deck, against Evil and Lackey 1. However, Marcia says she still can't fight, so Evil tells his lackey to step aside and fights you 1-on-1.

Opponent: Evil  
Robo: Juggler  
Gun: Left Pulse  
Bomb: Standard K  
Pod: Jumping B  
Legs: Quick Jump  
Holosseum: High-Rise Plaza  
Reward: Left Pulse Gun

After claiming he threw the match due to the lack of prize money for victory, Evil departs, and the final round begins. Your final opponents are Linda and Ernest, however Marcia still refuses to fight. You offer to fight by yourself, and Ernest agrees to it, however Harry and Linda do not like that idea. Harry asks Marcia one last time what is wrong, and she finally decides to say something. She says her brother is watching her from somewhere, and asks for his help. After learning that she was sad about her brother again, Harry throws a fit and says that her brother is never coming back, and that she needs to learn how to help herself and her friends. She realizes that she was being selfish, and has a revolution. She decides she wants to help the people she cares about, and starts by helping you in your battle.

Opponent: Ernest/Linda	Partner: Marcia
Robo: Metal Bear/Seeker	Robo: Milky Way
Gun: Sniper/Hornet	Gun: Homing Star
Bomb: Acrobat/Tomahawk B	Bomb: Standard X
Pod: Twin Flank G/Cockroach G	Pod: Jumping B
Legs: Long Thrust/Long Thrust	Legs: Stabilizer
Holosseum: L Formation	
Reward: Right Pulse Gun, Acrobat Bomb	

Marcia thanks you and Harry for helping her through her problem, and Ernest says that she needs to battle for other people more than for herself in order to become stronger. You also find out that Ernest and Linda graduated from Takuma University in the same year, and Ernest was the best in his class (see glossary for more info). Mira decides to invite you and Marcia over to her house for dinner. Ernest is invited as well, but decides to celebrate in Bogey's Cafe with Linda. Mira tells you to come by later, and leaves with Harry to get ready. Marcia asks you what you're going to do, just like Harry usually does, but don't worry about going home and missing the dinner party. It almost makes it seem as though you went to bed and got up the next morning, but you will already be awake, and you'll decide it's time to head over to Mira's. Head outside, and after telling Lucy what you're up to, head over to Harry's Home, which is in the northeastern corner of the world map. When you get there, Marcia is already there.

You spend a short while discussing a few things. Mira tells Harry to join the police squad again, but he says he doesn't want to work for his sister. Harry asks what the police have been up to lately, sponsoring tournaments and such instead of law enforcement, and Mira says they want a good relationship with the public. Marcia asks what they're doing about the strange robo that was at Daimon and Bogey's Cafe, and Mira says not to worry about it, and to celebrate

instead of worry. Mira asks you about the watch you have on your wrist, and you'll say it is the only memory you have of your father. Although you don't know what he did for a living, you know he died at work, because you got a letter saying so with no return address. Harry finds it strange that your father and Marcia's brother both disappeared, but doesn't look any farther into it for fear of offending you. Marcia looks at the time and decides it's time to go. She leaves, and Harry asks what you're going to do. This time, the day will end when you say you're going home.

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#####  
#06j. Day Ten#                                     #06j. Day Ten#  
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You'll get up on your own this morning as well. After an unimportant conversation with Lucy, head over to Steel Hearts. Talk to Ernest. He'll congratulate you on winning the tournament. Because of the results of the tournament, the police have invited the three of you to a practice round, although Ernest doesn't know the details. You just have to head over there and find out. Go to Police Squad HQ. Again, the only room you're allowed in is the training room. Talk to the police chief, and he'll tell you that he has a plan for catching the autonomous robo that's been causing problems, but he'll tell you after the matches. In this practice match, the three of you each have to fight two random police squad members, Roy and Mira in singles matches with no breaks. Harry fights first, Marcia second, and you third. Harry and Marcia both win all their matches, and it's up to you to win yours. Talk to the police chief to start the first match.

Opponent: Police  
Robo: Defender  
Gun: Needle  
Bomb: Straight G  
Pod: Throwing P  
Legs: Stabilizer  
Holosseum: High-Rise Plaza  
Reward: Straight Bomb G

Talk to the chief again to start the second match.

Opponent: Police  
Robo: Javelin  
Gun: Afterburner  
Bomb: Submarine P  
Pod: Trio H  
Legs: Short Thrust  
Holosseum: Diamond Cell  
Reward: Submarine Bomb K

The chief sends the two cops back to work, and then tells Roy to prepare for his battle. However, Linda interrupts and asks the chief if she could fight you first. The chief agrees, so talk to him to fight Linda.

Opponent: Linda  
Robo: Seeker  
Gun: Hornet  
Bomb: Dual C  
Pod: Jumping B  
Legs: Booster  
Holosseum: Diamond Fences  
Reward: Dual Bomb C

Now, you can fight Roy. Talk to the chief to start.

Opponent: Roy  
Robo: Halberd  
Gun: Magnum  
Bomb: Straight T  
Pod: Double Wave  
Legs: Quick Jump  
Holosseum: High-Rise Cell  
Reward: Wave Pod

Talk to the chief once again to start the match against Mira.

Opponent: Mira  
Robo: Sol  
Gun: Ion  
Bomb: Delta  
Pod: Caboose C  
Legs: Stabilizer  
Holosseum: High-Rise Cell  
Reward: Float Pod F

Although the battle with Mira was supposed to be the final battle, the chief wishes to challenge your skills. Talk to him to start this match, the actual final match of this practice round.

Opponent: Chief  
Robo: Metal Ox  
Gun: Rayfall  
Bomb: Standard X  
Pod: Caboose X  
Legs: Ground  
Holosseum: High-Rise Cell  
Reward: Sword Storm Gun, Standard Pod F

The chief concedes, and they all admit that you, Harry and Marcia have amazing skills. Mira says that your skills are close to that of Class S. Linda approves of your mental capabilities, and the chief decides to allow you to take the license test. When Harry hears this, he is shocked, until he learns that it is strictly a skills test. Marcia questions the fee for the test, but Roy says that Class-S tests are free. See the spoiler glossary for info on the Class-S rating. The chief says that the previous day's tournament and that day's practice matches were to test you, Harry and Marcia's ability alone, and that they can now take the Class-S exam, being recommended by four Class-S commanders. Roy, Mira, Linda and the Chief are all Class S, however to the public they are all Class A. The chief takes you to the examination hall, where the Class-S test is taken, which is located to the left of the training room, and up the hallway. In order to clear the test, you must challenge a test machine and defeat the robo under its control. Harry goes into the room on the left, Marcia to the right, so enter the room in the center and talk to the computer inside.

Opponent: Computer  
Robo: Rahu I /!\  
Gun: Rahu I /!\  
Bomb: Grand Cross /!\  
Pod: Penumbra I /!\  
Legs: Ultimate /!\  
Holosseum: Nature Park  
Reward: N/A

After questioning to yourself whether your opponent was "that" robo, head back to the examination hall entrance area. Marcia and Harry also had the same speculations on their opponent's robo, but both were able to defeat it. However, Harry's robo was broken in the battle. (This is strictly a story-related event. Yours nor anybody else's robo is capable of being destroyed.) The chief officially announces you, Harry and Marcia Class-S commanders. He also tells you that a Class-S license comes with special knowledge that nobody else knows, and is considered top secret by the government. This information is chock full of spoilers, so read at your own risk.

The robo you just battled is called Rahu, however Rahu is a living being, not a robo. Centuries ago, Rahu nearly destroyed the human race. The robo fought during the Class-S examination was a simulation of Rahu, derived from his behavior in battle. Marcia questions why nobody knew about the human race almost being destroyed, but the chief assures that no normal citizen knows anything, and that only Class-S commanders are trusted with such knowledge. Rahu's holosseum is built from a completely natural environment, and resembles what the world used to look like before Rahu destroyed it.

There is more information for the chief to tell you, but Roy recommends that you hear the remainder of the story tomorrow, because it has been a long day. Marcia and Harry depart to think about what they've been told, and Mira asks you if you are going home or not. Your answer has the same effect as it does when Harry asks.

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#####  
#06k. Day Eleven#                               #06k. Day Eleven#  
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You are woken by your cellphone. It's Ernest, yelling at you to get over to Daimon. Dendai Don called and said "that robo", which you recently learned the identity of, is there, and is destroying his restaurant. Head outside, talk to Lucy, and head over to Daimon.

When you get there, Harry, Marcia and Evil are there. Evil is battling Rahu, while Marcia and Harry watch. Talk to Marcia or Harry (if you talk to Harry, Marcia talks first anyway) to find out that Rahu is somehow stronger than he was before, and that Evil was already fighting when they got there. To everyone's surprise, Evil wins the battle, however when Marcia tells him to give it to the police squad, he refuses. He instead wishes to give the robo to the Z Syndicate in order to join, working under Eliza, the woman you met at the lab when you were hired as a guard. Both halves of the Z Syndicate have been attempting to capture Rahu (if you recall, the Z Syndicate broke up out of a disagreement). Although Evil doesn't know anything about Rahu or the Z Syndicate, his infatuation with Eliza makes him want to give it to them anyway. Marcia realizes that the attempted burglary at the lab was Evil's doing, and that's why he worked for free. Evil's goons disabled the security, allowing Z to break in. When Linda hired Steel Hearts, Evil broke a window and made up a story about a shadowy figure to distract you while they broke in.

The woman you met at the lab, Eliza you now know her as, enters the restaurant at this point to take the robo. Evil tells her that he was able to secure the robo, and asks if he is now able to join the Z Syndicate. The woman, however, doesn't recall such a promise, and in fact refuses to admit that she has ever met Evil. Evil falls to the ground, sobbing. Harry steps forward and declares that the woman cannot have Rahu. To back up his declaration, he challenges her, but immediately afterwards remembers that his robo is broken. Marcia offers to take his place, but Harry argues that she lost last time she fought her. This time, the woman steps forward and says that she has never fought Marcia before

(she doesn't actually say Marcia's name). Then, you step forward and say that you'll battle her, because you beat her once. When the woman hears this, she dismisses it as nonsense, but agrees to fight you. Mocking you, she allows you to go to the parts generator before the match, so talk to her when you're ready to fight.

Opponent: Woman  
Robo: Athena /!\  
Gun: Waning Arc /!\  
Bomb: Left Wave  
Pod: Dolphin  
Legs: High Jump  
Holosseum: Panic Cubes  
Reward: N/A

After defeating her, she says your skills are "interesting", and decides to turn off her safety switch. However, before a rematch takes place, an unknown voice yells out for you to stop. The voice belongs to Oboro, whom is accompanied by the blue-haired guy. If you recall, they were last seen at Bogey's Cafe, when you last encountered Rahu. Oboro attempts to claim Rahu for himself. The woman and Oboro argue over who has rights over Rahu. The woman backs down, knowing she can't take on two opponents, but says she'll come back for Rahu. When Oboro attempts to take Rahu, Marcia urges you to partner up with her and fight them. Harry questions why she's so willing when she was incapable of fighting last time, but she says she needs to fight. She needs to know why "he's" there, referring to the blue-haired man, because "he" is Marcia's brother. Sergei (that's his name) is shocked that Marcia knew (he's wearing a mask to disguise himself), and Oboro decides to take it easy on her because of the newfound relation.

Opponent: Sergei/Oboro	Partner: Marcia
Robo: Ruhiel /!\ / Rakansen /!\	Robo: Milky Way
Gun: Raptor /!\ / Wyrn /!\	Gun: Homing Star
Bomb: Wyvern /!\ / Treble /!\	Bomb: Dual C
Pod: Wolf Spider /!\ / Cheetah /!\	Pod: Standard F
Legs: Raven /!\ / Swallow /!\	Legs: Feather
Holosseum: Castle Keep	
Reward: N/A	

Sergei and Oboro are surprised in your and Marcia's ability, however Oboro makes the classic bad guy claim that he was going easy, and would have dominated had he battled for real. Oboro still plans to take Rahu, and right when Marcia attempts to stop Sergei, he sets off some sort of flash bomb that makes the screen turn white. When vision is restored, Sergei, Oboro and Rahu are all gone. Evil is gone too, and Harry says that he probably left during the battle. Marcia says that the three of you need to contact the police squad, reminding Harry that Mira asked them to go back to police squad HQ anyway to hear the rest of the story that was left unfinished yesterday. When you gain control, leave Daimon and head over to police squad HQ. The chief and Mira are waiting in the chief's office, which is straight ahead from the entrance. Go in and talk to the chief.

The chief tells you that this part of the story is also restricted to Class-S commanders, and hence is unknown to the public, just like Rahu is. You say that you, Harry and Marcia just came into contact with Rahu at Daimon, which shocks Mira and the chief. They ask where it is, and you tell them that the Z Syndicate has it. Then they ask why the restaurant owner didn't contact them, and you say it's because he didn't want his restaurant closed down again. Despite this, the chief gets back on topic and the story commences. This part of the conversation also has many spoilers within it, so again, read at your





#### 01. Ray 01

A Shining Fighter model. Exhibits basic capabilities. Well-balanced attributes allow operators to use all robo functions with ease. Can air-dash twice.

Collision: Charges straight toward its opponent.

#### 02. Splendor

A Shining Fighter model. Exhibits basic capabilities. Well-balanced attributes allow operators to use all robo functions with ease. Can air-dash twice.

Collision: Rises then charges straight toward its opponent. Can clear walls.

#### 03. Glory

A Shining Fighter model. Exhibits basic capabilities. Well-balanced attributes allow operators to use all robo functions with ease. Can air-dash twice.

Collision: Rises diagonally and attacks.

#### 04. Milky Way

An Aerial Beauty model. Very agile while airborne. Great at avoiding attacks but lacks power. Capable of two continuous jumps. Collision: Charges toward its opponent with a short jump. Able to clear walls.

#### 05. Earth

An Aerial Beauty model. Very agile while airborne. Great at avoiding attacks but lacks power. Capable of two continuous jumps. Collision: Rises diagonally and attacks. Able to clear walls.

#### 06. Sol

An Aerial Beauty model. Very agile while airborne. Great at avoiding attacks but lacks power. Capable of two continuous jumps. Collision: Performs a slight jump and attacks its opponent. Able to clear walls.

#### 07. Metal Ape

A Metal Grapppler mode. Strong on offense and defense. Poor mobility makes dodging attacks difficult. Air dashes once. Collision: Rises diagonally and attacks.

#### 08. Metal Bear

A Metal Grapppler mode. Strong on offense and defense. Poor mobility makes dodging attacks difficult. Air dashes once. Collision: Charges straight toward its foe and attacks. Extremely strong offensively.

#### 09. Metal Ox

A Metal Grapppler mode. Strong on offense and defense. Poor mobility makes dodging attacks difficult. Air dashes once. Collision: Rises vertically then charges straight toward its opponent. Able to clear walls.

#### 10. Swift

A Little Raider model. Extremely agile while on the ground. Poor defense allows foes to knock it down easily. Can jump up to three times. Collision: Charges toward its opponent with a short jump. Able to clear walls.

#### 11. Shrike

A Little Raider model. Extremely agile while on the ground. Poor defense allows foes to knock it down easily. Can jump up to three times. Collision: Rises diagonally and attacks.

#### 12. Peregrine

A Little Raider model. Extremely agile while on the ground. Poor defense allows foes to knock it down easily. Can jump up to three times. Collision: Charges straight toward its opponent.

### 13. Javelin

A Strike Vanisher model. Uses stealth function to dodge fire while air-dashing. Slow while on the ground. Can air-dash up to three times. Collision: Can repeatedly charge straight toward its opponent from a short range. There is no invincibility time.

### 14. Glaive

A Strike Vanisher model. Uses stealth function to dodge fire while air-dashing. Slow while on the ground. Can air-dash up to three times. Collision: Jumps toward its opponent then drifts backward.

### 15. Halberd

A Strike Vanisher model. Uses stealth function to dodge fire while air-dashing. Slow while on the ground. Can air-dash up to three times. Collision: Charges straight toward its opponent.

### 16. Criminal

A Trick Flyer model. Very agile while airborne. Extremely slow on the ground. Can perform up to three short-range, but elaborate, air-dashes. Collision: Charges straight toward its opponent and drifts upward after impact.

### 17. Buggy

A Trick Flyer model. Very agile while airborne. Extremely slow on the ground. Can perform up to three short-range, but elaborate, air-dashes. Collision: Rises vertically and immediately returns to its original spot, damaging its opponent.

### 18. Juggler

A Trick Flyer model. Very agile while airborne. Extremely slow on the ground. Can perform up to three short-range, but elaborate, air-dashes. Collision: Rises diagonally and immediately drops down, damaging its opponent below.

### 19. Defender

A Lightning Sky model. Can attack and change direction while air-dashing. Slow in all movements besides air-dashes. Performs only a single long-range air-dash and slowly descends. Collision: Slowly charges toward its opponent.

### 20. Seeker

A Lightning Sky model. Can attack and change direction while air-dashing. Slow in all movements besides air-dashes. Performs only a single long-range air-dash and slowly descends. Collision: Ascends slightly as it charges its foe.

### 21. Breaker

A Lightning Sky model. Can attack and change direction while air-dashing. Slow in all movements besides air-dashes. Performs only a single long-range air-dash and slowly descends. Collision: Slowly ascends toward its opponent.

### 22. Seal Head

A Funky Big Head model. Excellent at dodging attacks while airborne. Highly rated defense. Slow in all movements. Can perform two continuous jumps. Collision: Slowly moves toward its opponent.

### 23. Dour Head

A Funky Big Head model. Excellent at dodging attacks while airborne. Highly rated defense. Slow in all movements. Can perform two continuous jumps. Collision: Rises diagonally upward and descends after impact.

### 24. Tank Head

A Funky Big Head model. Excellent at dodging attacks while airborne. Highly

rated defense. Slow in all movements. Can perform two continuous jumps.

Collision: Pounces from high in the air. Able to clear walls.

25. Rakansen /!\

A Strike Vanisher model with better ground mobility and more air-dashes.

Collision: Ascends backward then immediately charges straight at its opponent.

26. Ruhiel /!\

A Lightning Sky model with upgraded defensive and aerial abilities. Collision:

Ascends quickly and flies straight ahead.

27. Athena /!\

An Aerial Beauty model with upgraded aerial abilities and additional jumps.

Collision: Ascends quickly.

28. Ray Legend /!\

An obsolete version of Ray created during the early years of custom robo.

Imbalanced with good offense and poor defense. Collision: Attacks by jumping backwards.

29. Ray Warrior /!\

???

30. Oil Can

A Shining Fighter model with lower defense. Weakest of the robos. Collision:

Charges toward its opponent.

31. Rahu I /!\

A robo that was merged with an unknown living being. A Lightning Sky model with

upgraded ground mobility and aerial abilities. Collision: Charges straight

toward its opponent.

32. Rahu II /!\

A robo that was merged with an unknown living being. An evolved version of

Rahu I with upgraded defensive abilities and ground mobility. Collision:

Ascends backward then immediately charges forward.

33. Rahu III /!\

A robo that was merged with an unknown living being. Extremely high defensive

and aerial capabilities. Resistant to knockdowns. Collision: Slowly approaches

its opponent, attacks, then slowly ascends.

34. Chickenheart

A Burning Beast model. Excellent jump speed and jump height. Uses stealth

function to dodge fire while air-dashing. Can only air-dash once, but can glide

for a long time. Collision: Rises then quickly descends, attacking its opponent

below. Ascends after attacking.

#####  
#08b. Gun Parts# #08b. Gun Parts#  
#####

01. Basic Gun

A gun with basic capabilities. Fires three rounds at a time. Aerial and ground

shots are the same. Range: medium. Advisory: It's hard to hit your foe with

this gun alone, so use bombs or pods first to freeze your opponent.

02. 3-Way Gun

Fires three rounds in three rows. Aerial and ground shots are the same. Range:

medium-long. Advisory: It's easier to hit your target when shooting from afar,

so try to stay away from your opponent when firing.

#### 03. Gatling Gun

Fires eight small rounds straight ahead. Aerial and ground shots are the same. Range: medium. Advisory: When fired from a distance, power increases but accuracy decreases.

#### 04. Vertical Gun

Fires two rounds straight ahead and two more vertically. Aerial and ground shots are the same. Range: medium. Advisory: The rounds that shoot out vertically can clear walls, so try hiding behind walls while firing.

#### 05. Sniper Gun

Fires one fast round straight ahead. Aerial and ground shots are the same. Range: medium-long. Advisory: After firing, you will become vulnerable, so try to keep your distance.

#### 06. Stun Gun

Fires two short rounds capable of briefly stopping your foe. Aerial and ground shots are the same. Range: short. Advisory: Since the gun's range is short, approach your opponent after launching a bomb or a pod.

#### 07. Hornet Gun

Spreads five rounds that chase its target. Aerial and ground shots are the same. Range: medium. Advisory: Shots can be dodged with a jump, so try to shoot from an elevated position.

#### 08. Flame Gun

Fires six rounds. Aerial and ground shots are the same. Range: medium. Advisory: Since its power increases over distance, stay as far away as possible when shooting.

#### 09. Dragon Gun

Fires powerful shots that chase the target. Aerial and ground shots are the same. Range: medium-long. Advisory: Since its firing speed is slow, attack when your opponent is vulnerable.

#### 10. Splash Gun

Fires three rounds capable of briefly stopping your foe. Aerial and ground shots are the same. Range: short-medium. Advisory: Try to scatter your shots while moving around.

#### 11. Left Arc Gun

Fires two rounds to the left that then curve at an angle. When shot from the air, the firing direction reverses. Range: medium-long. Advisory: Adjust your attack to your opponent's movements by shooting from both the ground and the air.

#### 12. Right Arc Gun

Fires two rounds to the right that then curve at an angle. When shot from the air, the firing direction reverses. Range: medium-long. Advisory: Adjust your attack to your opponent's movements by shooting from both the ground and the air.

#### 13. Shotgun

Fires three short, yet powerful rounds capable of knocking down your opponent. Aerial and ground shots are the same. Range: short. Advisory: This gun is capable of knocking down any robo so try to go for an overload.

#### 14. Rayfall Gun

Fires four homing rounds vertically. Ground fire: Rounds pause in midair. Aerial fire: Rounds do not pause in midair. Range: long. Advisory: The time it takes the rounds to home varies on where you shoot from so alternate firing positions.

#### 15. Bubble Gun

Fires large, slow bubbles at your opponent. Ground fire: Flies to the left and right. Aerial fire: Flies straight. Range: short-medium. Advisory: When firing from the ground, hide behind walls. In the air, scatter your shots.

#### 16. Eagle Gun

Fires a quick, straight round. Ground fire: Rounds will not pause. Aerial fire: Rounds will pause briefly, then fly. Range: medium-long. Advisory: Scatter your fire while airborne.

#### 17. V Laser Gun

Fires a quick, laser-like round. Ground fire: Rounds follow V-shaped paths. Aerial fire: Rounds fly straight. Range: medium-long. Advisory: On the ground, use it to clear obstacles. In the air, do a short jump and fire when your opponent is close.

#### 18. Magnum Gun

Fires a single, powerful, short-range round. Aerial and ground shots are the same. Range: short. Advisory: If you fire from afar, your opponent will not go down, so make sure you get close.

#### 19. Needle Gun

Fires three vertical, laser-like rounds. Aerial and ground shots are the same. Range: medium. Advisory: Your opponent will be blown upward when hit, so use the chance to close in and attack.

#### 20. Starshot Gun

Splits into five rounds as it ascends. Ground fire: Rounds split vertically. Aerial fire: Rounds split horizontally. Range: long. Advisory: When in the air, spread your fire. When on the ground, fire repeatedly when your opponent approaches.

#### 21. Glider Gun

Fires two large rounds. Ground fire: Rounds fly straight. Aerial fire: One round flies from the side. Range: long. Advisory: Spread your fire when in the air and blast away when your foe approaches.

#### 22. Homing Star Gun

Breaks up after you fire and chases your opponent. Ground fire: Rounds break in a vertical pattern. Aerial fire: Rounds break in a horizontal pattern. Range: medium-long. Advisory: When your opponent is walking, fire from the air. If your foe jumps, shoot from the ground.

#### 23. Trap Gun

Fires several shots. Ground fire: Rounds delay briefly. Aerial fire: Rounds fly straight. Range: medium-long. Advisory: Spread your fire when on the ground. When firing from the air, use the gun to immobilize your opponent.

#### 24. Drill Gun

Repeatedly fires shots that draw your opponent toward you. Aerial and ground shots are the same. Range: short. Advisory: If one round hits your opponent, so will the remaining amount. This gun works best if fired quickly from afar.

#### 25. Titan Gun

Fires an extremely large shot. Aerial and ground shots are the same. Range:

medium. Advisory: Since its firepower is weak, try to fire this gun as quickly as possible.

#### 26. Claw Gun

Repeatedly fires shots that pull your opponent toward you. Ground fire: Rounds ascend slightly. Aerial fire: Rounds fly straight. Range: medium. Advisory: The gun has low firepower, so draw your foe toward you and use a bomb or collision.

#### 27. Knuckle Gun

Fires extremely short-range rounds. Ground fire: Blows your opponent upward. Aerial fire: Blows your opponent far away. Range: short. Advisory: The gun is powerful but difficult to hit with. Stop your opponent with a bomb or pod, then fire.

#### 28. Afterburner Gun

Fires rounds that gradually increase in speed. Ground fire: Blows opponent away from you. Aerial fire: Draws opponent toward you. Range: medium-long. Advisory: Adjust to your foe's shooting range and fire from the ground and air to change which direction they fly.

#### 29. Blade Gun

Fires shots in a straight row. Rounds do not follow your foe. Aerial and ground shots are the same. Range: short-medium. Advisory: You won't be vulnerable while firing, so use it in between bomb and pod attacks.

#### 30. Meteor Storm Gun

Fires multiple shots that spread outward. Aerial and ground shots are the same. Range: short-medium. Advisory: Firepower increases with distance, so try to stay as far away as possible from your opponent.

#### 31. Twin Fang Gun

Fires quick continuous rounds. Ground fire: Rounds quickly rise, then fall straight down. Aerial fire: Rounds fly straight. Range: short. Advisory: High firepower is offset by a short range, so try to get close before attacking.

#### 32. Gravity Gun

Fires shots that grow large and become immobile. Ground fire: Rounds move straight ahead. Aerial fire: Rounds ascend diagonally. Range: medium. Advisory: Your foe will be blown upward when shot from the ground, so fire some aerial shots first.

#### 33. Phoenix Gun

Fires quick, large rounds. Ground fire: Two rounds shoot up and down. Aerial fire: Rounds fly straight. Range: long. Advisory: Prevent your foe from jumping by shooting from the ground. When your opponent is on the ground, fire from the air.

#### 34. Left Pulse Gun

Fires eight rounds that start left then turn right. Firing direction reverses when shot from the air. Range: medium. Advisory: Since the rounds bend, hide behind a wall and fire.

#### 35. Right Pulse Gun

Fires eight rounds that start right then turn left. Firing direction reverses when shot from the air. Range: medium. Advisory: Since the rounds bend, hide behind a wall and fire.

#### 36. Sword Storm Gun

Fires rounds that ascend high then fly straight at the target. The rounds rise differently when fired from the air. Range: medium-long. Advisory: Though it

can fire repeatedly, this gun can be difficult to aim with, so shift your timing and fire from both the ground and air.

#### 37. Ion Gun

Fires two rounds that turn twice. Rounds turn differently when fired from the air. Range: medium. Advisory: It's easy to hit your target with this gun, but the rounds move slowly, so fire as quickly as possible.

#### 38. Flare Gun

Fires rounds that explode after a certain amount of time. The timing of the explosions change when the gun is fired from the air. Range: medium. Advisory: Your opponent will receive the most damage when hit during a blast, so time it well.

#### 39. Left 5-Way Gun

Fires five rounds that spread to the left side. The rounds turn in the opposite direction when fired from the air. Range: medium-long. Advisory: Spread your fire from both the ground and the air.

#### 40. Right 5-Way Gun

Fires five rounds that spread to the right side. The rounds turn in the opposite direction when fired from the air. Range: medium-long. Advisory: Spread your fire from both the ground and the air.

#### 41. Halo Gun

Fires a large homing round. Ground fire: Ascends then chases your opponent. Aerial fire: Stops in front of you. Range: medium-long. Advisory: Since it takes time for the rounds to reach your opponent, shoot from behind a wall. When firing from the air, wait until they approach you.

#### 42. Wave Laser Gun /!\

Fires short rounds that can stop your opponent for a long period of time. Aerial and ground shots are the same. Range: short.

#### 43. X Laser Gun /!\

Fires two rounds from each side that curve at an angle. Range changes when shot from the ground or the air. Range: medium.

#### 44. Crystal Strike Gun /!\

Fires large rounds continuously. Ground fire: Stops in midair then chases the target. Aerial fire: Flies straight. Range: long.

#### 45. Wurm Gun /!\

A Dragon Gun with upgraded speed and additional rounds. Ground fire: Fires four continuous rounds. Aerial fire: Fires one quick round. Range: medium.

#### 46. Raptor Gun /!\

An Eagle Gun with upgraded firepower, speed, and rounds. Ground fire: Fires one straight round and one diagonal round. Aerial fire: Fires two rounds that stop in midair before attacking. Range: medium-long.

#### 47. Waxing Arc Gun /!\

A Left Arc Gun with additional rounds and a homing device. Fires four rounds that start left then curve at an angle. The rounds turn in the opposite direction when fired from the air. Range: medium-long.

#### 48. Waning Arc Gun /!\

A Right Arc Gun with additional rounds and a homing device. Fires four rounds that start right then curve at an angle. The rounds turn in the opposite direction when fired from the air. Range: medium-long.



49. Rahu I Gun /!\

A gun that was merged with an unknown living being. A Flare Cannon with upgraded firepower and bigger rounds. Once fired, the rounds explode after a set time. Range: medium.

50. Rahu II Gun /!\

A gun that was merged with an unknown living being. An evolved version of Rahu I with upgraded firepower, round size, and shooting range. When fired, the rounds emit large blasts after a set amount of time. Range: medium.

51. Rahu III Gun /!\

A gun that was merged with an unknown living being. An evolved version of Rahu II with upgraded firepower, round size, and shooting range. When fired, the rounds emit extremely large blasts after a short period of time. Range: medium-long.

52. Can Gun

The weakest gun, this model is a weaker version of the Basic gun. Fires three rounds in a straight line. Rounds become small after leaving the gun. Aerial and ground shots are the same. Range: medium.

#####  
#08c. Bomb Parts# #08c. Bomb Parts#  
#####

01. Standard Bomb

Features basic functions. Flies straight toward target. Launches one bomb at a time. Blows target back diagonally. Advisory: Launch as often as possible so your opponent cannot hide behind the walls.

02. Standard Bomb F

Features basic functions. Flies straight toward target. Launches one bomb at a time. Blows target sideways. Advisory: Launch as often as possible so your opponent cannot hide behind the walls.

03. Standard Bomb S

Features basic functions. Flies straight toward target. Launches one bomb at a time. Briefly immobilizes target. Advisory: Launch as often as possible so your opponent cannot hide behind the walls.

04. Standard Bomb K

Features basic functions. Flies in an arc toward target. Launches one bomb at a time. Always knocks target down on impact. Advisory: Constantly launch bombs to run your opponent out of hiding.

05. Standard Bomb X

Features basic functions. Arcs toward target. Launches one bomb at a time. Blows target diagonally upward high into the air. Advisory: Launch frequently to prevent your opponent from hiding behind walls.

06. Wave Bomb

Emits three blasts that can pass through walls. Launches one bomb at a time. Blows target to the side at a low trajectory. Advisory: If your opponent is hiding behind a wall, fire directly toward them.

07. Straight Bomb G

Flies quickly straight ahead. Launches one bomb at a time. Blows target upward. Advisory: Launch directly at your opponent from close range.

08. Straight Bomb S

Flies quickly straight ahead. Launches one bomb at a time. Briefly immobilizes target. Advisory: Launch directly at your opponent from close range.

09. Straight Bomb T

Flies quickly straight ahead. Launches one bomb at a time. Blows target upward. Advisory: Launch directly at your opponent from close range.

10. Left Flank Bomb H

Launches left then turns right. Blows target slowly sideways. The direction of the bomb changes when launched from the air. Advisory: Adjust to your foe's movements and fire from both the ground and air.

11. Right Flank Bomb H

Launches right then turns left. Blows target slowly sideways. The direction of the bomb changes when launched from the air. Advisory: Adjust to your foe's movements and fire from both the ground and air.

12. Left Wave Bomb

Launches left then turns right. Explodes in three continuous blasts that can clear walls. Launches one bomb at a time. Blows target sideways. The direction of the bomb changes when fired from the air. Advisory: Fire from both the ground and air.

13. Right Wave Bomb

Launches right then turns left. Explodes in three continuous blasts that can clear walls. Launches one bomb at a time. Blows target sideways. The direction of the bomb changes when fired from the air. Advisory: Fire from both the ground and air.

14. Burrow Bomb D

Explodes after a short period of time when it descends. Launches one bomb at a time. Blast lingers for a while. Blows target diagonally upward. Advisory: Try to scatter bombs to block your opponent's path.

15. Burrow Bomb P

Explodes after a short period of time when it descends. Launches one bomb at a time. Blast lingers for a while. Blows target upward. Advisory: Try to scatter bombs to block your opponent's path.

16. Freeze Bomb

A bomb with basic functions. Travels in an arc toward target. Launches one bomb at a time. Briefly immobilizes target. Advisory: Since the bomb won't directly hit your opponent, fire it as you approach.

17. Tomahawk Bomb B

Travels in an arc toward target. Launches one bomb at a time. Blast lingers for a while. Blows target sideways. Advisory: Use it on opponents who like to stay in the air.

18. Tomahawk Bomb G

Travels in a high arc. Launches one bomb at a time. Blows target upward. Advisory: Use it on opponents who like to stay in the air.

19. Gemini Bomb B

Ground fire: Launches a split bomb toward either side of your foe. Aerial fire: Launches a split bomb toward the front and back of your foe. Launch two bombs at a time. Blast lingers for a while. Blows target sideways. Advisory: Fire frequently to trap your opponent.

20. Gemini Bomb P

Ground fire: Launches a split bomb toward either side of your foe. Aerial fire: Launches a split bomb toward the front and back of your foe. Can launch two bombs at a time. Blast lingers for a while. Blows target sideways.

21. Submarine Bomb D

Slowly travels straight ahead. Launches one bomb at a time. Blast lingers for a while. Blows target up and backward. Advisory: Fire near your foe then block their way.

22. Submarine Bomb P

Slowly travels straight ahead. Launches one bomb at a time. Blast lingers for a while. Blows target upward. Advisory: Fire near your foe then block their way.

23. Submarine Bomb K

Slowly flies straight ahead. Launches one bomb at a time. Always knocks target down on impact. Advisory: Fire in unexpected directions to block your opponent's path.

24. Crescent Bomb P

Travels in a slow arc toward target. Launches one bomb at a time. Blast lingers for a while. Blows target upward. Advisory: Try to fire it constantly to keep your opponent from jumping.

25. Crescent Bomb C

Travels in a slow arc toward target. Launches one bomb at a time. Blast lingers for a while. Blows target slightly upward. Advisory: Try to fire it constantly to keep your opponent from jumping.

26. Crescent Bomb K

Arcs slowly toward target. Launches one bomb at a time. Always knocks down target on impact. Advisory: Launch frequently to prevent your opponent from jumping.

27. Dual Bomb

Explodes twice. Capable of creating blasts both in front of and behind your opponent. Launches one bomb at a time. Blows target diagonally upward. Advisory: Use it on opponents who try to stay far away from you.

28. Dual Bomb C

Explodes twice. Capable of creating blasts both in front of and behind your opponent. Launches one bomb at a time. Blows target slowly upward. Advisory: Use it on opponents who try to stay far away from you.

29. Acrobat Bomb

Explodes at your feet. Does not inflict damage. Launches one bomb at a time. Blows your robo high into the air. Advisory: Use it when you want to jump very high.

30. Delta Bomb

Traps target by launching three bombs: to the left, right, and front. Blows target sideways. Advisory: Launch frequently to keep your foe at a distance.

31. Wall Bomb

Detonates a huge explosion in front of you. Launches one bomb at a time. Blows target diagonally upward. Advisory: Fire away from your foe to block their way.

32. Smash Bomb

Explodes above your head. Launches one bomb at a time. Blows target diagonally upward. Advisory: Use it when your opponent tries to attack from the air.

33. Double Mine Bomb

Launches and splits to the left and right sides. Explodes after a short period of time if it lands on the ground. Launches two bombs at a time. Blows target diagonally upward. Advisory: Try to cover the area near your foe in bombs.

34. Geo Trap Bomb

Flies in an arc toward target. Launches one bomb at a time. Blows target diagonally upward. Advisory: Since the bombs are fast and powerful, use them to chase your foe into the open.

35. Titan Bomb

Slowly flies in an arc. Emits an enormous blast. Launches one bomb at a time. Blows target diagonally high into the air. Advisory: Don't worry about where your opponent is and launch repeatedly.

36. Treble Bomb /!\

A Delta Bomb with upgraded firepower and a larger blast radius. Splits into three bombs. Blows target on a low trajectory.

37. Wyvern Bomb /!\

An upgraded Standard Bomb X with a larger blast radius and longer range. Launches one bomb at a time. Blows target diagonally upward.

38. Waxing Arc Bomb /!\

An upgraded Left Wave Bomb with higher firepower and a larger blast radius. Launches one bomb at a time. Blows target diagonally upward.

39. Waning Arc Bomb /!\

An upgraded Right Wave Bomb with higher firepower and a larger blast radius. Launches one bomb at a time. Blows target diagonally upward.

40. Grand Cross Bomb /!\

A bomb that has been merged with an unknown living being. Emits four enormous blasts within your robo's range. Launches one bomb at a time. Blows target diagonally upward.

41. Can Bomb

The weakest bomb, this is a Standard Bomb with less firepower and blast strength. Launches one bomb at a time. Blows target diagonally upward.

#####  
#08d. Pod Parts# #08d. Pod Parts#  
#####

01. Standard Pod

Features basic functions. Flies straight in the direction it is deployed. Can deploy two pods at a time. Blows target diagonally upward. Advisory: Fire one to the left and one to the right to trap your opponent.

02. Standard Pod F

Features basic functions. Flies straight ahead. Can deploy two pods at one time. Blows target back on a low trajectory. Advisory: Trap your opponent by deploying one pod to either side.

03. Seeker Pod F

Slowly chases your opponent. Can deploy two pods at one time. Blows target back on a low trajectory. Advisory: Deploy pods in all directions to confuse your foe.

#### 04. Seeker Pod G

Slowly chases your opponent. Can deploy two pods at one time. Blows target upward. Advisory: Deploy pods in all directions to confuse your foe.

#### 05. Speed Pod D

Quickly flies straight ahead. Can deploy two pods at one time. Blast lingers for a while and blows target diagonally upward. Advisory: Deploy directly at your foe to defend yourself.

#### 06. Speed Pod P

Quickly flies straight ahead. Can deploy two pods at one time. Blast lingers for a while and blows target upward. Advisory: Deploy directly at your foe to defend yourself.

#### 07. Cockroach Pod G

Normally flies slowly but quickly increases its speed when it spots its target. Can deploy two pods at one time. Blows target upward. Advisory: Deploy one pod left and one pod right to trap your opponent.

#### 08. Cockroach Pod H

Normally flies slowly but quickly increases its speed when it spots its target. Can deploy two pods at one time. Blows target slowly sideways. Advisory: Deploy one pod left and one pod right to trap your opponent.

#### 09. Dolphin Pod

Arcs towards target. Can deploy two pods at one time. Blows target diagonally upward. Advisory: Deploy when your opponent hides behind a wall or tries to approach by air.

#### 10. Dolphin Pod G

Arcs towards target. Can deploy two pods at one time. Blows target upward. Advisory: Deploy when your opponent hides behind a wall or tries to approach by air.

#### 11. Spider Pod

Remains in place when deployed, then homes in when a target approaches. Can deploy three pods at one time. Blows target diagonally upward. Advisory: Surround yourself with pods for protection.

#### 12. Spider Pod G

Remains in place when deployed, then homes in when a target approaches. Can deploy three pods at one time. Blows target upward. Advisory: Surround yourself with pods for protection.

#### 13. Sky Freeze Pod

Hangs in the air once deployed, then homes in when a target approaches. Can deploy two pods at one time. Briefly immobilizes target. Advisory: Use it on your foes when they try to attack from the air.

#### 14. Ground Freeze Pod

Remains on the ground when deployed, then homes in when a target approaches. Can deploy two pods at one time. Briefly immobilizes target. Advisory: Use it in the area around you to prevent foes from approaching.

#### 15. Feint Pod F

Stops in front of its target. Can deploy two pods at one time. Blows target sideways. Advisory: Scatter pods left and right to block your opponent's way.

#### 16. Feint Pod G

Stops in front of its target. Can deploy two pods at one time. Blows target

upward. Advisory: Scatter pods left and right to block your opponent's way.

#### 17. Float Pod F

Circles over target's head then attacks. Deploys two pods at one time. Blows target back at a low trajectory. Advisory: Deploy pods frequently to rattle your opponent.

#### 18. Jumping Pod B

Approaches target from the front then flies over it and explodes in the air. Can deploy two pods at one time. Blast lingers for a while and blows back at a low trajectory on impact. Advisory: Deploy toward your foe to keep them from jumping.

#### 19. Jumping Pod G

Approaches target from the front then flies over it and explodes in the air. Can deploy two pods at one time. Blast lingers for a while and blows back upward on impact. Advisory: Deploy toward your foe to keep them from jumping.

#### 20. Diving Pod

Flies in the air, homes in on a target, then descends in front of it. Can deploy two pods at one time. Blows target diagonally upward. Advisory: Use it against foes who like to hide behind walls.

#### 21. Wave Pod

Emits four continuous blasts that can clear walls. Deploys one pod at a time. Blows target to the side at a low trajectory upward. Advisory: When your opponent is behind a wall, deploy it.

#### 22. Satellite Pod

Hangs in the air once deployed, then homes in when a target approaches. Can deploy three pods at one time. Blows target diagonally upward. Advisory: Use it against airborne enemies.

#### 23. Satellite Pod H

Hangs in the air once deployed, then homes in when a target approaches. Can deploy three pods at one time. Blows target slowly sideways. Advisory: Use it against airborne enemies.

#### 24. Beast Pod F

Hangs in the air once deployed, then homes in when a target approaches and jumps in front of it. Can deploy three pods at one time. Blows target back on a low trajectory. Advisory: Deploy it away from your position.

#### 25. Trio Pod H

Cannot travel far, but can deploy multiple pods, up to three at one time. Blows target slowly sideways. Advisory: Surround yourself with pods to keep your foe at bay.

#### 26. Wall Pod

Deploys three horizontal blasts in front of you. Can deploy three pods at one time. Blows target diagonally upward. Advisory: Aim it straight at your opponents when they charge.

#### 27. Reflection Pod

Doesn't chase your opponent, but travels around for a long time. Can deploy three pods at one time. Blows target diagonally upward. Advisory: Constantly scatter three pods around the arena.

#### 28. Caboose Pod C

Flies in the opposite direction of where you aim. Can deploy two pods at one

time. Blows target slowly upward. Advisory: Use it to cover your escape while retreating.

29. Caboose Pod T

Flies in the opposite direction of where you aim. Can deploy two pods at one time. Blows target toward you. Advisory: Use it to cover your escape while retreating.

30. Caboose Pod X

Flies in the opposite direction of where you aim. Can deploy two pods at one time. Blows target diagonally high into the air. Advisory: Use it to cover your escape while retreating.

31. Twin Flank Pod F

Deploys one pod left and one pod right. Deploys two pods at one time. Blows target back on a low trajectory. Advisory: Use it when a wall separates you and your foe.

32. Twin Flank Pod G

Deploys one pod left and one pod right. Deploys two pods at one time. Blows target upward. Advisory: Use it when a wall separates you and your foe.

33. Umbrella Pod

Hovers overhead then explodes. Deploys three pods at one time. Blows target diagonally upward. Advisory: Use it against opponents who attack from the air.

34. Throwing Pod D

Travels in a high arc. Can deploy two pods at one time. Blast lingers for a while and blows target diagonally upward on impact. Advisory: Deploy directly at your foe from behind a wall.

35. Throwing Pod P

Travels in a high arc. Can deploy two pods at one time. Blast lingers for a while and blows target upward on impact. Advisory: Deploy directly at your foe from behind a wall.

36. Double Wave Pod

Deploys pods left and right and emits four blasts capable of clearing walls. Deploys two pods at one time. Blows target diagonally upward. Advisory: Use it to surround a foe hiding behind a wall.

37. Titan Pod

Moves slowly and emits an enormous blast. Deploys one pod at a time. Blows target diagonally high into the air. Advisory: Don't worry about your opponent's position and deploy frequently.

38. Cheetah Pod /!\

A Speed Pod P with upgraded firepower, range, and number of rounds. Can deploy three pods at one time. Blast lingers for a while and blows target upward.

39. Wolf Spider Pod /!\

A Spider Pod G with upgraded speed and a homing device. Can deploy three pods at one time. Blows target upward.

40. Orca Pod /!\

A Dolphin Pod G with an upgraded shooting range, a homing device, and more rounds. Can deploy three pods at one time. Blows target upward.

41. Penumbra I /!\

A pod that was merged with an unknown living being. A Seeker Pod G with

upgraded speed. Can deploy two pods at one time. Blows target upward.

42. Penumbra II /!\

A pod that was merged with an unknown living being. A Penumbra I with upgraded firepower and speed. Can deploy two pods at one time. Blows target upward.

43. Penumbra III /!\

A pod that was merged with an unknown living being. A Penumbra II with upgraded firepower, faster speed, and more rounds. Can deploy three pods at one time. Blows target upward.

44. Can Pod

The weakest pod, this is a Standard Pod with very weak firepower and blast radius. Can deploy three pods at one time. Blows target diagonally upward.

```
#####  
#08e. Leg Parts#                               #08e. Leg Parts#  
#####
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01. Standard Legs

Basic set of legs. Features no special characteristics. Possesses no ascent or descent augmentation. Replace as soon as possible with a different set of legs.

02. High Jump Legs

Increases jump height. Features no descent augmentation. Helps your robo repeatedly attack from the air.

03. Ground Legs

Decreases jump interval. Enables sharp turning on the ground and in the air, but decreases jump height. Advisory: Use this set of legs when you want to shoot while making short jumps.

04. Formula Legs

Increases running speed, but does not allow sharp turns while on the ground. Advisory: Use this set of legs to drastically change the ground distance between you and your opponent.

05. Stabilizer Legs

Exhibits good acceleration. Features no descent augmentation. Advisory: Since this set works with any other parts, use it when there is nothing better to choose from.

06. Short Thrust Legs

Decreases your dash distance. Enables sharp turning while on the ground. Advisory: Use this set of legs when you want to make difficult turns in the air.

07. Long Thrust Legs

Increases your dash distance. Features no descent augmentation. Advisory: Use this set of legs to drastically change the ground distance between you and your opponent.

08. Quick Jump Legs

Augments descent abilities. Makes you less vulnerable to attacks when landing. Advisory: Use this set of legs when you don't want to stay in the air for long.

09. Feather Legs

Decreases jump speed. Makes you less vulnerable to attacks when landing. Also helps to make sharp turns on the ground. Advisor: Use this set of legs when you want to spend a lot of time in the air.



10. Wide Jump Legs

Makes long jumps possible. Features no descent augmentation. Advisory: Use this set of legs to move around in midair without using a dash or continuous jump.

11. Booster Legs

Increases dash speed. Starts off with a slow dash. Advisory: Use this set of legs when you want to move fast in the air.

12. Swallow Legs /!\

Increases running speed. Augments dash length.

13. Raven Legs /!\

Increases jump height. Increases dash speed.

14. Eclipse Legs /!\

Enables sharp turning in the air. Increases jump height.

15. Ultimate Legs /!\

A leg part that was merged with an unknown living being. Upgrades all abilities.

16. Can Legs

The weakest leg part. Weakens all abilities.

\*\*\*\*\*  
|09. Holosseums| |09. Holosseums|  
\*\*\*\*\*

01. Basic Arena

A stage that sets the standard for robo battles. The formation of obstacles is well-balanced and makes this a prime place for normal battles.

02. Diamond Fences

A stage with a peculiar wall pattern. Try not to get cornered.

03. High-Rise Plaza

A stage distinguished by two wall types: high columns and low, triangular platforms. Use the high walls to evade attacks.

04. Basic Cell

A Basic Arena with magma pools in its corners. Be careful when using a slide shot.

05. Diamond Cell

A Diamond Fences stage with magma pools in its corners. Be careful around the molten areas.

06. High-Rise Cell

A High-Rise Plaza with magma pools in the corners. Be careful when fighting near the molten areas.

07. Crevice Court

An irregular arena with haphazardly strewn walls and obstacles. Use the unpredictable cover to help your attack.

08. L Formation

A stage distinguished by L-shaped walls. Use the cover to your advantage.

09. Checkmate Foundry

A stage based on a factory. Learn to use the conveyor belts on the sides.

10. Castle Keep

A stage based on a castle's inner keep. Use the sprawling walls to your best advantage.

11. Castle Citadel

A stage based on the inner citadel of a castle. The central wall where the stone lantern stands can be vital to victory.

12. Lost World

A strange, organic arena with 4 round obstacles. The stage is somewhat large, so fight from an advantageous range.

13. Flower Garden

An arena based on a pleasant park. Use the central arch to your advantage.

14. Chinese Bowl

A stage based on a Chinese bowl. Use the inclined environment to your advantage.

15. Robo's Room

A stage reminiscent of a lavatory. The small area and large number of walls makes it somewhat difficult to move.

16. Nature Park

A stage designed to mimic the natural world. Use the central bridge to take control of the entire stage.

17. Little Locomotive

An arena designed to look like a child's play area. Advanced fighters will use the train for both offense and defense.

18. Merry-Go-Round

A stage designed to look like a merry-go-round. Fire at your foe from between the horses.

19. Magma Hole

If a robo walks on the middle of this stage, the ground will sink and allow magma to seep through.

20. Magma Ruins

A stage surrounded by a ring of magma. Over time, the magma slowly melts the stage...

21. Ice and Snow

An arena covered in ice and snow. Watch your footing on the slippery floors.

22. Frozen Field

A field entirely covered in ice. Be careful when walking on the ground.

23. Dead Line

A conveyor belt that constantly feeds into a sea of magma. Don't let your robo drift to its doom.

24. Double Dead Line

A stage bracketed on both ends by magma. The conveyor belts on the left and right sides move differently, so be very careful.

25. Panic Cubes

An arena filled with vertically oscillating block obstacles. Master the terrain to achieve victory.

#### 26. Panic Walls

An arena that boasts retracting walls. Time the movement of the walls as you fight.

#### 27. Scramble Walls

A more difficult version of the Panic Walls stage. The walls here elevate in an odd pattern.

#### 28. Loading Dock

A stage distinguished by a suspended platform. It's always moving, so be careful.

#### 29. Battle Gear Station

A cogwheel-themed arena. Use the platforms atop the spinning cogwheels to gain the advantage.

#### 30. Impact Craters

An arena based on a ruined region. The ground splits and moves over time.

#### 31. Sudden Death

The smallest stage. Short-range battles here are always intense.

#### 32. Gigantix Sprawl

The largest stage. Figure out your optimal distance and fight from afar.

#### 33. No-Man's Land

A stark arena with absolutely no walls. Attacks that don't normally hit your foe may work here...

#### 34. Practice Stage

A stage designed for practice and tactics training.

#### 35. Dark Star

An arena that mystifies the senses. Be careful: it's difficult to gauge the distance between you and your foe.

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*****
|10. Unlockables|                                     |10. Unlockables|
*****
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Beating A New Journey for the first time unlocks the following modes/options:

- The Grand Battle (Story Mode Part 2)
- Arcade Mode (On Main Menu)
- Parts Index (On Main Menu)
- Sound Test (In Options Menu)
- First-Person Mode (Can be enabled/disabled in Options Menu)
- Computer-controlled Players (Vs. Mode)

The Grand Battle is only unlocked in the file that cleared A New Journey.

NOTE: There is only one unlockable holosseum, Dark Star, and it is currently unconfirmed how to unlock it. The cheats section of GameFAQs claim that you must complete 50 vs. matches with one robo (not sure who to credit on this), but it isn't correct. I did 50 vs. matches with the Metal Ape, and did not unlock this holosseum. However, I have it now. My only advice would be to play Vs. Mode until you get it. I was playing Single Battle when I unlocked it, but I do not know if it matters. If anyone has any further information, it would help a lot. See the conclusion for info on contributions.

There are many hidden parts in The Grand Battle that are not obtained through battling:

01. Chickenheart (Z's Boss Room): Go to the top side of the pillar on the left side of the room, face down, and press A.

02. Oil Can (Hero's Home): After winning the tournaments at Mira's House, Bogey's Cafe, Hub Park and the Test Hall, Lucy will call you home because you have guests. Go back home, and you will finally be able to enter Lucy's Office (at any point before now, it's impossible). You'll find yourself in the Developer's Room, which is a room with a bunch of people that represent real people who helped make the game. Go into the back room, and talk to the computer that looks like the computers at the Training Gym, and it will give you this, along with the Can Gun, Can Bomb, Can Pod, and Can Legs.

03. Rahu I (Isabella's Mansion): In between the containment tank and the parts generator on the left side of the room is a small passageway which cannot be seen. Enter the passageway, and go all the way left, then up and right to find yourself in the containment tank. Press A to get this, along with the Rahu I Gun, Grand Cross Bomb, Penumbra I Pod, and Ultimate Legs.

04. Rahu II (Bronze Handicap Match): When Lucy comes out as a challenger, keep talking to her and she'll give you this, along with the Rahu II Gun and Penumbra II Pod.

05. Rahu III (Silver Battle Royal): Below the holosseum deck where the battles take place is a broken cart. Enter the cart through the north side, and press A to get this, along with the Rahu III Gun and Penumbra III Pod.

06. Ray Legend (Z Headquarters): Beat all five cups in the Z Headquarters with a gold trophy, and talk to Oboro at the entrance.

07. Ray Warrior (Amusement Park): Beat all three cups in the Amusement Park with a gold trophy, and talk to the police squad member at the entrance.

08. Can Gun (Hero's Home): See Oil Can

09. Crystal Strike Gun (Test Hall): After defeating Computer #4 in the Flying CPU Battle, repeatedly talk to it, and it will give you the gun.

10. Rahu I Gun (Isabella's Mansion): See Rahu I

11. Rahu II Gun (Bronze Handicap Match): See Rahu II

12. Rahu III Gun (Silver Battle Royal): See Rahu III

13. Wave Laser Gun (Lab Singles Battle): Press A in front of the bookshelf in the lower right corner of the lab.

14. X Laser Gun (Bogey's Cafe): Before going into the back room to the tournament, go behind the counter where Bogey usually is, and press A in the middle of the right wall.

15. Can Bomb (Hero's Home): See Oil Can

16. Grand Cross Bomb (Isabella's Mansion): See Rahu I

17. Can Pod (Hero's Home): See Oil Can

18. Penumbra I Pod (Isabella's Mansion): See Rahu I
19. Penumbra II Pod (Bronze Handicap Match): See Rahu II
20. Penumbra III Pod (Silver Battle Royal): See Rahu III
21. Can Legs (Hero's Home): See Oil Can
22. Ultimate Legs (Isabella's Mansion): See Rahu I

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|11. Conclusion| |11. Conclusion|  
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Right now, only the following two sites, other than GameFAQs.com, can host my guide.

<https://www.neoseeker.com/>  
<http://www.cheatcc.com/>

If you wish to host this FAQ, you must host the entire FAQ; not just a portion of it. You must also e-mail me at the above address and request permission. If you actually ask if you can host it, I have no reason not to allow it. I just don't want it happening unless I'm notified. It would also be appreciated if the FAQ is updated whenever I submit an update to GameFAQs. I do not want outdated versions of my guide being posted.

NOTE: Glossary definitions, parts index and holosseums data was copied directly from the game. Although it is not original work, it did take me a very long time to type, and it doesn't take much effort to e-mail me and ask.

I currently have no one specific to thank. I can always thank GameFAQs for accepting my guide, or Nintendo for making the game, but for now I don't have anybody that actually assisted in making the guide to name here. If you wish to contribute to this guide, e-mail me at the above address, and if I deem your contribution worthy, I will post it on my guide and credit you here. If you have contributed, and you wish to remove your contribution, just e-mail me and I'll do it without question.

If you notice any major typos (not spelling mistakes, but rather grammatical errors; I didn't proofread) or any wrong information, e-mail me, and I'll make the change and credit you here.

This is the very last paragraph of my guide. Hopefully, you've enjoyed it. If you haven't, I don't know why you are reading unimportant information like this.

\*\*\*\*\*END\*\*\*\*\*