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Revision History  
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Version 0.9 [12/14/04] Completely finished bodies, guns, and bombs. Still working on Pods and Feet.

Version 0.8 [7/8/04] Added a few more parts and allowed cheats.de to host it.

Version 0.75 [6/29/04] Finished writing all the parts, have about most of the descriptions done.

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Basic Controls  
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Yeah, I know that this isn't a general FAQ, but everyone needs to know the controls anyway.

- Joystick- moves your robo
- A- Jump/ Air Dash
- B- Fire Gun
- R- Fire Bomb
- L- Fire Pod
- Y- Switch Targets/ Switch Robos
- X- Collision Attack

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Parts Description  
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Body: The base of your Robo. The body is the most important part of your Robo. You have to pick it to suit your fighting style. It doesn't do no good to pick a Metal Grappler when you want an agile fighter. And so on. Experiment with the different bodies to fit your style.

Gun: The main weapon of your Robo. You'll use your gun the most, simply due to the restrictions on the other weapons. There are some guns that are useful, but not as a main attack, making them useless as guns. They might work well if you have a good set of other weapons to use more.

Bomb: The secondary weapon of the robo. Some of my builds won't use anything other than the gun, but most have a good bomb. My tank builds generally use a bomb and gun 1-2 punch. Some bombs can be used to trap the opponent, allowing for easier shots with hard to hit guns.

Pod: In my opinion, the pods are the hardest weapon to use. Most of my builds will use pods that go a set distance (Umbrella or Wall), stationary pods (Sky Freeze or Ground Freeze), or roaming pods (Cockroach or Diving). I find the other pods hard to effectively use.

Legs: While not a direct weapon, the legs will alter the performance of the robo. I normally use them to counter the weaknesses of the bodies, such as a long thrust or high jump to give my tank more mobility.

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Robo Builds  
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As you play the game, you'll earn different parts, allowing you to customize your robo (hence Custom Robo). Each part has different capabilities, allowing your robo to be built to your fighting style. I have a few builds that worked well for me, but that doesn't mean that this is all there is.

Balanced Robo

Just as the name suggests, this is an all-around good build. The robo you start with falls under this build, so you'll learn the game with a balanced fighter. All the standard parts would apply, as would the Ray 01 you start with. The best bodies for this build are Shining Fighter, Strike Vanisher, and Trick Flyers.

My favorite Balanced Robo:
Body: Halberd (Strike Vanisher)
Gun: 3-Way or Vertical
Bomb: Submarine
Pod: Wall or Umbrella

Tank Robo

This is one of my favorite builds. Basically, it acts just like a tank. High defense and offense, but slow and doesn't have good jumping. With my favorite builds, I can do significant damage per hit, making it a very potent combo. The best bodies for a tank are Metal Grappler and Funky Big Head.

My favorite Tank Robo:
Body: Metal Bear (Metal Grappler)
Gun: Dragon
Bomb: Submarine
Pod: Wall or Umbrella

Air Robo

This build is king of the air. With continuous jumping or good air dashes, you can move all over the place. The best bodies are Aerial Beauty, Trick Flyer, and Lightning Sky.

My favorite Air Robo:
Body: Seeker (Lightning Sky)
Gun: 3 Way or Gatling
Bomb: Submarine or Wall
Pod: Anything Stationary

Ground Robo

The Ground Robo is designed to run around, popping out from behind walls to fire a few quick shots, then running again. Basically a hit-and-fade style. The main thing to look out for is the weak defense most fast bodies have. The only body I've found that works well is the Little Raider, but any robo with decent speed can pull it off.

My favorite Ground Robo:
Body: Peregrine (Little Raider)
Gun: Shotgun
Missile: Anything that arcs
Pod: Stationary or roaming
Legs: Ground

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Individual Parts Guide  
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Body

Shining Fighter

This set is well balanced and a good place to start. I used Ray 01 for most of the game before I began experimenting with other bodies. I still use Splendor and Glory for Single Use tournaments.

Ray 01: The most balanced robo in the game. Use until you find another body that you like better.

Splendor: Balanced, like Ray 01, except it has slightly better attack and defense. Unfortunately, the speed suffers slightly.

Glory: Balanced, the attack is the same as Splendor. However, the defense and speed are balanced, making this robo a solid choice.

Ray Legend (Illegal): Now, when people first see Ray Legend and look at it's stats they think "WTF is up with this?" But look closer, and you'll see a truly unique robo. While it says it's the downgrade of Ray 01, it's MUCH better. First of all, the Air dashes. 6. 6 Air dashes. That's enough to dodge ANYTHING. And get almost ANYWHERE extremely quickly. People will also look at his defense and attack and think he's not even that great in either. But that's a

common misconception. Yes, he takes more damage and dwns faster than any other robo in the game, but he also GIVES OUT more damage than any robo in the game. Ray legend gets a 50% attack bonus. That's right, 50 %. That means that if you do 100, with Ray Legend you do 150. Aside from that, Ray Legend sucks. But if you think about it, Ray Legend is really one of the most deadly robos in the game. NOTE: His charge is pathetically weak, and on top of that, he charges backwards. It's VERY hard to use. [Thanks to Wrath of Anubis]

Ray Warrior (Illegal): Ray Warrior is the upgrade of Ray 01. His stats are through the roof, rivaling Rahu III's. He has average speed/sky, but he has 4.5 Attack, DWN, and DEF. He has a nice charge that does as much damage as metal bear, and has a 10% attack bonus (Which means he does 110 instead of 100). Aside from that, there's nothing special about him. He still has the 2 airdashes and everything. He even LOOKS similar (imagine Ray 01 with a spike hairdo in the middle of his forehead in red armor plates near where the blue used to be). But if you like Ray 01 and you want something better, then Ray Warrior is for you. [Thanks to Wrath of Anubis]

Aerial Beauty

The Aerial Beauties are more speedy than most, especially in the air. They can do several continuous jumps, allowing for a greater mobility. With the formula legs, the also have good speed on the ground, so I use them as a back up for speedy designs.

Milky Way: The generic Aerial Beauty.

Earth: An Aerial Beauty with higher defense, but slightly slower.

Sol: The fastest legal Aerial Beauty, it also has a slightly better attack.

Athena (Illegal): This is an upgraded aerial beauty model. It's most redeeming factor is improved stats (slightly) and 6 jumps. 6. That's enough to go so high it will take you 20 seconds to fall. And you can circle your opponent while doing it, too. The dash is basically a jump upwards. Aside, you won't use this much unless you're an aerial beauty freak. But, if you ever want to get high (NOT with drugs) then this model is for you. [Thanks to Wrath of Anubis]

Metal Grappler

This has to be my favorite class of the game. These are sterotypical heavyweights. Good defense and offense, but slow.

Metal Ape: The first one you'll get, it's the worst of the set. It still has high defense, but severly lacks in offense. I would use it if you like heavyweights, but otherwise wait for better models.

Metal Bear: My favorite body, it has awesome defense and offense, but is really slow and can't jump well. With a high attack weapon, this guy can do 100+ damage a hit.

Metal Ox: This body keeps a high defense and offense, though slightly less than the Metal Bear, and adds some speed. I would suggest this body for those who still like some mobility, but want the tank-style robo.

Little Raider

These guys are the extreme light weight of the game. They can run fast, making them hard to hit, but most hits will down them and do more damage than usual. The best strategy with Little Raiders is to get a powerful short-medium range gun, then longer distance bombs and pods. Run around the ring, bombarding them with your bomb and pod and randomly changing directions. When you get a chance, pop out from behind a wall and get a hit or two in with your gun.

Swift: The mid- Little Raider, I really only use it in Single Parts, when I want a fast robo.

Shrike: The Shrike sacrifices some speed for a slightly better defense. But you are already in trouble if you get hit, so what's the defense gonna help?

Peregrine: This body sacrifices even more defense in order to gain a decent attack score. I normally use this guy, since you're already in trouble when you get hit.

Strike Vanisher

This set sacrifices some stats for the unique ability to teleport around the ring. Stat-wise, they aren't great, but the teleporting helps to avoid many attacks. This is the set to look at for the people who like agility over attack power.

Javelin: The worst of the bunch, obviously the one you get first. If you like his style of play, you can practice with him until you get better ones, but I'd wait until you get the others before experimenting.

Glaive: The best part about Glaive is the higher defense. Basically, you dodge everything, and what hits doesn't do a ton of damage. However, the attack is not great, so you'll be dodging a lot.

Halberd: The best Strike Vanisher, one of my favorite non-heavyweight bodies. It has high attack (at least for the class), so you can still do decent damage with your attacks.

Rakensen (Illegal): Ah, the Rakensen. My personal favorite. The Rakensen's stats are...mediocre. His charge is pretty nice, but it only does so-so damage (150). However, #1, Rakensen looks cool. Now aside from that, he's a strike vanisher with 5 airdashes. That's right, 5. That means that he is the most potent dodger in the game. I mean, teleporting continuously 5 times? That borders cheating. Aside from his awesome uber strike vanisher dashes, he has slightly higher than average stats and looks cool. But with the air dashes... nuff said. [Thanks to Wrath of Anubis]

Trick Flyer

The Trick Flyers have been called a hybrid of Shining Fighter and Lightning Sky. This description is fairly accurate, since the Trick Flyers are basically Shining Fighter robos with greater mobility in the air. With three air dashed, these robos work great in most situations.

Criminal: A balanced robo, the Criminal is a solid fighter for most situations.

Buggy: The Buggy has the best attack, and a slightly better defense, of the Trick Flyers. It's one of the first fighters I use in Single Part tournaments, but I prefer more specialized fighter in regular battles.

Juggler: With a higher speed, but lower on other stats, the Juggler is the worst of the Trick Flyers (IMO).

Lightning Sky

This class is set apart by the ability to do one long air dash. You can also change directions within the air dash, allowing for great dodging while in the air. The attack on this class is also high, so the best strategy is to keep moving and do 'strafing runs' on your opponent, hiding behind walls when you land to protect yourself, since the defense is incredibly low.

Defender: This body looks the coolest, in my opinion. The performance is great too, so you should definitely experiment with it until you get the other models. Again, the defense is low, so avoid getting hit.

Seeker: The best of the Lightning sky, the Seeker has the highest defense of the three (but still below average). Along with great attack and sky stats, this body takes the cake.

Breaker: I've only used this body once or twice, but that was enough to tell me that I shouldn't use it. With a single bar of defense, it takes a lot of damage. The maxed out sky stat doesn't compensate enough for me.

Ruhiel (Illegal): Better defense and maneuverability in the air. Charge: Flies straight ahead, but a slight pause before. [Thanks to KingNaS3k]

Rahu I (Illegal): The Rahu I is a strong body, but not very different from the other two, just slightly weaker. The Rahus are all upgraded Lightning Skies.

Rahu II (Illegal): The Rahu II is an upgraded Rahu I and slightly weaker than Rahu III. Rahu II is actually faster than Rahu III, but III's other stats far outshine II.

Rahu III (Illegal): Now, this is the king of robos. This is the best all end all. This is the best robo in the game. First of all, it looks the most menacing of any robo in the game. A freakish metal mutant thing with a face like that of a lion. Now, Rahu III has the best stats in the game. He has maxed out everything but spd. And he's a lightning sky with 2 airdashes. 2. That means that he can fly great distance twice (a REAL lifesaver in lava stages). Now, the good stuff. He's impossible to knock down, and if you charge him he goes into instant rebirth. His charge is incredibly long (but short range) and is the most damaging in the game. Also, he only takes 20 % damage. That's right, 20 %. That means that he only takes 20 out of every 100 damage. That means he has the equivalent of 5000 hp normal damage. This is the BEST ROBO IN THE GAME. [Thanks to Wrath of Anubis]

Funky Big Head

This set is the alternate body type for tank builds. High defense and offense, the biggest difference between this set and the Metal Grapplers is that the FBH's sacrifice some attack and defense to gain a lot in the sky category. These guys can move around in the air incredibly well, so mobility isn't a problem for these models.

Seal Head: The average FBH, this model has great defense, but only a mid-level attack. A good base for an early game tank robo.

Dour Head: This model has the max defense, but only average on the other stats

(except the low speed). Great for battles where you'll take a lot of damage.

Tank Head: Even the name of this model says what it's good for. The defense is not as high as the Dour Head, but the attack is better. This is an excellent choice for a more mobile tank robo.

Other

These are the robos that don't fit into other categories. I haven't unlocked most of them, so this section is no where near complete.

Chickenheart: This is the most odd robo in the game. I mean...a chicken? Oddly enough, this "chicken" can be a quite useful robo, and is not illegal. First picture a lightning sky and a strike vanisher. Then, make them have a kid. That kid looks like a chicken. There, chickenheart. This robo does one long range air-dash during which it uses stealth technology. It has decent ground speed, and a really useful charge-it basically jumps up then bounces on the enemy, and then flies up afterward. It can be used again and again. Other than that, it's stats aren't the greatest, it doesn't have any really uber traits, and it looks like a chicken. You probably won't use it much (unless you like KFC). [Thanks to Wrath of Anubis]

Oil Can- Not really an illegal, and it's easy to see why. It's defense is on the lower end of the scale (115% of normal damage, tied with the Sol and the Seeker), and quite possibly has the lowest Knockdown meter in the game (the first shot from a basic gun downs it, the other two just pegs his downed ass). Oddly enough the low DWN is its biggest strength, as multi-hit weapons are not as effective on it (downed robos only take 30% of the damage they normally take), since the Oil Can is usually down on the first hit. The full Oil set's only use however is to embarrass your friends if you beat them with it. Fun Fact: Even with its Can legs, the Oil Can can still dodge Storm Sword shots with its ground running speed. [Thanks to Wrath of Anubis]

Gun

Basic: Exactly as it sounds, this is a solid gun. It's the gun you start with, but has no special properties. You'll outgrow it quickly.

3-Way: One of my favorite guns, this gun fires three seperate streams of bullets. One in the middle, and one to each side. It doesn't do a ton of damage, but it's hard to dodge.

Gattling: Fires a single stream of bullets. It's a decent gun, easy to use. It's pretty much a step up from the basic gun.

Vertical: The vertical gun fires 4 shots, two directly ahead, and two arcing towards the target. It has a good chance of knocking down the opponent, and the arcing shots can hit easily behind walls. An all around good gun. It's a little weaker than most guns, so use with a stronger secondary weapon.

Sniper: As the name implies, it's a medium-long distance gun. It fires fairly quickly, but doesn't home. It's a great strong gun, but it leaves you vulnerable to attack right after firing it. I would suggest using it in combination with a good close range bomb or pod (Wall works well).

Stun: A good weapon, the only limitation is the short range. It has a wide

range, so you just have to get close enough to use it, and it almost always downs them within a shot or two. Great to use on lightweight.

Hornet: Fires 5 hornets (!?) out, which track your opponent. It's a good gun, since the hornets follow for a decent amount of time. You can normally have several rounds of hornets tracking the opponent at the same time, making it hard to dodge. It also might have a psychological effect on those afraid of bees. Just an idea...

Flame: The flame is a solid weapon, where the farther you are from the opponent, the more damage it does. The downside to that is that with the medium range, it's easy to misjudge and not hit at all. Good for close range, not so good for long range.

Dragon: Ah, the dragon. My favorite gun. Great attack power, a little slow, but it can track a short distance. Paired up with a high attack body, the dragon can manage 100+ damage per attack. It doesn't matter if you miss some, since 10 solid hits will kill them.

Splash: A medium range weapon, the splash is really good at stunning your opponent, then downing it after a short time. It's actually a good weapon, but its range makes it difficult to use. I'd suggest using this with a speedy body, so you can dash in, get some hits in, then dash back out.

Left/ Right Arc: The Arc guns simply fire bullets on curves. It's an all around decent gun, but doesn't really excel at anything except curving around walls.

Shotgun: The shotgun fires three bullets, side by side, forward. The shots pack a punch, but dissipate quickly. It's great for robos that can dash in, fire a few times, then dash out again.

Rayfall: The Rayfall is more of an indirect weapon. It fires shots, which pause mid-air and track the opponent. You can have several rounds going at once, so it's easy to overwhelm the opponent with damage. I would suggest finding a good set of bombs and pods with more direct damage to balance the robo.

Bubble: Your robo shoots a giant bubble at the opponent. Wait, a BUBBLE? Yes, apparently they started to run out of good ideas and needed filler space. Not that the bubble gun is bad, but it's different. Now to actual strategy, the bubble gun has a medium range, but it's sufficient for most robos. Since the bullets are big, the attack is not superb, but it's not horrible either. From the air, it fires one shot, but from the ground it fires two. Add in a decent rating for homing and you have yourself an all around good spamming gun. If I could change anything about this gun, I'd have to say it needs a slightly longer range.

Eagle: The Eagle is a solid gun, very useful in conjunction with Lightning Sky. From the ground, it shoots an eagle shaped bullet straight at the opponent with a fairly slow rate of fire. In the air, it creates an Eagle that pauses for a moment or two, then homes in on your opponent. If you can fly around, constantly firing it, it'll spam the opponent. Otherwise, the gun is near useless.

V Laser: The V laser shoots lasers in a V. Now that the obvious is out of the way, the v-shape is only when fired from the ground. From the air it fires a straight on bullet. The gun has decent scores for attack and downing. The best way to use this gun is either from the air, or fire a strong bomb that flies straight (Submarine) than trap them with the V-shape.

Magnum: A great weapon whose only limitation is the range. Rush in close, blast them, and run behind a wall. Great for Little Raiders.

Needle: At first glance, the Needle is not that great. Yet when the computer came at me with one, I was shocked at the results. Yes, the needle's shots only go vertical. But when the opponent (ME!) likes to do a short hop and fire it's a great counter measure. Also, the bullets are closer together from the air, and at point blank, that the three bullets do a lot more damage. Definately worth a shot to see if it suits you. After using it myself, I find it works great when you use short jumps, causing the bullets to cluster together more. It has a great down rating, so it is a very effective weapon.

Starshot: Fires a single missile that breaks into a spread. Vertically, if on the ground, horizontally from the air. It doesn't home well, making me prefer the similar Homing Star, which homes a lot more.

Glider: The Glider is a decent weapon. If you fire it on the ground, you fire two gliders straight at the enemy, providing a direct hit. However, when fired from the air, the gliders, well glide. The travel in large curves, then converge on the opponent. If they miss, however, they can still loop around and hit again. All around decent weapon.

Homing Star: The Homing Star is a solid weapon to use. It fires a missile, which splits up and fire a spread of many missiles at the opponent, like the star shot. If you're on the ground, it fires vertically, in the air, it fires horizontally. The missile have decent homing abilities, so it's easy to overwhelm the opponent.

Trap: The Trap gun is hard to use, but with the right combinations, it's an awesome weapon. From the air, it fires a cluster of bullets, doing decent damage. From the ground, however, the bullets delay a long time (longest in the game), then fire. But they are also near invisible while delayed. This makes it very easy to set up traps (hence the name) and hit the opponent with several weapons at the same time. It takes a lot of practice to get timing right, but it's worth it to learn this gun.

Drill: The Drill fires a series of large drill shaped shots at the opponent. When they hit, it pulls the opponent closer, making it even harder to dodge. The only weakness is the medium range. You can't fire it over a long distance and hit with it. Otherwise a decent weapon.

Titan: Looks aren't everything, asseen by the Titan weapons. The gun fires a huge bullet, very hard to dodge, but does minimal damage. The only real purpose for the Titan is to overwhelm the opponent.

Claw: The Claw is a strange gun. I would be effective if it had a higher attack power, but unfortunately, that's not the case. The bullets from this gun will pull your opponent towards you, an effect that tends to slightly disorient the opponent. If it hits them as their firing a weapon, it'll likely throw the aim off enough so that it misses. I would definately give this gun a try, but if you want a similar effect, the Drill gun has higher attack.

Knuckle: The Knuckle has got to be one of the hardest weapons to use. The range is the shortest in the game, so you have to be right next to the opponent to hit. Other than that, it's a powerful weapon. It's good for hit-and-fade robos.

Afterburner: The Afterburner is hard to use, but effective when used properly. It fires multiple strong shots in a row, but they start slow and accelerate. It has a long range, but the delay can make it hard to hit. It packs quite the punch, consistently knocking the opponent down, so it's worth trying.

Blade: The biggest strength of the blade gun is the lack of a pause after firing. You can fire the gun incredibly fast, and when your done, you can just run, or fire a pod or bomb. The attack isn't great, but it makes for a decent spamming weapon.

Meteor Storm: Fires a lot of needle-type bullets at the opponent. It's weak, and most of them don't hit. However, if you can get in close and fire, it does more damage. But there's better short range weapons, so use this only if you want to keep a short range weapon with the option of long range. You should try this gun, but it's not worth using much, in my opinion.

Twin Fang: The Twin Fang, when used correctly, can be a very effective gun. The only limitation it has is the fairly short range. When fired from the air, it acts similar to the Basic gun, just a few shots, straight ahead. When fired on the ground, however, the Twin Fang really shines. The shots fire almost straight up, then back down. They go high enough to clear most walls, so it works well against the robo that likes to hide. Again, the only thing holding this gun back is the shorter range. Definately give this gun a try.

Gravity: One of the weirdest guns in the game, the Gravity gun is exceptional at doing one thing, keeping your opponent on the ground. When fired from the air, it will create huge black balls above your opponent that hang around for a while. The ground shot is a single bullet that fires straight. If you can come up with a robo that can fight well with just a bomb and pod, then by all means use this. I found it hard to use, due to the lack of a solid straight shot from the air.

Pheonix: The Pheonix fire bird shaped bullets at the opponent. From the air, they'll fly straight. From the ground, they'll do a bell-shaped curve. It works good on a long distance robo, despite the fact the it has a hard time hitting downed robos (?!). Worth a shot, but it's not near the top of my favorites list.

Left/ Right Pulse: The pulse guns are basically a variation on the Gatling gun. It fires a series of bullets that arc right or left at the opponent. Good for opponents that like to hide, but I prefer tha Gatling gun if I want something like these.

Sword Storm: Another indirect weapon, it fires in the air, then homes on the enemy. It's a decent weapon, but you might want to get more direct bombs and pods.

Ion: A strange gun, the Ion is easy to use. It fires a shot, which stops and re-aims several times. This causes a fairly hit hit-to-miss ratio. It's not very strong, so don't expect quick victories as a result, but with a good bomb/ pod combination, it's a good gun.

Flare: The Flare gun is hard to use, but has the potential for power. It acts almost like fireworks. It fires and a certain distance out it explodes. Now, it will do a lot of damage if it hits the opponent when it explodes. However, if hit too early it won't do anywhere near that heavy damage and if it falls short it won't do any. But if you get the timing down and don't mind relying on Bombs and Pods for more backup than normal, it will be a great asset.

Left/ Right 5-Way: Fires a 5 streams of bullets, arcing from straight ahead to about 45 degrees to that direction (left or right). The direction switches in the air. If you catch them going the right way (pun intended), it's hard to dodge. If the enemy is going the other way, you're out of luck. After you learn when to fire in the air versus on the ground, then it's really easy to use.

Halo: A strange weapon, takes practice to use, but one of the few weapons I've gotten "perfect" with. If your on the ground, it fires large ring from mid air towards the opponent. It's hard to dodge, making it easy to not let your opponent get a shot in. But it's a little difficult to get the combo set up in the first place. From the air, the rings fly straight.

Wave Laser (Illegal): Wow... Never have I seen a weapon looks so cool, yet be so bad. It's hard to get a good look at it, but when you do, it looks awesome. But that's all that's awesome. It has very short range, and a short delay from the time you mash "B" and the time it hits. That delay gives the opponent time to move out of the way, not hard considering the range. Now, the bullets have the sort-of cool effect of slightly freezing your opponent, but you can get the same effect for longer with freeze missiles and pods. Why this weapon is illegal, I have no clue.

X Laser (Illegal): The X Laser is the perfect laser for hiding with. It'll shoot out lasers to the side, then they'll curve back towards the opponent. With it you can hide and still hit the enemy. It's good at knocking down the opponent, and can hit even if they try to dodge. The only problem I've found is the lack of a straight shot. I'd suggest using it with a more direct fire bomb/ pod.

Crystal Strike (Illegal): This gun is the most "spam-happy" gun in the game. It is like an upgrade of rayfall that looks like a yellow meteor storm. Basically, it is made for and only for spamming the hell out of your opponents. From the ground, it fires about around 8 rounds up into the air, which then move towards your opponent quite quickly. From the air, it shoots a spread of them with almost no homing but no delay. Now, while it may not sound that great at first, this gun is INCREDIBLE. The thing is, it can be fired EXTREMELY rapidly. You can just hammer B and an ENDLESS stream of high damaging yellow crystal bullets will constanly go towards your opponent. If they get knocked back even a little, they'll take TONS of damage and get blown WAY up in the air. Once again, has trouble with robos good at dodging. Advisory-try to stun them while rounds are in the air (I like using tomahawk or dual C). [Thanks to Wrath of Anubis]

Wyrn (Illegal): This is the gun that everyone wants the first time they see it. It's also shown in the opening movie pretty accurately. It's the VERY NICE upgrade of the dragon that takes out all of its flaws. From the ground, it shoots a stream of 4 faster purple dragons (with less recoil time than the dragon) that home in on the opponent. From the air, it fires a extremely fast single round with limited homing. This is one of the best guns in the game, with 150= damage if all the dragons hit, 100 or so from the air, and works close or long range. Downsides: the dragons can be thrown off by a strike vanisher or lightning sky (or little raider) so you want to try and get right in front of your opponent to fire it if they're fast. (That's why Rakensen uses it) [Thanks to Wrath of Anubis] To add on, this is my favorite illegal weapon.

Raptor (Illegal): This is basically the upgrade of the eagle gun (but is colored white and blue). From the ground, it shoots one blue raptor shaped bullet straight and another diagonally. On the ground, it has a pretty slow rate of fire. In the air, it create two Raptors on either side of you that open their wings then home in on your opponent. Now, the eagle gun is okay, but it's not one of those guns you use again and again. But this is arguably one of the best spam combos in the game when used correctly. What you want to do is have a lightning sky (Ruhiel with Ultimate legs works well) and fly around your opponent in a circle, hammering B. If you don't have Raptor, just try Breaker + Long Thrust and the Eagle. In grand sprawl this combo is just cruel. But don't

take my word, try it out. EVIL BIRDIES OF DOOM, ATTACK! [Thanks to Wrath of Anubis]

Waxing/Waning Arc (Illegal): These are the upgrades of the Left and Right Arc guns. They shoot 4 rounds that do roughly 30 damage each that shoot outward left/right then turn in the opposite direction and hom in on the opponent. From the ground it will fire from the right/left and from the air the direction will be reversed. This gun can fire around walls, but unlike the downgrades of it, it can actually be used as a long range weapon regardless of whether there are walls or not. This gun is an easy gun to use, and people who like something to span will have to look no further. At least, not until they get the Crystal Strike or Wyrm... [Thanks to Wrath of Anubis]

Rahu I (Illegal): A upgraded Flare gun. If you're using Illegal parts, just use the Rahu III.

Rahu II (Illegal): A upgraded Flare gun. If you're using Illegal parts, just use the Rahu III.

Rahu III (Illegal): Simply put, the best gun in the game. This gun is the upgrade of the Flare, but you can barely tell. What it does is creates a cluster of green cones directly in front of you, which then move outward in every direction and home in on the enemy. The REALLY nice thing is that you can spam and spam with it from long range and it will work fine, and you can shoot it BAM, in their face, and it will do 200+ damage. It says it fires differently in the air, but if it does, it's a very slight difference and doesn't matter at all when using this gun. However, this gun has no strategy whatsoever, so may tire you out after using it for a while. But, if you ever need to kick ass, then just pop out the Rahu III gun. [Thanks to Wrath of Anubis]

Can: All the can parts are horrible. Use them at your own risk. The Can Gun, is a weaker version of the basic gun.

Bombs and Pods

Many of the bombs and pods have a letter after the name. Here's what they stand for.

B (Burst)- Blows opponent sideways slowly, blast lingers
C (Cyclone)- Blows opponent slowly upwards
D (Destroy)- Blows opponent diagonally upwards, blast lingers
F (Flipper)- Blows opponent sideways
G (Gazer)- Blows opponent upwards
H (Horizon)- Blows opponent slowly sideways
K (Knockdown)- Will always knock opponent down
P (Pillar)- Blows opponent upwards, blast lingers
S (Stun)- Immobilizes target
T (Traction)- Pulls opponent towards you
X (Explosion)- Blows opponent diagonally high in the air

When listing the bombs and pods, I'll put the options in parentheses.

Ex: Standard Bomb (Normal, F, K, S, X)

Bomb

Standard (Normal, F, K, S, X): This is the basic missile, with several variations. It's a decent weapon if you have no other bombs to use.

Wave: The wave bomb is one of the better bombs. It have a series of explosions that travel towards the opponent from the initial blast. The explosions can travel through walls, so it is useful when the opponent likes to fire from cover.

Straight (G, S, T): This bomb is fairly strong, but it doesn't arc. So you need a straight shot in order to hit with it.

Left/ Right Flank (H): With fairly average stats, the Flank bombs are basically Standard bombs with one change. Instead of a straight flight they make a curve to either side. Work well if they like to hide, but I find that bombs that fly straight are more useful than curving bombs.

Left/ Right Wave: It works the same as the wave bomb, but curves either right or left and hits from that side.

Burrow (D, P): An interesting weapon, the Burrow bombs basically burrow in the ground where they hit and explode when the opponent gets near. Since it's hard to see in the midst of battle, it's helpful for setting traps.

Freeze: A decent missile, but the best part is that it "freezes" the opponent, immobilizing them for a few seconds.

Tomahawk (B, G): It flies high in the air, then comes almost straight down. It works well to hit the people that hide behind walls.

Gemini (B, P): Fires two missiles. It'll miss if the opponent stays still, but it helps to make them stay still. If you fire in the air, it'll hit in front of and behind the opponent. If you fire from the ground, it'll hit either side.

Submarine (D, P, K): These bombs pack a punch. They travel slow, but if they hit it does a ton of damage. And the K model will always knock down the opponent.

Crescent (C, K, P): The Crescents do just that, they fly in a tall crescent. Helpful to get over walls and such, but mostly a long range bomb. The K, like all K bombs will knock the opponent down consistently, so it's helpful. This style of bombs doesn't really fit how I play, so I rarely use them.

Dual (Normal, C): The Dual bomb makes two explosions, one in front and one behind the opponent. It's a decent bomb.

Acrobat: Here's a unique weapon. Well, it's not really a weapon. It doesn't do any damage. It makes an explosion directly under you, and whatever hits it is blown high in the air. It's different, but I have yet to find a practical use for it in battle.

Delta: The Delta Bomb fires three missiles, one to each side and one in front of the enemy. Using this is a good way to trap the opponent. If they don't move, they won't get hit by the explosion, but a still target is a lot easier to hit with a powerful gun.

Wall: This bomb makes three explosions, closely grouped together. It doesn't have a huge range, but it prevents your opponent from approaching you and using close range weapons.

Smash: Wow, the Smash bomb is really only good in one case. It fires a bomb

high in the air. If your opponent flies high in the air, then the Smash will devastate them. Otherwise, it's completely useless.

Double Mine: Similar to the Burrow Bomb, the Double Mine plants two mines, allowing for better traps in some situations.

Geo Trap: This is a good bomb, it tends to trick the opponent (or at least me). It has a large explosion radius, but expands slowly. It lands in front of the opponent, but doesn't appear to be as large as it is. So I... I mean they... don't move out of the way.

Titan: Just like the titan gun, the titan missile is large, slow, and doesn't do a ton of damage.

Treble (Illegal): The Treble is an upgraded Delta missile. It does more damage, but best of all, has bigger explosions. It's best used to trap the opponent. Just get them into a corner and balst the Treble at them, and they have no way out. A good addition to most robos.

Wyvern (Illegal): An upgraded Standard X bomb, the Wyvern is used much like the Standard bomb. A good addition, but not as good as some of the other illegals.

Waxing/ Waning Arc (Illegal): These bombs are upgrades to the Left/ Right Wave bombs. It increases the power and blast radius, making it a lot harder to avoid. A great addition to a Robo in need of a bomb.

Grand Cross (Illegal): In my opinion, the Grand Cross is one of the, if not the, best bombs in the game. It fires four bombs out in short arcs, exploding a short distance away in all directions. It's a great bomb to use against ground Robos, since the four explosions really clutter up the arena while they're exploding. It's normally best to stand still when you fire it, otherwise you risk hitting yourself, unless you've practiced with it enough to know where to move.

Can: All the can parts are horrible. Use them at your own risk. The Can Gun, is a weaker version of the Standard Bomb.

Pod

Standard (Normal, F): Not much to say here. This is the generic pod.

Seeker (F, G): The seeker pod is a decent addition to any robo. Basically, after you deploy it, it'll roam around for a while, and if it gets near the opponent, it'll rush towards them and explode. The only strategy needed is to constantly deploy between attacks. It gives the opponent an extra distraction.

Speed (D, P): Exactly what the name sounds like, the speed pods are fast. They don't home very well, so you have to aim with them to make them helpful.

Cockroach (G, H): The cockroach pod is a lot like the seeker pod. It wanders around, then explodes near the enemy.

Dolphin (Normal, G): The Dolphin pod goes after the opponent in a series of dolphin-like leaps. It's a decent pod, but not the best out there.

Spider (Normal, G): The spider pod moves very slowly, but will dash at the opponent if he comes close enough. It best use it to place them randomly around the ring and hope you can herd to enemy at them.

Sky/ Ground Freeze: These two are basically the same. They are "stationary" like the spider pod. The sky freeze hovers, the ground freeze stays on the ground. The main advantage to these pods are the freeze aspect. When they hit, they'll freeze the other robo for a few seconds, allowing for a free hit or two.

Feint (F, G): Coming Soon...

Float (F): The Float pod is an interesting weapon. They fly high and circle around your opponent without actually attacking them. The only real advantage is that if your opponent jumps, they'll run into these pods. So it'll keep your opponent on the ground unless he/ she can outmanuever the pods.

Jumping (B, G): Coming Soon...

Diving: The diving pod works like the seeker, except it floats in the air, then dives at the opponent. This helps in the stages that have a ton of walls to hide behind.

Wave: The Wave Pod acts exactly like the Wave Bomb, so refer to that part.

Satellite (Normal, H): The satellite is an airborne version of the spider pods. Very helpful against the robos that tend to fly everywhere.

Beast (F): Coming Soon...

Trio (H): Coming Soon...

Wall: A solid pod choice, the wall pod will actually shoot three pods grouped closely together and create a wall of explosions. This is useful to stop a charge or just as a strong short distance attack for the long range robo.

Reflection: Coming Soon...

Caboose (C, T, X): Coming Soon...

Twin Flank (F, G): Coming Soon...

Umbrella: Sends three pods scattering, then exploding after a short distance. It has a wide arc, making it a very effective short range weapon. Great for long range robos.

Throwing (D, P): Coming Soon...

Double Wave: Coming Soon...

Titan: The titan pod is similar to the other titan weapons, it's large and slow, but doesn't do a ton of damage.

Cheetah (Illegal): Coming Soon...

Wolf Spider (Illegal): Coming Soon...

Orca (Illegal): Coming Soon...

Penumbra I (Illegal): Coming Soon...

Penumbra II (Illegal): Coming Soon...

Penumbra III (Illegal): Coming Soon...

Can: All the can parts are horrible. Use them at your own risk. The Can Gun, is a weaker version of the [need to look up].

Feet

Standard: These are the default feet. Nothing special about them.

High Jump: These feet allow you to jump higher, adding extra mobility to the slower robos. I wouldn't suggest these for any robo that's already good in the air.

Ground: The ground feet allow you to make sharper turns, thus making you more agile. I've found that this works best with Little Raider, since they need to be constantly moving around.

Formula: These feet greatly assist any robo that stays on the ground for most of the match. They increase the running speed, but prevent sharp turns.

Stabilizer: These feet are a step up from the Standard feet. There's no weakness, just increased acceleration. If you can't decide what to use, use these.

Short Thrust: Coming Soon...

Long Thrust: The other option for the slow robos, the Long Thrust will greatly increase your air dash. This will help your robo's mobility, so use it on your tanks.

Quick Jump: Coming Soon...

Feather: These feet will slow down your jump speed. At first glance, that seems a disadvantage, but you'll still go the same distance, so it gives you more air time. I normally use these on the air robos that I need to spend significant time in that air for. These are also helpful for the weapons that fire differently from the air.

Wide Jump: Coming Soon...

Booster: Coming Soon...

Swallow (Illegal): Greatly increases ground speed, about 1.5 times the Formula Legs. Also decreases dash distance a little bit. [Thanks to KingNaS3k]

Raven (Illegal): Greatly increases jump height and dash speed. [Thanks to KingNaS3k]

Eclipse (Illegal): When these are equipped, sharp turning in the air is possible, which is a great thing, because dodging attacks is so much easier with this ability. Also greatly increases jump height. [Thanks to KingNaS3k]

Ultimate (Illegal): The name says it all. These are the ultimate legs. Every statistic is upgraded. If you're using illegal parts, use these.

Can: All the can parts are horrible. Use them at your own risk. The Can Legs lower all stats.

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Combos  
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This section is devoted to good combinations of different weapons. Please send me any ideas you have for more combos.

Dragon Gun + High Attack Body: 100+ damage per hit

Glider Gun + Dual Bomb or Gemini Bomb: Fire the bomb first (Gemini from the air), then fire the glider from the air. The bomb will hit in front and back of the opponent, then the glider will come in from both sides. It's pretty hard to dodge that.

Lightning Sky + Tomahawk B + Dragon: What you do is fly by them, launch the Tomahawk, then immediately shoot off the Dragon, and when you do it right they will get knocked into the Tomahawks blast, doing usually 150+. Works good for non-illegal customizations. [Thanks to Eternal Drake]

Strike Vanisher + Storm Sword + Satellite + Any Straight Bomb: This combination allows you to perch somewhere and spam with the gun, while posting staellites above you to keep you opponent from coming close. If things get messy, the stealth ability allows you to get out fast. The straight bomb basically is for when they DO close or get downed close to you. If they have ground pods, perching on a wide wall (or tree stump!) can allow you to go on the offensive for a LONG time without having to stop to defend yourself (just fire off some pods and a bomb now and then to keep the adversary honest). [Thanks to Boomer X]

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Thanks to...  
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ASCII was created at GlassGiant.com

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