

Robowarrior Weapons/Power-Up Guide

by Lagoona

Updated to v1.2 on Mar 9, 2007

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for the NES
Power Ups Guide
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(by Lagoona)

This guide not only gives a description of the basic weapons and all power-ups found in this game, it also provides hints and advice as to how to use them wisely, because you will not get many of some of them.

Table of contents:

- ~~~~~
- \* Introduction
- \* Basic Weapons
- \* Power-Ups
  - automatics
  - selectables
- \* Rooms of Idols
- \* Shops
- \* Contact
- \* Version history
- \* Legal stuff
- \* Credits

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+ Introduction +
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RoboWarrior is a NES game that is actually a spin-off of the famous Bomberman series. Its original Japanese name was "Bomber King".

It is a single player game where you simply try to reach the end of each level or period, initially only equipped with your basic laser gun and a few bombs. One thing you should always keep in mind: you can never go back some screens (to the left), you can only advance (to the right).

So while you control ZED (Z-type Earth Defense) through the levels, you will also encounter many power-ups on your quest to defeat Xur. Some of them are required to even be able to advance to the next level, some just make your journey easier.

There are two categories of items:

- Power-ups that will automatically take effect when you pick them up
- Power-ups you have to select in the menu and activate afterwards (open the Menu pressing 'Select', highlight it and choose it with 'A', activate it in the game screen by pressing 'A')

After you complete a level you also get the chance to buy some (of the selectable) Power-ups in a shop, but only if you've got the 'money' (medals).

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The weapons and power-up descriptions in the following sections follow this dummy scheme:

- Name: The name of the weapon / power-up
- Appearance: What the weapons and their respective power-up symbols look like
- Description: Effect of the weapon / power-up
- Advice: My opinion as to how to use the weapon / power-up best
- Where found: The place where you find this power-up mostly

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+ Basic Weapons +  
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- Name: Laser
- Appearance: Look like orange electricity balls when fired
- Description: Basic beam weapon with unlimited ammunition you start with, limited range, shot in a straight line
- Advice: Your weakest weapon, but for most of the regular enemies, a few shots are still enough. You can increase its range (permanently) by picking up Power Balls. You can also get a temporary 4-way



Name: Life Pod

Appearance: Looks like a coil

Description: Refills a small amount of energy (4 white bars)

Advice: As ZED's energy decreases automatically with time, these are essential to keep up his life meter without using up the precious Energy Capsules.

Where found: Underground areas, breakable blocks (randomly)

Name: Power Ball

Appearance: A small ball with a P

Description: Increases laser beam range by one block length

Advice: Very useful, as it allows you to kill enemies from further away already. Collect several of these to increase range even more.

Where found: Breakable blocks (I've never found one in an underground area)

Name: Barrier

Appearance: Looks like a shield

Description: Makes invincible for 15 seconds

Advice: The good thing about this is that it not only protects you from enemy contact, it also protects you from your own bomb explosions. You can even kill enemies by running over them. But be aware - it only lasts 15 seconds, so don't push your luck.

Where found: Underground areas, breakable blocks (randomly)

Name: Magical Bee

Appearance: Looks like the 'Hudson Bee' (from their logo), or rather like a spider (in my opinion)

Description: Randomly increases one of the following Power-Up by one:

Candle, Energy Capsule, Missile, Super Boots, Clock, Cross Fire

Advice: Take them always, even if you can't control what exactly you will get from it.

Where found: Underground areas, breakable blocks, rooms of idols

Name: Star Block

Appearance: Look like stars

Description: Increases your score relative to the amount of stars

Advice: These come in five different versions, containing one to five stars. They 'only' give you points, but as points are related to your resistance against enemy attacks, it is always useful to increase your score - or you're that good and never get hit. ;-)

Where found: Underground areas, breakable blocks (randomly)

\* 100 Points

\*\* 1000 Points

\*  
\*\* 10,000 Points

\*\*  
\*\* 100,000 Points

\*  
\*\*  
\*\* ???? Points

Name: Medal

Appearance: Looks like a medal (a fatter version of the Life Pod)

Description: Used to buy power-up items in the shop (at the end of a level)

Advice: It is often useful to not always buy something as soon as you can. In the shop you best go for Megaton Bombs, Life Vests, Lamps or Missiles.

Where found: Underground areas, breakable blocks

Name: Chalice

Appearance: Looks like a sparkling cup

Description: Needed to reach the end of a level

Advice: In levels that 'loop' and repeat over and over again, the Chalice is required to be found in order to stop the 'looping' and reach the end of the level.

Where found: Always under a breakable block (fixed location)

Name: Key

Appearance: Looks like a normal key

Description: Needed to exit the current level

Advice: When you've reached the end of a level, the key is always hidden on the last screen. The level exit will open as soon as you pick it up.

Where found: Always under a breakable block (fixed location)

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#### Selectable Power-Ups:

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To select one, open the menu pressing 'Select', highlight the item with the direction pad and confirm with 'A'. Activate/Launch it in the game screen by pressing 'A'. If you don't want to select an item in the menu, press 'B' to leave it.

#### Support:

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Name: Candle

Appearance: Looks like a normal candle

Description: Lights up a small area around ZED for a short time

Advice: This is best used in the dark underground areas. Don't waste a lamp there, candles are good enough. Especially if you don't forget at which height the entrance stair was - the exit is at the same height.

Where found: Underground areas, breakable blocks (randomly), rooms of idols

Name: Lamp

Appearance: Looks like an old-fashioned oil lamp

Description: Lights up the entire screen permanently (except if you die)

Advice: You need a few of these for th areas that otherwise would be completely dark. Don't use them in the (short) underground areas, they'd be wasted, use candles instead.

Where found: Rooms of idols, shop

Name: Energy Capsule

Appearance: Looks like a shield with a big E

Description: Completely refills energy

Advice: Don't forget to use it! It's best to use it as soon as you hear the background music change to the 'low life' warning sound.

Where found: Underground areas, breakable blocks (randomly), shop

Name: Clock

Appearance: Looks like a clock face

Description: Stops enemies for 10 seconds

Advice: Useful if you need to get away from a bunch of enemies, also gives you the time to kill them off easily.  
Does work on bosses, but only for a very short time!

Where found: Underground areas, breakable blocks (randomly), shop

Name: Super Boots

Appearance: Looks like a shoe

Description: Speeds up movement for 20 seconds

Advice: Really helpful if you want to maneuver faster, especially against bosses. Also, if you activate them before shooting a missile and then run after it, this allows you to cover a large distance.

Where found: Underground areas, breakable blocks (randomly)

Name: Life Vest

Appearance: Looks like a life belt

Description: ZED can float over water for 20 seconds

Advice: They are absolutely needed in some levels to cross large water areas. And always keep their duration in mind and hurry when using them. Don't waste them on single block water patches.

Where found: Breakable blocks (fixed locations), rooms of idols, shop

Attack:

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Name: Cross Fire

Appearance: A four-way symbol, a red cross on a white background

Description: Laser fires in four directions simultaneously for 35 seconds

Advice: Often not too useful, but can come in handy when lots of enemies are around you, which can happen in the dark underground areas. Very useful during the Globula boss fight.

Where found: Underground areas, breakable blocks (randomly), rooms of idols

Name: Missile

Appearance: Looks like a rocket - sideways

Description: Powerful missile, advances in a straight line, killing all non-boss enemies and destroying all breakable blocks in its path.

Advice: If you shoot it to the right and run after it, you can even make it advance further. Combined with the Super Boots, the distance gets even bigger. Also very useful against bosses.

Where found: Underground areas, breakable blocks (randomly), rooms of idols, shop

Name: Flash

Appearance: Looks like a flash

Description: Attacks all enemies on screen, insta-death for all weak enemies

Advice: Useful if you're surrounded by enemies to get rid of them easily. Recommended to use mainly on bosses, especially if they send minions after you.

Where found: Underground areas, breakable blocks (randomly), rooms of idols, shop

Name: Megaton Bomb

Appearance: A round symbol with a big red cross

Description: The most powerful weapon, destroys all breakable blocks and non-boss enemies on the screen instantly

Advice: Grab as many as you can - your best bet are the Rooms of Idols. Best only use them on the (strong) bosses, as it would be wasted on weak enemies and simple blocks.

Where found: Rooms of idols, shop (very expensive)

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+ Rooms of Idols +  
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The Rooms of Idols are secret rooms hidden throughout the world of Altile. Unlike the dark underworld passages, they aren't hidden by a block somewhere in the middle of a screen, but you need to break a rock of the otherwise unbreakable level surrounding. They are always at the top of the screen. In these rooms you find a number of Idols looking like lion statues. You can break them with your bombs, and they will give you some power-ups, but there's still a twist to it. Breaking the wrong one (too early) will yield you nothing. But if you find the right ones, you can get many valuable items such as Lamps and Life Vests, and more often than not, a Megaton Bomb. This will actually be your main source for them. This part of the guide is dedicated to show you where you can find the Rooms of Idols, telling you which are the right ones to break and what this will net you.

Generally, the right spots to look for them are stones at the upper edge that stick out a bit or somehow look to be loose. The order in which you break the 'right' statues doesn't really matter, but there are some which are empty. And if you break an empty one before you got all the good ones, all remaining statues will be empty, so avoid them!

#### Period 1 - 1

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Find the place where two vertical brown columns build a narrow passage. Bomb the sixth block after the column coming from the top. In this Room are three lion statues.

Good: Right - Missile
Left - Megaton Bomb

Bad: Middle - empty

Period 2 - 1

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After the river that crosses the whole screen bomb the first rock that looks loose (seventh block after the river).

Good: Right - Life Vest  
Middle - Super Bomb  
Left - Lamp

#### Period 2 - 2

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At the end of the level (last screen), bomb the block at the edge that looks loose.

Good: Bottom left - Candle
Bottom right - Three stars (10'000 points)
Top left - Megaton Bomb
Top middle - CrossFire

Bad: Top right - empty

Period 3 - 1

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Right after where you find the chalice, about in the middle between the circle-like and the square arrangement of solid blocks, bomb the block that

looks loose. (If you go to the end of the level, it's the leftmost block still visible on the screen.)

Good: Right - Candle  
Middle - Life Vest

Bad: Left - empty

Period 3 - 2

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In the area where there's a river surrounded on both sides by a wall, enter the Room of Idols that's hidden behind the leftmost space of the waterfall.

Good: Right - Super Bomb  
Middle - Candle  
Left - Flash

Period 4 - 1

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Enter the first small waterfall (the size of one block) right in the first screen to find a Room of Idols.

Good: Right - Medal  
Middle - Three stars (10'000 points)  
Left - One star (100 points)

The second Room of Idols in this level is located after the water areas, bomb the block that looks loose at the part of the level where the solid blocks form an array of 3 x 4 blocks like in an original Bomberman game (last screen of the level).

Good: Bottom right - Candle  
Bottom left - Super Boots  
Furthest right - Clock  
Top middle - Power Ball  
Top left - Lamp

Bad: Bottom middle - empty  
Furthest left - empty  
Top right - empty

Period 4 - 2

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Right at the start on the first screen, bomb the block that looks loose.

Good: Right - Candle  
Left - Megaton Bomb

There's a second Room of Idols in this level, too. It's right before the place where you find the chalice, where you start to see a block formation that looks like a stairway to a diving board. Bomb the block that looks loose. (You will pass this section twice, even if you pick up the chalice, so if you miss it the first time, get it the second time. But if you've already picked up your goodies, the second time all statues will be empty.)



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At the end of the level, there's a big "X" formed by solid blocks. Bomb the loose block at the top right part of it, above the block where you find the key.

Good: Bottom row, second one from the right - Super Boots  
Bottom row, middle - Megaton Bomb  
Bottom row, furthest left - Energy Capsule  
Top row, furthest right - Lamp  
Top row, second one from the right - Energy Capsule  
Top row, second one from the left - Life Pod

Bad: Bottom row, furthest right - empty  
Bottom row, second one from the left - empty  
Top row, middle - empty  
Top row, furthest left - empty

Period 6 - 3

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There is no Room of Idols in this period. But you can still find a Megaton Bomb. At the place where your way is blocked by half a row of 'connected' blocks (from below) and half a row of loose blocks, bomb the second block from the top (needs 5 or 6 bombs) to find one.

Period 7 - 1

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Soon in this level you'll see a patch of water. When you see it, to up and bomb the block that looks loose (it's the one after a short vertical 3 blocks wide column).

Good: Right - Super Bomb  
Left - Megaton Bomb

Period 7 - 2

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Bomb the only block that looks loose here. It's about at the height of the second underground stairway.

Good: Bottom row, furthest right -Magical Bee  
Bottom row, second from the right - Super Boots  
Bottom row, middle - Super Bomb  
Bottom row, second from the left - Life Pod  
Middle row, left - Flash  
Top row, furthest right - Energy Capsule  
Top row, second from the right - Clock  
Top row, second from the left - Energy Capsule

Bad: Bottom row, furthest left - empty  
Middle row, right - empty  
Top row, middle - empty  
Top row, furthest left - empty

Period 7 - 4

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No Room of Idols here.

Period 8 - 1

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No Room of Idols here.

Period 8 - 2

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Walk along the upper edge and bomb the loose block that's directly above one of the solid blocks that need three bombs to be destroyed.

Good: Bottom - Missile

    Middle row, furthest right - Lamp

    Middle row, second from the left - Energy Capsule

    Middle row, furthest left - Megaton Bomb

    Top - Lamp

Bad: Middle row, second from the right - empty

Period 8 - 3

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The first Room of Idols in this level is empty, but if you want to find it, it's here: After the initial 3x3 large squares, bomb your way through the upper way of the solid barrier that's across the screen. Directly afterwards, there's a loose block in the upper ledge, right behind a stairway to the underground.

The second Room of Idols is located after a short section where you can't follow the upper edge. Go up as soon as you can again and bomb the solid block that's in front of the loose looking border block three times to get to it. (If you reach the key, you're too far.)

Good: All five - Magical Bee (x5)

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+ Shops +  
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Just a few notes about the shop you will encounter. You enter them automatically after a complete period (not after each sub-period). The currency you pay with are the Medals. I used them mainly to get one or two Lamps, then spent the rest on Missiles or Flashes.

Here's a short list of items that mostly appear in the shops. While Megaton Bombs, Life Vests and Lamps are always available for the same price, the other power-ups vary in their availability and also their price.

- Megaton Bomb - 50 Medals
- Life Vest - 30 Medals
- Lamp - 20 Medals
- Flash - 10 Medals
- Missile - 10 Medals
- Clock - 10 Medals
- Energy Capsule - 5 or 10 Medals
- Super Boots - 5 or 10 Medals
- CrossFire - 5 or 10 Medals
- Candle - 5 or 10 Medals

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+ Version history +  
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Version 0.9 - Most info complete, including 'Basic weapons' section, 'Names', 'Appearances', 'Descriptions', added 'Advices'.

Version 1.0 - Added the 'Where found' sections, added a table of contents and adjusted the general structure. This is the first official, accepted version.

Version 1.1 - Added the 'Rooms of Idols' and 'Shops' chapters.  
Added [www.neoseeker.com](http://www.neoseeker.com) as a site allowed to host this guide.  
Added the nice ASCII header designed by selmiak.

Version 1.2 - Fixed some formatting issues.  
Updated contact information.

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+ Contact +  
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If you have a question, found a mistake or would like to have something added, don't hesitate to contact me at: DrLagoona (at) hotmail (dot) com.  
Of course, you're welcome to simply drop a line saying that this guide was helpful to you. :-)

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+ Legal Stuff +  
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++++  
+ Credits +  
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...to Jaleco and Hudson Soft for creating and publishing this game.

Thanks to selmiak for proofreading this guide, helping with its layout and creation of the nifty ASCII header. :-)

And thanks to CJayC for running GameFAQs.

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