

Mega Man 64 Game Script

by Estil

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THE COMPLETE AND UNABRIDGED TRANSCRIPT OF
MEGA MAN 64 FOR NINTENDO 64

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Version 2.0
Use Microsoft WordPad with Times New Roman (Western) 10 font for best
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INTRODUCTION
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PURPOSE OF FAQ AND SPOILER WARNING
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Greetings and welcome! This is my eleventh FAQ and is the Nintendo 64 version of my MegaMan Legends 1 transcript! Although MegaMan Legends (PS1) and MegaMan 64 are basically identical, there are a few changes in the in-game instructions and the manual is VERY different, so they will be adjusted accordingly in this transcript!

Since I myself do not have a copy of MegaMan 64 (I own the Playstation

version), I asked my good friend and co-author Tomas Casals (GameFAQs handle Link_z1) to send me the MM64 manual and any changes in the game's quotes. Although I basically wrote the rest of the transcript myself, I decided to make Tomas Casals a co-author since this transcript would not have been possible without this individual's help and resources.

NOTE: This transcript is for the Nintendo 64 version of this game. For the Playstation version (MegaMan Legends), please see my MegaMan Legends 1 Game Script.

SPOILER WARNING: Because this is a transcript for this game and because it covers EVERYTHING from start to finish and even includes the ENDING, DON'T read this if you don't want to spoil the story and/or ending for yourself. If you don't mind spoiling it for yourself or if you've won the game and want to see what you've missed, then go ahead and enjoy!

VERSION CHANGES

2.0 (9/6/2002)--Fixed a few places that I forgot to change to Control Stick/Control Pad from the PS1's Directional button. Also fixed the Manual Errors section.

1.0 (9/2/2002)--Very first wirting of this transcript!

HOSTS

These are the websites that are authorized to host my transcript. If your website is not on this list, then you do NOT have my permission to host my transcript. If you'd like to request permission, then please have the owner of the website request it via email. No form emails, please.

1. GameFAQs (www.gamefaqs.com)
2. MegaMan Legends Network (mml0.megaman-network.com)
3. Rockman Dash! (www.rockmandash.com)
4. NeoSeeker (www.neoseeker.com)

CREDITS

1. Capcom--For making this wonderful game (and I hope Legends 3 or MOTB 2 will soon follow).
2. DButler (from GameFAQs)--For giving me the idea and inspiration for making a transcript for this game (this individual did the Zelda 3 and Zelda 5 transcripts on GameFAQs).
3. Reeve--For also giving me inspiration (he did transcripts of all the Mega Man X games, which can be seen on his website at www.megaman-network.com) to do this transcript.
4. Mega Man Home Page (www.mmhp.net)--For giving me the names of the Bonne Family robot bosses that are not mentioned in the game itself.
5. Antookis (from GameFAQs)--For this individual's MML1 FAQ/Walkthrough which helped me find all the sub-quests and items that I couldn't get on my own. Without this FAQ, I would never have been able to find everything and thus would not be able to get all the quotes.
6. Kobun04 (from GameFAQs) and RockMan Dash! (www.rockmandash.com)--For helping me find out what the Servbot on the Bruno building says (which you

cannot reach without a cheating device).

7. Link_z1 (from GameFAQs)--Not only for his co-authorship, but also for this individual's extensive proofreading effort which helped me find several spelling and grammatical errors in this transcript and the original Playstation version.

If you see ANY errors in my transcript (missing or incorrect quotes or content especially, but spelling or grammatical errors ought to be brought to my attention too), PLEASE email me at: estilrumage@hotmail.com and if you correctly spot and fix my error, you too will be credited in this section. Be sure to say in your subject line that you are writing to me for that purpose ("Correction for your FAQ" or "You made a mistake in your FAQ" for example). If you only say "hey" or "hello" or whatever in your subject line, or if you have no subject line at all, then I will probably think it's junk mail (since I get LOTS of junk mail with that subject line) and won't even open it. And of course, absolutely no spam (junk mail) or hate mail, please.

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MEGA MAN 64 TRANSCRIPT
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INSTRUCTION MANUAL
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(This section includes the instruction manual EXACTLY as it is written. Errors in the manual will be corrected in the end, however.)

HUNT FOR THE MOTHER LODE:

In a world covered by endless water...

People are forced to eke out a living on the small patches of land that remain above the sea. The people of this world rely on ancient technology driven by quantum refractors, a powerful energy source. These refractors lie in ancient ruins underground and in the sea and are sought out by explorers called "Diggers." These brave explorers are the sole source of refractor energy, which has become a cornerstone of the emerging civilizations.

Originally, this was the Diggers' only purpose; to find refractors so that civilization would endure.

However over the years, the story of an incredible treasure, the legendary Mother Lode, began to circulate among the Diggers.

The Mother Lode...a treasure so great that were it discovered, it would provide enough energy to run the world forever.

In search of this Mother Lode, Diggers travel from one island to another in their flying machines, ever hoping that they'll find what they seek just over the horizon.

One day a well known digger, Barrell Casket, found a baby in an archeological site. He named the baby Mega Man Voulnut, and raised him with his granddaughter Roll.

Fourteen years have passed since the disappearance of Roll's parents while excavating a site. Mega Man and Roll have followed in the footsteps of Roll's parents in an effort to discover the truth of their mysterious disappearance ... and to find the long lost family treasure--the Mother Lode!

MENU CONTROLS:

Start Button--Open Inventory screen during play
A Button--Cancel menu selections
B Button (or C-DOWN button)--Accept menu selections
C-UP Button--Display the Reset screen (from Inventory)

GAMEPLAY CONTROLS:

Start Button--Start game
Control Stick/Control Pad--Move Mega Man
A Button--Jump
B Button--Fire Left Arm Weapon (Mega Buster); Kick (without Mega Buster)
C-LEFT Button--Fire Right Arm Weapon; Kick (when no weapon is equipped)
C-RIGHT Button--Look around (with Control Stick/Control Pad)
C-UP Button--Display Cavern Map
C-DOWN Button--Search items; Open doors and boxes; Talk to townspeople
L Button--Rotate Mega Man to the left
R (or Z) Button--Rotate Mega Man to the right
L + R (or Z) Buttons--Engage Weapon Lock-On

BASIC ACTIONS:

(Starting Play):

Press Start at the Title screen. Highlight NEW GAME, and press Start again to begin play. During play, press Start to open the Status screens, where you can select weapons, accessories and other items. Press the B Button to accept highlighted options while viewing menus. Press the B Button to cancel menus.

(Moving Mega Man):

Use the Control Stick or Control Pad to move Mega Man forward, backward, left and right, to slide, and to choose menu commands. Press the L or R button to turn Mega Man left or right while he is either standing or walking. Press the A Button to make Mega Man jump.

(Displaying the Cavern Map):

During missions, press the C-UP Button to display the Cavern Map.

(Using Weapons):

Press the B Button to fire the Left Arm Weapon (the Mega Buster). If you have a Special Weapon, press the C-LEFT Button to fire the Right Arm Weapon. Press the B Button or C-LEFT Button to kick when no weapon is available.

(Activating Lock-On):

Press the L + R (or Z) Buttons to activate Weapon Lock-On for any currently selected and armed Special Weapon. Lock-On mode is available while firing a weapon (see page 11).

When you're not firing, press the C-RIGHT Button along with the Control Stick or Control Pad to look up, down and all around to view your surroundings. (You never know what might be crawling around on the ceiling!)

(Searching/Talking/Opening Doors & Boxes):

Press the C-DOWN Button to search items or talk to townspeople. Use the same key to open doors and boxes.

SPECIAL TECHNIQUES:

(Stealth):

Hold down the C-DOWN button, then press the Control Stick/Control Pad (any direction) to make Mega Man walk or sidestep slowly. This is excellent for sneaking up on people.

(Hanging):

When Mega Man jumps (A Button) onto certain places he may hang or dangle from the edge, holding on with his hands. To pull him up, press the C-UP Button repeatedly.

(Quick Turn):

To quickly turn Mega Man around while he's walking, quickly press the Control Stick/Control Pad opposite the direction Mega Man is facing. This is good to use when Mega Man is running away from enemies. By pressing the C-DOWN Button + the Control Stick/Control Pad DOWN, you can turn the camera view along with Mega Man 180 degrees.

(Target Lock):

When Lock-On is on (see page 11) you can press the L + R (or Z) Buttons to lock onto enemies. As long as the enemy is in view, Lock-On will automatically target the nearest enemy. This is especially useful for targeting fast-moving enemies or enemies above the ground.

(Cartwheel):

Press the A Button to quickly roll to the side to avoid attack. When siderolling, Mega Man is invulnerable to attack but only until he is done rolling. So be careful!

(Roller Dash):

Once you acquire the Dash parts, Mega Man will be able to perform the Roller Dash. Press the C-DOWN Button to begin charging up Roller Dash. Once you have charged up enough power Mega Man will begin to move. Use the Control Stick/Control Pad to control Mega Man. To stop, release the C-DOWN Button. This is useful for moving quickly between areas.

GAME START:

Once the demo begins, press Start to reach the Title screen. From here you can start a new game, load a saved game or configure game options. Use the Control Stick/Control Pad to highlight one of the choices:

* With New Game highlighted, press the B Button or C-DOWN Button to begin a new game.

* To load a saved game, use the Control Stick/Control Pad to highlight CONTINUE and press the B Button or C-DOWN Button. Assuming you want to continue that game, select Yes to continue and access any previously saved games (for more information see page 20).

* To adjust game options, use the Arrow keys to highlight OPTION, then press Enter to view the Option menu. From this menu you can set Operation settings, sound options, Lock On/Off, and Map On/Off (see page 11).

OPTIONS:

OPTION - Access the Option menu from the Title screen or by pressing Start during play to display the Inventory screen. Use the Control Stick/Control Pad to highlight and change the options.

Turn - Set motion operation for changing direction.

* L (or Z) Button/R Button - Change Mega Man's direction with the L (or Z)/R Buttons, and strafe with the Control Stick/Control Pad.

* Control Stick/Control Pad - Change Mega Man's direction with the Control Stick/Control Pad, and strafe with the L (or Z)/R Buttons.

Free Look - Choose REVERSE to switch the orientation of "looking" with the Control Stick/Control Pad, so that you press UP to look down, and DOWN to look up. Normal mode is the opposite of REVERSE.

Sound - Select STEREO or MONO to work with the speaker setup on your TV or monitor.

Map - Turns the Cavern Map ON or OFF.

Lock-On - Turn Weapon Lock-On auto-targeting ON or OFF.

When you are done setting options, press the B Button or C-DOWN Button to return to game.

HOW TO PLAY:

(Practice Makes Perfect):

After the game's opening demo, a brief tutorial automatically appears for the first few areas you encounter. Follow the on-screen instructions to learn how to perform general actions and moves.

(Life Shield):

Mega Man is protected by a Life Shield. The shield limits the amount of damage he receives from enemies. Damage temporarily slows Mega man down, but after a short time he will be back on his feet. If you find yourself defeated and don't have any tokens, call for Data to come and fix you up.

(Mega Buster):

Press the B Button to fire your regular weapon. By upgrading your firing power, you will become stronger.

(Special Weapons):

The weapons you can arm are strong, but are limited in the amount of ammo available. The available weapons power is shown in the Special Weapons gauge (see page 14).

If you get something that looks like it might be a weapon, show it to Roll. She arms the weapons and modifies them for Mega Man to use.

(Support & Item Development):

As the game progresses, talk to Roll and bring her items you find and/or buy. Her expertise and mechanical genius may help you discover how items work and develop special weapons.

Roll uses the items you collect to make new items. Talk to Roll to hear her ideas on ways to mix or use items.

(Special Weapons Change):

You can get Special Weapons for Mega Man's Right Arm and charge them up. If you give Roll money (Zenny) for parts, she will strengthen your Special Weapons. You can customize a weapon by refitting it, by raising the attack power, or by increasing a weapon's range.

(Data):

Mega Man's mysterious partner appears in several places throughout the game, usually with Roll. Talk to him to replenish your Life Shield and to save your progress. It's a good idea to speak to Data whenever you see him. He usually has something interesting to say.

(Game Over):

When Mega Man's Life Shield is reduced to zero, the game is over. You can restart from the point you last saved.

GAME SCREENS:

{Play Screen):

Cavern Map - Automaps the surrounding area (in underground caverns only). You can turn the Cavern Map display ON or OFF from the Option menu (see page 11).

Life Gauge - Indicates the remaining level of Mega Man's Life Shield.

Alarm Lamp - Lights up when an enemy is on screen to attack.

Special Weapon Gauge - Shows how much energy is remaining in Mega Man's Right Arm (only in Battle areas).

Boss Life Gauge - (Not pictured) In battle, as the energy of your opponent decreases, his energy bar will slowly disappear. When it's completely gone, he's defeated.

(Automapping Function):

In underground caverns, a map appears automatically. Press the C-UP Button to view a complete map of the entire area. Press the C-UP Button again to hide the map and return to the game.

(Inventory Screen):

Press Start to open the Inventory screen during play. Use the Control Stick/Control Pad to select commands, and press the B Button or C-DOWN Button to accept. Press Start to exit back to the Play screen. (While in this screen, press the C-UP Button to display the Reset option.)

(Normal Items):

Select different items to get a brief description. To use a selected item, press the B Button or C-DOWN Button. To close the screen, press Start or the A Button.

(Special Items):

View a list of Special Items you can collect.

(Buster Parts):

EQUIP - When you want to equip or un-equip a Buster Part, choose this item, then choose the part. Press the B Button or C-DOWN Button after each selection.

SORT - Use this to line up Buster Parts in any order you like.

(Special Weapons):

View the status of weapons equipped on Mega Man's Right Arm. Use the Control Stick/Control Pad to select various weapons and check their status.

ATTACK - Weapon's attack power.

ENERGY - Power energy. (For Mega Buster, the charge lasts for one hit only, so aim carefully).

RANGE - Firing distance.

RAPID - Speed.

SPECIAL - Available only when you have a Special Weapon, given to you by Roll.

REMOVE/EQUIP SPECIAL WEAPONS - Remove or equip a Special Weapon. Choose different weapons to equip by talking to Roll.

GAME STAGES:

The world that Mega Man, Roll and Barrell will explore is divided into Normal areas and Battle areas. You will progress through the game by using both areas to their fullest.

(Normal Areas):

In Normal areas, you collect information by talking and listening to people you meet (press the C-DOWN Button). In these areas the storyline unfolds. You cannot use weapons in these areas - only kicks (press the B Button or C-LEFT Button).

(Battle Areas):

In these dangerous Battle areas, such as the underground caverns, you will meet and fight your enemies. Use your weapons or items freely to overcome these enemies and advance through the game.

BEGINNERS GUIDE:

(Junk Shops):

You'll find various strengthening items in Junk Shops and shopping areas. Look for Mega Buster power ups, support, and body armor. If you turn in your weapons at a shop, you may have advantages in battle.

(Investigating Areas):

Press the C-DOWN Button to investigate things you see. Try investigating many different areas and objects.

(Unknown Items):

You may discover some items that you won't understand how to use. Try giving them to Roll for item development and something totally unexpected may develop!

(Basic Strategy):

Because Mega Man is protected by the Life Shield, if he is hit once he will receive little or no damage. When shot repeatedly, however, he may be in trouble. If he is attacked before his Life Shield recovers, he will receive damage. Sometimes it's a good idea to retreat.

(Weapons Strategy):

Each weapon has unique advantages and disadvantages in the various Battle areas. What works well in one area might not be much use in another. If you've chosen the wrong weapon, don't keep attacking if it looks like you're out-gunned. Go back to visit Roll and try equipping new weapons.

ITEMS:

DEFLECTOR - An important energy resource. Small ones can be used for money (Zenny). You never know where you might find one.

ENERGY CUBES - The origin of all power, these can replenish Mega Man's energy.

ENERGY BOTTLE - The Energy Bottle has the same energy-supplying capability as the Energy Cube, and you can drink it. The bottle itself does not disappear, so you can refill it many times at a Junk Shop.

BODY PARTS:

HELMET PARTS - If you put this helmet on Mega Man when he is attacked, it is more difficult for an enemy to damage him. Once you acquire the Helmet, you can access it via the Inventory screen.

ARMORED BODY - If Mega Man locates Body Armor and equips it, the damage an enemy causes him with an attack is reduced by half.

JUMP PARTS - Equip these and Mega Man will jump higher.

DASH PARTS - These Skate parts allow Mega Man to Roller Dash. You can equip/unequip Roller Dash from the Inventory screen (see page 15.)

SPECIAL WEAPONS:

(Power Buster):

This is a Special Weapon with more power and greater range than your normal Mega Buster. It is single-shot only (no rapid fire) and is useful in long-range battles.

(Machine Buster):

The Machine Buster is a rapid-fire weapon ideal for close range battles with multiple enemies.

(Spread Buster):

This is one of the most powerful weapons available, capable of firing multiple shots in several directions simultaneously.

SAVING AND LOADING GAMES:

(Save):

Throughout the game you can ask Data to call up the Save Game menu. While speaking with Data, select SAVE GAME and press the B Button or C-DOWN Button. You can save as many games as you want, or you can overwrite a previously saved game by saving a new game to its menu location.

(Load):

You can continue play on a previously saved game. From the Title screen, select CONTINUE and press the B Button or C-DOWN Button. Select the saved game you want to load and press the B Button or C-DOWN Button to select it and begin loading.

Note: Be careful not to turn off your Nintendo 64 or press Reset while saving a game as it may erase other saved games.

MEGA MAN & FRIENDS:

(Mega Man):

He was discovered 14 years ago by Barrell Casket and raised as his son. Now he is a digger with the Casket family.

As the leading Digger exploring a dig site, Mega Man has many special skills and abilities. Yet no one knows why he was abandoned as a child.

(Roll Casket):

She is Mega Man's 14-year-old best friend. When Roll was a baby, her parents disappeared while exploring a dig site. She grew up in their footsteps, excavating dig sites with the hope of someday discovering what happened to them.

Roll is a mechanical genius who loves to repair broken machinery. On missions, she assists Mega Man above ground as the equipment operator.

(Barrell Casket):

Roll's grandfather, now retired, was once a well-known, very successful Digger. He uses his vast knowledge and experience to advise Mega Man and Roll on their explorations.

(Data):

This mechanical monkey has been at Mega Man's side ever since he was found. Data only speaks in gibberish, and Mega Man is the only one who can

understand him.

THE BONNE FAMILY:

The Bonne Family are air pirates who plunder treasures from successful diggers and passing air ships.

(Teasel Bonne):

The notorious leader of the Bonne Family, Teasel likes to steal treasure in a flamboyant way. His brilliant mind allows him to develop and implement successful battle strategy. He is a smooth talker who has never lost an argument. He has a special passion for animals, toys and model planes.

(Tron Bonne):

The 14-year-old sister of Teasel Bonne, Tron is a mechanical wiz. She takes care of setting up and repairing the Bonne's fighting machines and maintaining the Bonne Family's' flying ship.

(Servbots):

These little robots are controlled and mechanically operated by Tron to fight. There are 40 of them, each with numerous and unique characteristics.

(Bomb Bonne):

Bomb is the youngest member of the Bonne Family. His huge size hides the fact that he is really just a big baby.

MANUAL ERRORS:

(Story): The Mother Lode is NOT a "family treasure." Nine years, not fourteen years, have passed since Roll's parents disappeared at the time of this game (see MegaMan Legends 2)

(How to Play): You cannot call out Data at will and "tokens" do not exist. And if you are already destroyed, it would be too late for Data to "fix you up" anyway.

(Beginner's Guide): Items that you can buy are only found in junk stores; shopping areas don't have anything you can buy.

(Items): Deflector should be Refractor. The Jump Parts and Dash Parts pictures are reversed.

(The Bonne Family): Teasel Bonne should be Teisel Bonne. Bomb Bonne should be Bon Bonne.

BACK COVER:

THE BLUE BOMBER BLASTS INTO A BRAVE NEW WORLD!

Mega Man blasts his way onto the Nintendo 64 for the first time ever! This epic adventure combines the best of classic Mega Man action with enormous bosses, a riveting storyline and all the depth of the hottest RPG. Explore vast 3-D worlds in your quest to find the treasure of all treasures, the Mother Lode. You'll love the stunning 3-D graphics, powerful weapons and non-stop action... unless of course, you're a boss.

* The first Mega Man game ever for the Nintendo 64 - With non-stop 3-D action!

* New and improved 3-D graphics, analog control and twice as many environments to explore

* Awesome weapons! Diabolical bosses! Legendary gameplay!

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PRE-GAME STORY

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STORY NARRATION:

(appears right after the Capcom logo upon turning the game on)

In a world covered by endless water...

People are forced to eke out a living on the small patches of land that remain above the sea...

The people of this world rely on ancient technology driven by quantum

refractors, a powerful energy source. These refractors lie in ancient ruins underground and in the sea and are sought out by explorers called "Diggers"...

These brave explorers are the sole source of refractor energy which has become a cornerstone of the emerging civilizations.

Originally, this was the Diggers' only purpose; to find refractors so that civilization might endure...

However over the years, the story of an incredible treasure, the legendary Mother Lode, began to be whispered among the Diggers....

The Mother Lode...a treasure so great that were it discovered, it would provide so much power that the world need never fear of running out of energy....

In search of this Mother Lode, Diggers travel from one island to another in their flying machines ever hoping that they'll find what they seek just over the horizon...

Hope...

Despair...

Charity...

Greed...

Duty...

Power...

Who can say what truly motivates the Diggers?

BONNE FAMILY HEADS FOR KATTELOX ISLAND:

(after letting Title Screen run for about 15 seconds)

Teisel (over intercom inside flying Gesellschaft): Testing! 1 2 3!

Testing! Ahem! All right, listen up! Drop everything and give me your undivided attention! In about an hour, we will be arriving at our destination, Kattelox Island! Double check your equipment readings and make sure everything's in working order! I want another flawless operation, same as the last one! I swear, that treasure will be ours or my name's not Bonne! Let's DO IT!!

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INTRO STAGE
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MEGAMAN GETS BLUE REFRACTOR:

Roll: MegaMan! MegaMan! MegaMan! Can you hear me!?

MegaMan: Just barely, the transmission isn't too clear...

Roll: I got worried 'cause the transmission got cut off suddenly!

MegaMan: I'm okay! I think this is the last door...

(MegaMan struggles to lift the door open)

MegaMan: Roll! It's still active! The reactor's still running!

Roll: Great! What about the refractor?

MegaMan: It's here! It's a big one, too!

Roll: All right, now maybe we can finally get some money! Be careful!

(MegaMan touches and then grabs the Blue Refractor)

MegaMan: Whew!

(MegaMan leaps off the platform and starts the trap)

MegaMan: Whoa!

(MegaMan runs out of the room just before all the doors close on him, just like Indiana Jones!)

MegaMan: I'm okay, Roll. Everything's all right here!

Roll: Don't count your chickens yet! I'm picking something up on my screen; it's looks like a Reaverbot! You'd better get out of there--c'mon...

MegaMan: Right! You see anything, let me know! Here we go!

INTO THE CAVERNS:

Roll: Wait a second! There should be a Reaverbot around there somewhere...Can you see it? It looks like a small one--you should be able to take it down with your Buster Gun.

(Instructions: Use the B button to fire! Press the Z+R button to automatically lock-on to the nearest target!

FIRST HALLWAY TURN:

Roll: Turn right there.

AFTER REACHING DOOR:

Roll: Can you see a door nearby? Do you see a door? That should be the way out. It's not far from your current position.

(Instructions: Use the C-DOWN button to investigate items and open doors.)

IF YOU PASS THE DOOR AND GO THE WRONG WAY:

Roll: Where are you going, MegaMan? That's not the right way. I don't like the way that looks...Maybe you'd better head back...

IF YOU CONTINUE GOING THE WRONG WAY AND GET LOCKED UP IN THE SNAKE TRAP:

Roll: Be careful, MegaMan--it looks like they've got you surrounded...

(after defeating the snakes and reopening the gate):

Roll: MegaMan, are you all right!?

AFTER ENTERING FIRST DOOR:

Roll: Watch out! There's something right in front of you!

IF YOU HESITATE IN FRONT OF A PLATFORM:

Roll: Huh? A platform? Try jumping on it...Grab the ledge if you have to.

(Instructions: Use the A button to jump! If you can't make it in one jump, you can sometimes grab onto the edge and pull yourself up.)

JUST BEFORE SECOND DOOR:

Roll: Hold it! Don't move! ...Looks like it didn't see you...It looked like a Reaverbot--we were lucky...

AFTER BLASTING FIRST LARGE ZENNY BOX:

(Explanation: Quantum refractors are large crystals that provide energy for machines. They can also be used as currency. If you're really lucky, you might find an orange energy cube--grab it to recharge your Life Gauge!)

AFTER REACHING FORCE FIELD DOOR:

Roll: What is it, MegaMan? I'm picking up strong energy readings...Is it some kind of barrier? Is there a switch for the barrier anywhere close by? Don't give up--it's got to be around somewhere!

AFTER GOING PAST FORCE FIELD DOOR:

Roll: MegaMan! I'm picking up a Reaverbot! He's above you! Watch out!

(Instructions: Use the Z+R button to track enemies above and below you that are out of your field of sight.

AFTER RECEIVING POWER RAISER:

(Explanation: The Power Raiser is a MegaMan Buster Part! Attaching Buster Parts allows you to power-up your Buster Gun! You can attach Buster Parts by pressing the START button to go to the menu screen and selecting "Equip" from the "Buster Parts" menu!)

BEFORE GIANT REAVERBOT:

Roll: MegaMan, I'm showing a large blip in front of you--it's probably a Reaverbot! Be careful.....Huh? MegaMan? Can you hear me...? I'm losing you...the transmission's breaking...

MegaMan: Roll? Are you all right? Can you hear me?

AFTER DEFEATING GIANT REAVERBOT:

MegaMan: Look at that sky...I'm glad to have to say that after being underground for so long...

MegaMan (scratching his head): Hmm...I wonder where Roll went...

(MegaMan sees the Giant Reaverbot has come out to play some more)

MegaMan: No way! Back for more!?

(MegaMan slowly backs away from Reaverbot and nearly falls off the edge)

MegaMan: Uhhhh! Uh-oh!

(MegaMan see the VERY steep drop below, but then notices that the Giant Reaverbot is actually dying)

MegaMan: C-ya!

(MegaMan jumps onto the waiting Flutter and takes off with MegaMan on the deck)

Roll: Hold on, we're taking off!

MegaMan: Roger!

(Flutter flies away)

BACK AT FLUTTER:

MegaMan (climbing down ladder): Whew! Nice timing Roll!

Roll: Anytime, MegaMan! I'm sorry MegaMan, I had some engine problems, and...

MegaMan: It's okay, Roll! But I'm glad you showed up when you did!

Roll: All's well that ends well, right? And we were able to get a refractor; we should be able to get by with that for a while! If only the Mother Lode were as easy to find as this!

MegaMan: Don't worry! We'll find it someday, and your parents too!

Roll: Thanks! I know we will!

Barrell (inside smoking Engine Room): Roll, the engine's overheating! The smoke's so thick I can barely see!

Roll (startled): What!? I guess the Flutter's in worse shape than I thought!

Barrell: Roll, the #5 meter is going crazy! She can't take much more of this!

Roll: Gramps, can you open up the #11 valve again?

Barrell: Got it!

Roll: We'd better find a place to set down! MegaMan, could you check the map?

MegaMan: Got it! There's an island called Kattelox about 100 miles southwest!

Barrell: I can't do much more down here by myself down here! Can somebody give me a hand!?

Roll: Sorry, Gramps, but my hands are a little full right now!

(MegaMan sees approaching Kattelox Island)

MegaMan: Roll, I see it! Land ho!

Roll (as Flutter starts to shake violently): Hold on! Hold together...Just a little bit more.. Hold on! I'm taking her down!.

(Caskett Family crash lands on Kattelox Island)

Barrell: Looks like...Looks like we made it!

=====
MAIN QUEST
=====

=====
CITIZEN'S CARD
=====

AFTER CRASHING FLUTTER AT CARDON FOREST:

Barrell: This looks pretty bad...I don't think it'll be safe to set foot here for quite a while!

Roll: ...We've been pushing her so hard...haven't been taking good enough care of her...We'll just have to fix her up!

Barrell: Looks like the repairs aren't going to be finished anytime soon...We'll be here for a while, I guess...

(turns to MegaMan)

Barrell: This--island--what'd you call it, MegaMan? Kattelox?--Must have a town or city somewhere...Think you could go take a look around?

AT FLUTTER:

Flutter: It must be a mess inside after the crash...It's probably not a good idea to go inside...

Roll: I hope we'll be able to find some parts to fix her here...

Barrell: There must be a town somewhere on an island this big. Think you could take a look around, MegaMan?

AT "TO TOWN" SIGN:

MegaMan: I knew there would be a city here...

AFTER PASSING THE SIGN:

MegaMan: ... ?

(Police car rushes to the Flutter accident scene)

MegaMan: ... What's going on?

MEGAMAN MEETS THE INSPECTOR AND OFFICER:

Roll: The police are here...They came to see if we're OK.

Officer: I'm glad to see you're all all right after the crash.

Inspector: Well, you certainly put on quite a show but it looks like everyone's all right...

BARRELL MEETS THE INSPECTOR AND POLICEMAN:

(after talking to Barrell):

Barrell: Ah, MegaMan! The police saw us crash-land and came to check up on us!

Inspector: Well, you certainly put on quite a show, but it looks like everyone's all right...Let me welcome you to Kattelox Island! Now, I'd like to ask one of you to come with me to the station...

Officer: We need you to fill out some immigration forms so you can get your registration and ID card--you can't enter the city without one.

Inspector: Don't worry--it won't take very long! While you're waiting, you can spend your time in the shopping arcade next to the city--you don't need an ID card to get in there.

Officer: Are you ready to go, Professor?

(Barrell, the Inspector, and Officer leave)

Roll: I'll take a look at the Flutter while we wait for Gramps to get back...MegaMan, you could help by looking for parts we could use for repairs. Maybe you could find something at that shopping area the Inspector mentioned...

MEGAMAN MEETS JUNK STORE OWNER:

Junk Store Owner: I want to go down inside the ruins to look for some parts and other stuff...But I'm afraid of Reaverbots and whatever else might be down there...But if I don't find something to sell in my shop, I'll be in trouble...

OFFICER AT THE SHOPPING ARCADE GATE:

Officer: Please, go on in...You'll need a Citizen's Card if you want to go through the other gates, though.

(after entering Shopping Arcade and coming back):

Officer: Do you know why this gate's got a big 'N' on it? Because it leads to the North...that's why!

OFFICER AT THE DRACHE:

Officer: Is this your ship? It shouldn't be here--this is a no-parking zone!

(after entering Shopping arcade and coming back):

Officer: How long are they going to leave this thing sitting here? Are you sure it's not yours?

(after rescuing the Junk Shop Owner):

Officer: Ah-ha! I thought it was yours...You're too late--I already gave you a ticket, see? Well, my job's done--guess I'll head back to the station now.

MEGAMAN MEETS THE SERVBOTS:

Left Servbot: If we don't leave soon, we're gonna get a parking ticket!

Right Servbot: We're waiting for Miss Tron! She told us to wait for her, and that's what we're gonna do!

(after entering Shopping Arcade and coming back):

Left Servbot: The police'll see us!

Right Servbot: I wonder what's keeping Miss Tron?

IF YOU TRY TO GO THROUGH CITY GATE WITHOUT CITIZEN'S CARD:

MegaMan: There's a sign that says: "Please insert Citizen's card."

MEGAMAN FINDS JUNK SHOP:

Junk Shop Lady: Parts for your ship? I'm sorry, but my husband's out on a dig right now--You know what a dig is, right? It's where you go underground, looking for old machine parts...I wonder what's taking him so long...Hey little blue boy, would you be willing to go find him for me?

[Yes]: You will? Oh, thank you so much! You'll probably find him somewhere near the entrance--he's really just a big coward, you see, so I don't think he's gone too far in...

Junk Shop Lady: Good luck, little blue boy!

[No]: Well, then, I guess you'll just have to wait for him to come back with some parts...But I don't know how long that's gonna take...

Junk Shop Lady: Have you changed your mind? Are you willing to go look for him?

INSIDE SUB-GATE:

Man's voice: Help! Somebody!!

Man's voice: Help me!!

Man's voice: Yikes!!

Man's voice: Oh my...!!

AFTER FINDING TRAPPED MAN:

Man: Hurry! Get that snake thing!

AFTER DEFEATING THE "SNAKE THINGS":

Junk Shop Owner: Thanks...you saved my life! Whew...Thank you...uh, Mister Blue Boy. Come by my junk shop--I'll give you something as a token of my appreciation! Well, I've had enough of this place--I'm going home! Don't worry about me...if nothing else, I'm a fast runner--I'll make it out OK! See you later!

(Junk Shop Owner runs out)

AFTER RETURNING FROM SUB-GATE:

Roll: Hey, look at this, MegaMan! It looks like a Spotter's car...I wonder if it would run if we fixed it up...

RETURN TO JUNK SHOP:

Junk Store Owner: Oh, you came back!

Junk Store Lady: Oh, thank you so much! I don't know what would have happened if you hadn't gone looking for him!

Junk Store Man: Ha-ha-ha-ha-ha! Thanks for helping me out back there...Here--take this as a reward!

(You got: Mine Parts Kit!)

Junk Store Man: Did you see that old beat-up car outside the city walls? That's the car we used as our support car when we were younger...Anyway, you can have it if you want--it doesn't run anymore, but you should be able to use it to exchange Buster parts and stuff...You're looking for parts for your ship, right? Sorry, but I don't have anything like that here...But I've got weapons and upgrades and other stuff I can sell you...Come back again and take a look...Ummm...What did you say your name was?

[MegaMan]: MegaMan...That's a nice name...OK, MegaMan, see you later!

[Hippopotamus]: Hippopotamus? What kind of name is that? Well, anyway, come back soon, Mr. Hippopotamus! (Junk Store Man will call you "Hippopotamus" instead of "MegaMan" for the rest of the game)

Junk Store Lady: My husband and I used to go on digs when we were younger...Huh? Oh, I was the Digger and he was my Spotter!

Junk Store Man: Parts for a flying ship? Hmmm...You might have better luck digging for 'em yourself...If you've got a Class B Digger's License, you can get into the ruins in the southern forest, or the one up north in the Clozer Woods.

Blonde Boy: Are you a Digger? I'm here doing research on the ruins of this island here...There sure are a lot of them, aren't there?

RETURN TO ROLL AT CAR:

Roll: MegaMan! Were you able to find anything? Oh...If you can't find any parts in town, I guess we'll have to try digging for them ourselves...

MegaMan: That's what the man at the junk store said...

Roll: That might take a while...Which means...Huh? MegaMan, what's that? It looks like a weapons upgrade module...

MegaMan: Oh, this? Yeah, the junk store man gave it to me...He said we could use this car to hook it up.

Roll: You mean we can use this car!? Well, c'mon, then, let's get it attached right away!

(MegaMan and Roll step inside the car)

INSIDE NEW SPOTTER CAR:

Roll: There! It's ready! This weapon lets you use land mines--just drop them in front of an oncoming enemy and BOOM! Just remember--there's a limited number of mines, so make sure you use them sparingly! Do you want me to explain what this weapon does again?

[Yes]: Repeats previous quote starting with "This weapon..."

[No]:

Roll: I'll get to work on fixing this car up...I'll be able to help you out, and maybe spot for you, if I can get it running again..

(Talk): I'll get this car fixed up as soon as possible!

(About Special Weapons): Your special weapons have a limited amount of ammo, but at the same time, they're that much more stronger than your normal Buster gun... Their only disadvantage is that you can only equip one at a time. I'll get this support car fixed up, so you can use it to switch weapons!

(Instructions: After equipping a special weapon, you can fire it using the C-LEFT button! If you don't have a special weapon equipped, hitting the C-LEFT button activates your kick attack! Since you can only use one special weapon at a time, make sure you choose the right one for your mission! You can equip and unequip special weapons you have by selecting

'Special Weapons' from the menu screen!)

(About Item Development): Once this support car is fixed up, I'll be able to use it to make all sorts of new things...If you find something interesting, bring it here--you never know what I might be able to make for you!

(About the Support Car): It's broken down right now, but I can get it up and running in no time! Just you wait and see!

RECEIPT OF CITIZEN'S CARD:

Officer: Ah, there you are...I've been looking for you so I could give you this--your citizen's card.

(You got: Citizen's Card!)

Officer: Now you'll be able to use the city gates...Of course, there are some gates that can't be opened, but...

MegaMan: Why's that?

Officer: Pirates...We've received information that indicates there are some headed this way, so as a precaution, we're evacuating the civilians and locking the gates.

Roll: Pirates!? Um, our grandfather is still inside the city...Will he be all right?

Officer: Well...I'm sure he's heard the announcements about the pirates...If I see him, I'll make sure he gets to a safe place...If you'll excuse me...

(Officer leaves)

Roll: I'm worried about Gramps...I hope he'll be OK...

MegaMan: I'll go look for him--you wait here.

Roll: OK, MegaMan...Be careful!

(after previous conversation):

Roll: You go look for Gramps, OK?

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CLASS B LICENSE

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AFTER RUNNING INTO JIM'S GANG AGAIN:

Osh: Hey! We're having a secret meeting! Get outta here!

MegaMan: If I'm careful, I should be able to get close without them noticing...

(Instructions: You can move slowly by pressing the C-DOWN button and the Control Stick/Control Pad at the same time.)

AFTER SNEAKING UP ON JIM'S GANG:

Jim: whisper...whisper...That girl looks suspicious, I tell you!

Bensley: whisper...whisper...She has to be a pirate--she said she was looking for treasure!

Osh: whisper...No one believes us! We're gonna have to get her ourselves!

Bensley: Hey! Someone's spying on us!

Osh: It's that blue guy again!

Jim: Humph! C'mon, everybody--let's go!!

(Jim's gang finally gets out of the way)

MEGAMAN MEETS TRON IN DOWNTOWN:

(Tron is having a mother-to-children talk with three of her Servbots)

Tron: OK, got it? Once the decision's made, there's no turning back!

Nothing less than 100%! And remember, it's more than just guns and ships, it's whoever has the most information that wins, right?

Servbots: Right! We understand!

Right Servbot: You need to keep your costs and risks...

Center Servbot: ...as low as possible, and...

Left Servbot: ...stay on schedule!

(Servbots run off)

Tron: That's right...You've got it...

(Tron notices MegaMan)

Tron: Huh? ...? What are you looking at!? Hmmpf!

(Tron walks away arrogantly)

MEGAMAN ENTERS CITY HALL AREA:

Tron: Huh...? What do you want? You've been following me around all day, haven't you!? Sorry, but I don't have time to play with you--just stay out of my way, OK?

Officer: Huh? Don't you know that all civilians are supposed to evacuate this area? You're just like that girl over there--don't you know you're supposed to do what adults tell you to?

MEGAMAN REACHES CITY HALL:

(If you try to enter without talking to the guards):

Officer: Sorry--no unauthorized entry allowed! Do you have business here?

(After talking to one of the guards):

Officer: Professor Barrell? Yes, he's here--he's in a meeting with the mayor--please wait one minute.

(Officer leaves and comes right back)

Officer: Thank you for waiting--go on in...

MEGAMAN MEETS MAYOR AMELIA IN CITY HALL:

Barrell: Hey, MegaMan! Come to check up on me, eh? Here, let me introduce you to the mayor of this island--Amelia!

Amelia: I'm Amelia--nice to meet you. I'm an old friend of Professor Barrell's...I worked as his assistant for a while while I was in school...

Barrell: Ha-ha-ha! It's a small world, isn't it?

Amelia: To tell you the truth, we've gotten reports that some pirates headed this way...I was asking the Professor if he might have any idea what they're after...I'll bet anything they're after the legendary treasure supposedly buried on this island...

Amelia: There are a lot of stories about the treasure, but no one knows exactly what it is...I thought maybe you might know something about it, Professor...

Barrell: I've been in the digging business a long time, but I haven't been able to find out anything about this island's treasure except legends and myths...Look, MegaMan, I'll be here for a while talking with Amelia, so why don't you go back and keep an eye on Roll--tell her not to worry about me, OK?

(after conversation):

Barrell: I'm going to stay here and talk with Amelia...You take care of Roll in case those pirates show up!

Amelia: The only information we have about the buried treasure is the legend says if the seals are broken, a terrible disaster will occur...Even if it's only a legend, as mayor of this island I can't ignore anything that might threaten it...

TRON PLAYS WITH A DOG:

(MegaMan is outside City Hall and sees Tron being chased by a dog)

Tron (being chased by a dog): Waaah! It's a dog!

MegaMan (confused): What's that all about?

Tron (running from the dog): What...haaa...haaa... What did I ever do to you!?

Officers: I have to tell you, when you crashed here, we thought you were the pirates--that's why we rushed to the scene like that...Did you think we came out just to greet you?

JIM'S GANG WITH THE OFFICERS:

Officer: That girl's a pirate? Right...Didn't your mothers ever tell you not to lie?

Osh: She's come here to check things out, I'm sure of it!

Jim: But it's true, officer! My Paprika found a suspicious-looking girl!
She must be a pirate!

Bensley: You don't believe us, do you?

BACK DOWNTOWN:

Man at W Gate: Hey! Open the gate! Please lemme in! Open up!

At S Gate: I wonder who that girl being chased by the dog was...

Left Servbot at S Gate: Miss Tron is out reco...recon...um, scouting out the city...And we're all gonna meet here when she's done!

Right Servbot at S Gate: I went and spied on the city's defenses! I wonder if Miss Tron will be proud of me?

SEE TRON AT THE POLE:

Tron (stuck on a lightpole): What are you staring at!? I'm not a circus clown or something! Go on! Get out of here!

Paprika: grrrrr!!

(after MegaMan talks to Paprika to calm him down):

MegaMan: Hey! Cut it out! Don't you know you can't treat girls that way?

Paprika: grrr grrrrr grrr woof woof!

MegaMan: Hey! Hold on! Down boy, down!

Paprika: grrr...humph!

(Paprika finally leaves Tron alone)

MegaMan: Are you all right?

Tron (flustered): Huh?...Uh...Umm...

(Tron slowly comes down pole)

Tron (bossy): You...you just mind your own business!!

(Tron runs away)

MegaMan (scratching his head): ...

MEGAMAN RETURNS TO ROLL:

(Drache finally takes off)

Servbot (inside Drache): Aye-aye, Miss Tron! Up and away!

Roll: Oh, MegaMan!

Roll: Where's Gramps!? What? He's talking with the mayor at City Hall? I hope he'll be OK..By the way, did you see those wierd-looking ships that just flew past here? I've never seen ones like that before...I wonder whose they are?

(Two Draches fly towards the city)

Roll: There! There goes one!

(Three more Draches fly towards the city and then begin to attack it)

Roll: Huh? What's that noise...? It sounds like...Oh no! They're attacking the city! Gramps is still in there!

(Roll turns to MegaMan)

Roll: MegaMan! I'm going to make sure he's all right!

(Roll begins to run towards the N Gate)

MegaMan: Roll!

ROLL TRIES TO GET TO BARRELL:

Roll (running in Shopping Arcade): Gramps!!

Roll (if she runs over MegaMan): MegaMan! Sorry!

Junk Store Owner: Hey, MegaMan! What's up? We're always open for business, no matter what! If we can do anything for you, just ask!

(MegaMan meets up with Roll and two Officers)

Patrolman: Hold it right there! You can't go in there--this area's closed off!

Roll (frantic): Please, officer, let us through! Our grandfather's in there, and...

Officer (notices MegaMan): Hm? You can't go in either! It's dangerous!

MegaMan: What's happening?

Officer: Those pirates have attacked the island, just like they said they would...They're after the treasure that's supposed to be buried here...Enough talk--you have to leave here now!

MegaMan: Pirates?

Patrolman: They've occupied the gate over there...They're too heavily armed...we can't even get close to 'em!

MegaMan: Maybe I can do something...

Roll: MegaMan! I'm going with you!

MegaMan: No, Roll, it's too dangerous--let me handle this!

Roll: ... But...! All right...You look out for Gramps, OK?

(MegaMan runs off)

Officer: Wait! Are you crazy!?

Patrolman: Wait! Where do you think you're going!? What can a single boy possibly do!?

MEGAMAN VS BLUMEBEARS:

(MegaMan meets up with three Blumbears (red, yellow, blue) driven by three Servbots)

Servbot 1 (yellow): We're the Bonnes! We're pirates! You better watch out for us!

Servbot 2 (blue): We're not gonna let you through! So there!

Servbot 3 (red): We'll be in big trouble if we let anyone through--Miss Tron'll punish us! No way we're gonna give you the Key!

Servbots: Let's get him!

[Get the key to the gate!--One of the three servbots has the key--they can pass it back and forth between them, so you'll have to figure out which one of them has it! Each of the three servbot's robots is unique and has different capabilities--red is built for combat, blue is built for speed, and yellow is built for endurance.]

(after blasting the Blumbears several times):

Servbot 1: He's too strong!

Servbot 2: Let's split up and get out of here!

Servbot 3: You'll never get the key from us!

AFTER DEFEATING BLUMEBEARS:

Servbots (ashamed): Missssss Tronnnn!!

Servbot: We're sooo sorry...We lost the key!

Tron (angry): Oh, what happened this time!? I can't take my eyes off you for a second, can I!? Just you wait till we get back--you're in a lot of trouble!

Servbots (spinning): Ohhhh noooo!!

Tron (thinking out loud): Who was that? Wait! Wasn't that the same boy as before? He disabled the Blumbears by himself? I don't understand--whenever I think about him, I get this...funny feeling...

Tron (angry): Oh, forget it! Who cares what this feeling is!? It's all his fault! His fault! How dare he!? I'll teach him not to mess with me--or my kids!

MEGAMAN VS FELDINAUT:

Tron (flies Feldinaut high in the air and lands): Here we go! Feldinaut, engage!

MegaMan (notices flying Feldinaut): Oh!

(Feldinaut lands in front of MegaMan, and Tron comes out of the top hatch)

Tron (bossy): Hey, you! Thanks to you, everything's a mess now, isn't it?

MegaMan: Huh? Aren't you the girl that's being chased by that dog?

Tron (bossy): Shut up! I don't wanna hear about that! Do you know what you done!?

MegaMan: Huh?

Tron (teasing): You're a lot dumber than you look! You should've known better than to pick a fight with the Bonnes! Of course, if you agree to

become one of my servants, I suppose I could forgive you! Whaddaya say?
That way, my brother will never have to know about what you did to us!
MegaMan: Join up with pirates? I don't think so! Forget it!
Tron (whining): All right, then! Forget you! Fine! See if I care! I gave
you a chance and you turned it down! Don't come back crying to me later!
Tron: You're history! You're toast! Just you wait!
(Tron goes inside and comes back out to taunt MegaMan one more time)
Tron: pbbtttt!!

AFTER DEFEATING FELDINAUT:

(Feldinaut explodes and scorched Tron flies out)
Tron: cough...cough...cough...
MegaMan: Ummm, I'm s...I mean...
Tron: Not bad! You're stronger than I thought--I'll give you credit for
that!
Servbot (inside Drache flying down): Miss Tron! Are you all right?
(Drache lands near Tron and door opens)
Servbot: Get in, quick!
Tron: Right!
(Tron goes toward Drache but stops at door)
Tron: It's not over yet! Don't think you've won! Next time, I won't be so
easy on you! I'll make sure you pay for this! Let's go!
Servbots: Roger!
(Drache flies away)

MEGAMAN ENTERS CITY HALL AREA:

Reporter: Indications are that the mysterious group of pirates will continue
its offensive for the foreseeable future. Recapping our top story of the
day--At two o'clock this afternoon, the city center has been attacked by a
group of unknown pirates, who demanded that they be given the keys to the
caves and tunnels underneath this island. The mayor has refused to give in
to their demands and is currently being held under seige. Local police are
helpless against the power of the pirates' weapons. It may only be a matter
of time before City Hall will be destroyed...Hopes are rapidly fading as...
(Reporter gets handed update)
I've just been handed this update viewers: It appears that the machines used
to lay sedge to the city have been destroyed by a single young boy! And
now, that same boy has come through the gate and is heading toward City
Hall!
(Reporter sees MegaMan coming)
Reporter: I can see him! He really is alone! Can this lone hero save the
mayor!?
[Defend City Hall!--The red robots will attack City Hall, while the yellow
robots will attack the nearest building. Protect City Hall, the police
station, and the bank from the pirates!]

AS THE ROBOTS DAMAGE CITY HALL:

Reporter (if you shoot at the robots but not the carriers): You there!
Those robots are being deployed by a flying carrier! You should go after
that first if you want to stop them!
(as City Hall takes damage):
Reporter: Ladies and gentlemen, can you see this? The City Hall is catching
fire!
Reporter: The fire seems to be spreading! Can our hero save the mayor in
time?
Reporter: The City Hall is beginning to collapse! Our only hope lies with
this mysterious hero! Good luck, stranger!

AFTER DEFEATING BON BONNE::

Bon (with his head blasted and rolling on the ground!): Ba...bu...

(Drache rushes to the scene with a huge magnet)

Servbot (inside Drache): Master Bon!! Are you all right?

(Drache grabs Bon's head and flies away)

Bon: Ba...bu...

TEISEL ASSUMES COMMAND AT GESELLSCHAFT:

Teisel: What the heck happened to Tron and Bon? They should've been back by now...Oh, those two! No, I told them they were in charge, so I won't worry--I let them take care of it themselves.

(Teisel notices it's 3 o'clock)

Teisel (excited): Hey! Look at the clock! It's almost time for my favorite show! I almost missed it!

(Teisel turns on the TV)

News Anchor: Next story, City Hall was attacked by a mysterious group of assailants this afternoon, but their offensive was beaten back by an equally mysterious young boy pictured on screen.

(Teisel is absolutely shocked)

Teisel (frustrated): Wh...wh...what!? Who the heck is that blue boy!? So Bon was defeated, but what about Tron!? This is a potential disaster! We could end up losing a lot of money on this one!

Teisel: All right, it is obvious that I, Teisel Bonne, will have to assume command! Who needs that key anyway? It might take some time, and it might take some money, but who cares? I use my ultimate digging machine, the Marlwolf, to dig up the treasure myself, and I won't let any blue boy get in my way, either! Hmm-hmm-hmm-he he he...ha ha ha ha ha! Huh?

Teisel (concerned): Wait a second, Bon's probably OK, but what about Tron...

IF YOU DID NOT SAVE CITY HALL:

Roll: MegaMan!!

(Roll runs toward MegaMan)

Roll: MegaMan! MegaMan, are you OK?

MegaMan: I'm fine...Come on--let's go look for Gramps!

Roll: Right!

IF YOU DID SAVE CITY HALL:

Roll: MegaMan!!

(Roll runs toward MegaMan)

Roll: You did it, MegaMan! C'mon! Let's go look for Gramps!

BACK AT CITY HALL:

Barrell: MegaMan!! Roll!! Sorry to give you a scare like that! Don't you worry, though--I'm as healthy as I ever was! Ha-ha-ha-ha!

Roll: That's a relief! We were worried about you, Gramps!

Amelia: With your help, we were able to keep those pirates from getting the key to the ruins...Thank you!

Barrell: Amelia says she'll give us a Digger's License as thanks for helping her...Now we'll be able to look for parts to fix the Flutter!

Amelia: I know it's not much, but it's the least I can do for you...

(You got: Class B Digger's License!)

Inspector: Excuse me...Your Honor, we've got a new problem! Those pirates have started digging up the northern forest!

Amelia: What!? They weren't able to get the key, so they must be going after the treasure directly!

Barrell: I'm amazed they'd go to that much trouble...Even if they are criminals, you've got to admire their persistence!

Amelia: Who knows what will happen if they get their hands on the treasure...Inspector, I want you to arrest them immediately!

Inspector: Yes, ma'am!

=====
CLASS A LICENSE
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INSIDE CITY HALL:

Roll: I wonder if the Inspector will be all right...

Barrell: We'll have to make sure we get to the ruins before the pirates do...I'm sure they won't leave much by the time they're done!

Amelia: With a Class B Digger's License, you can get into the ruins in the Cardon Forest to the south, and the ruins up north in the Clozer Woods, where the pirates are at now...

(after MegaMan starts to leave the office)

Roll: Wait a minute, MegaMan. I'm going with you.

ROLL RESTORES SPOTTER'S CAR:

Roll: Look, MegaMan! I fixed the car the junk store owner gave us! I may not have been able to get it fixed in time to help you before, but next time, you can count on me!

OUTSIDE CITY HALL:

Roll: There goes the Inspector and his men, off to get the pirates...I wonder if he'll be all right...

MegaMan: Mmmmm...If they're using weapons like they did before, the Inspector might have some trouble...Not to mention...

Roll: ...not to mention that the pirates are likely to steal everything if they get there first!

MegaMan: Roll...I think I'd better go help them.

Roll: Be careful, MegaMan...I'll wait for you in the car...If you find some parts that you think might be useful, bring them back to me... I'll get them fixed up and attach them for you!

MegaMan: Right! See you later!

MEGAMAN HEADS FOR THE MARLWOLF:

Officer at Clozer Woods Gate: The Inspector has left to arrest the pirates. I want to go too, but it's just as important that someone stays to guard the mayor!

(after passing N Gate and meeting Servbot Tanks):

Servbot 1: Hey, here comes somebody else! He doesn't look like a police officer...

Servbot 2: Hey! It's that blue guy again! We'll show him--just like we showed that officer!

Servbot 3: We ain't gonna lose this time!

REFUGEES INSIDE SHED:

Man in Blue Overalls: Nothing like this has ever happened in the history of this island...The police don't have any kind of weapons that can stand up to those pirates!

Inspector: Oh, it's you...Those pirates weapons are too strong! We can't get close! It'll only be a matter of time before they find the treasure!

We've got to do something, but what can we do?

Girl in Blue Dress: I thought I would be safe here...But there's nowhere to run--they're everywhere! Maybe this is the legendary disaster that's supposed to happen to the island?

Officer: We never expected them to be this strong! They're more than just run-of-the-mill thieves!

MEGAMAN VS MARLWOLF:

Teisel: What gives? I'm digging! I'm digging! I'm still nowhere near the bottom! Maybe we will need that key after all...

Servbot 1: Master Teisel! We we're beaten!

Servbot 2: That blue boy is heading this way!

Teisel: He's coming? All right, everyone, quit digging! Our priority now is to get rid of our little blue friend, all right!? Be careful and don't be fooled by his size--he's already beaten Bon and Tron! Let's do it!

Servbots: Roger!

[Showdown with T. Bonne!--You must destroy the digging robot Marlwolf! The robot's outer shell is heavily armored, but the hatch is nearly defenseless.

Shoot the treads to slow the robot down, then jump on the robot from the rocks and shoot at the hatch!]

AS THE MARLWOLF'S TREADS TAKE DAMAGE:

Teisel: Forget it! Your little pea shooter won't even scratch my paint job!

Teisel: I told you it was no use! Give it up!

Teisel: Hey, are you paying attention? You not gonna get through this robot's armor!

(after destroying treads):

Teisel: Why that little...What does he think he's doing!?

AS THE MARLWOLF TAKES DAMAGE:

Teisel: What do you think you're doing!? Hurry up and close the hatch!

Teisel: I thought I told you to close the hatch!

Teisel: I said close the hatch!

AFTER DEFEATING MARLWOLF:

Teisel (hitting the Marlwolf with its own arms): AAAAAH! What are you standing around for!? Put out the fire!! Put it out!

Servbot: The automated fire extinguishers aren't working!!

Teisel (shocked): WHAT!? But...but...but...? It's inconceivable! How could a little punk like that ever defeat me?

(Marlwolf blows up)

Teisel (mumbling and sitting on the ground): How much does he think it costs to build that in the first place? I'll get him if it's the last thing I ever do...I mean...

(elevator with two worried Servbots lands in front of Teisel)

Servbot (worried): Master Teisel, are you all right?

Servbot (shaking Teisel): Are you Master Teisel!?

(Teisel and crying Servbots are taken back up in the Gesellschaft)

Teisel (inside Gesellschaft): Just you wait!! Oh, you're mine, blue boy--I'll get you!

MegaMan (scratching his head): Time to go home...

BACK AT CLOZER WOODS

Roll: MegaMan! Can you hear me? The mayor says there's something real important she has to talk with you about...Can you come back here?

[Yes]: Roger...I'll head back to City Hall.

[No]: I wonder if something's wrong with this radio? I thought I just heard you say you're not going? MegaMan! You'll go see the mayor, right?

BACK AT GESELLSCHAFT:

(The Bonnes are in the Meeting Room)

Teisel: Umm, if only we'd known there was someone like him here in the first place! We won't fail this time! We'll ambush him--concentrate all our firepower on him! Hee hee hee...We won't cut him any slack just because we outnumber him! That kid's going down!

Tron: Just wait till you see, Teisel! I've got a new robot I've been wanting to build that'll do the trick! That'll teach him!

Teisel: This time, we get rid of blue boy for sure--and get that treasure!

Bon: Baaa!!

Servbot 1 (flies paper airplane): Oh no! We actually blew it!

Servbot 2 (drinking coffee): This coffee sure tastes good...

BACK AT CITY HALL:

Barrell: MegaMan! Good going! You showed those pirates who's boss!

Amelia: How can I thank you? You've done so much for us...I hope this will convince those pirates to give up. I'm afraid to think what might happen if they get their hands on the treasure--the legends say a horrible disaster will occur if it's ever unearthed...sigh...Even if that's just a myth, lately we've been detecting increased activity underground--the Reaverbots are apparently activating of their own accord...It has me concerned...Maybe there's some truth to those stories about a horrible disaster...? I wonder...MegaMan, would you be willing to explore the caves and dungeons on this island, and see if you can find anything?

[No]: Barrell: What!? And you call yourself a Digger!? How can you turn down an offer like that? (gives Yes or No choice again)

[Yes]: You will? Oh, thank you so much! Here, you'll need this...
(You got: Class A License!)

Amelia: Only the best Diggers are able to get a Class A license...The best of the best! With that license, you'll be able to get into the sealed-off sites--the ones those pirates have been trying to break into...I give you my permission to dig in the island's Sub-Gates--just let me know if you find anything that can tell us about the treasure or that disaster that's supposed to happen if the treasure's disturbed...And...I hate to mention this, but...if while you're digging, you find anything of value, it would mean a lot to us if you could donate it to help with the restoration of the city...Thank you again...Be careful!

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YELLOW REFRACTOR
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AT CARDON FOREST:

Servbot 1: We've got to buy Miss Tron the time she needs to finish the robot!

Servbot 2: OK, everybody, on your toes!

Servbot 3: Let's show Miss Tron what we can do!

(after continuing on, Roll and her car will show up)

Roll: I've come to back you up, MegaMan! I may not be able to do much, but if you get in trouble, get inside the car, OK? I'll get you back to safety!

Roll: Just a little bit more, MegaMan! We're almost there!

Roll: If you get in trouble, use the car as a shield!

Roll (after MegaMan takes enough damage): MegaMan, are you all right?

Roll (after MegaMan enters car to retreat): Get in, MegaMan! I'll get you out of here in a jiffy!

(if Roll runs over MegaMan, said at random):

Roll: I'm sorry, Megaman!

Roll: Oh, MegaMan, I'm so sorry!

Roll: Sorry, MegaMan...I'm not used to driving yet!

(after Roll gets to Sub-Gate):

Roll: Huh? There's a fence...I'm gonna ram it, MegaMan! Stand back!

INSIDE CARDON FOREST SUB-GATE'S REFRACTOR ROOM:

Roll: Can you hear me, MegaMan? I'm picking up high energy readings from close by...It looks like a refractor...And a big one, too!

Roll (at right door): MegaMan, try making another sweep of that room...

Roll (after getting close to the refractor): Is the refractor shielded?

Most high-level refractors are protected in some kind of shield...You'll have to look for the control console and deactivate the shield!

Roll (at control console): Nothing! It looks like the starter's missing...It's probably hidden somewhere nearby--you'll have to find it.

Remember, there might be more than one starter key, too...

AFTER FINDING FIRST STARTER KEY:

Roll: Did you find anything? I'm picking up a faint signal...That must be the starter key! Keep looking--there's probably a few more lying around somewhere!

INSIDE HALLWAY TO RUSTED TREASURE BOX:

Roll: Remember the first time you went on a dig. MegaMan? I wasn't used to being a Spotter...And you ended up getting lost underground for three days!...Remember? We were lucky that Gramps came to help us...I don't know what I would've done if he hadn't been there...

RUSTED TREASURE BOX:

MegaMan: --It won't open...looks like it's rusted shut.

INSIDE COMPACTOR ROOM:

Roll: There's something there...It looks like some kind of compactor or something...

AFTER FINDING SECOND STARTER KEY:

Roll: Did you find another starter? That's two...Only one more to go...It's gotta be around here somewhere!

ON THE WAY TO THIRD STARTER KEY:

Roll: Doesn't look like there's any big Reaverbots anywhere...Still, you'd better stay on your toes.

(at room with triple energy barriers and switches):

Roll: It's another energy barrier--I'm getting the same kind of readings as before. Do you see a switch anywhere nearby?

AFTER FINDING THIRD STARTER KEY:

Roll: That's it! Now you should be able to access the console!

MEGAMAN GETS YELLOW REFRACTOR:

(after unlocking Refractor Shield)

MegaMan: That's all the keys... ..

(MegaMan grabs Yellow Refractor, but nothing happens)

MegaMan (scratching his head): Nothing's...happening...?

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RED REFRACTOR

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ROLL FIXES BOAT:

(Roll is on the boat's deck with the Yellow Refractor; MegaMan soon joins her)

Roll: Someone's been taking really good care of this boat! (notices where to go) There!

(Roll runs and jumps inside boat)

MegaMan: Roll? Do you really think you should be doing that?

Roll: Would you look at this engine? Let's see...All we need to do is fix the transformer and the refractor and it'll be as good as new!

MegaMan: sigh...Roll...

(Wily now shows up)

Wily: What do you think you're you doing?

MegaMan: Huh? Uh...

Roll: MegaMan? Could you hand me a wrench?

MegaMan: Just a sec, roll...

AFTER FIXING BOAT:

Roll (comes out of boat): There we go, all fixed!

Roll (shocked): Whoops! I'm sorry...I don't know what came over me...I just started fixing the ship and...

Wily: You really love machines, don't you? I can tell just by looking at your face...

Roll (with a confused face covered with grease): Hmmm?

MegaMan: Roll, your face! It's covered with grease!

Wily: Ha ha ha ha...I'm glad I could get someone as pretty as you to fix my boat for me! Tell you what! You can use it anytime you want!

MegaMan: We'll be able to get to the island now!

Roll: That's great! Let me know when you want to go out to the island!

I'll pilot the boat for you! See ya later!

MegaMan: OK!

MEGAMAN & ROLL BOARD BOAT FOR SUB-GATE:

MegaMan: It's the boat...

(after selecting "Call Roll"):

Roll: MegaMan! Are you ready?

MegaMan: Yep! Let's go!

Roll: Here we go...

BATTLE AT LAKE JYNN:

Roll: I'm picking something up on the sonar...Keep an eye out, MegaMan!

(yellow ships and red subs show up)

Roll: I knew it! They're here! Their robots are here!!

[Water Battle!--Protect your boat from the enemy's attacks! Shoot and destroy the red sub's torpedoes and the yellow ship's missiles before they hit the ship!]

(as you progress through Water Battle):

Roll: MegaMan! Ahead!

Roll: MegaMan! Behind us!

Roll: Don't relax yet, MegaMan...I'm getting multiple signals on my sonar...There's a lot of little signals coming from around this ship...

Roll (after Draches show up): They're above us!

Roll: MegaMan! Behind us!

Roll: MegaMan! Ahead!

Roll: That's it, MegaMan! Keep it up!

Roll: MegaMan! Behind us!

(after defeating all the ships and subs):

Roll: It looks like we got rid of all their little ships... Wait! I can see it on the sonar! Heads up, MegaMan! Something big's coming this way!

IF ROLL'S BOAT IS DEFEATED:

Roll: We're taking too many hits...

INSIDE BARCON:

Teisel: I knew our little blue boy'd show up! I figured we'd run into him sooner or later if we waited here! Slow ahead!

Tron: Slow ahead!

Bon: Babu!

Teisel: All right, men! Concentrate your fire on the blue boy! Blow him and his little toy boat out of the water!

Tron (worried): What!? But...Teisel! If we sink his boat, won't the keys go down with it?

Teisel: Who cares!? Once he's out of the way, we can get whatever we want from the mayor, right!? We've got to take care of him once and for all...Thanks to him, our plans have been completely ruined! I'm going to teach him a lesson! All right, men! Let's do it!

Tron: What's wrong with me? Why should I care if he...if that little brat dies--I shouldn't! I really shouldn't...

BARCON BATTLE AT OCEAN:

Roll: We're outgunned!! We can't fight them head-to-head like this! We need a different strategy!

Roll: MegaMan! What should we do? Fight, or retreat?

[Fight]: OK, MegaMan...Hold on, 'cause it's gonna get rough!

[Retreat]: Sometimes it's better to run away and fight another day! I'll take us back to the boat house!

BARCON BATTLE AT RIVER AND THEN LAKE:

Teisel: What's the matter? If you don't watch it, you're gonna end up with a big hole in your backside! Ha-ha-ha-ha-ha!

Roll: I can't shake them...MegaMan...MegaMan, are you all right? You didn't fall off or anything did you?

OK! This is perfect! They shouldn't be able to maneuver here...

Tron: What do they think they're doing running around like that!? Why don't they just give up!?

Roll: Aim for their arms and weapons! It's nothing more than a big frog if it can't shoot!

(after destroying one weapon):

Bon: Babu?

Teisel: Why aren't they running? Do they think they can beat us?

(after destroying three weapons):

Servbot: Oh, noooooo!! Miss Tron...

Tron: Shut up! Stop your whining! We still have one weapon, don't we!?

(after destroying all four weapons):

Servbot: Boss...All our weapons have been destroyed!

Teisel: Be quiet, already! I didn't want to have to do this, but...I'll teach them to mess with the Bonnes!

AFTER DEFEATING BARCON:

All: AHHHHHHHHH!!!!!!!

Teisel: Status report!

Servbots: This is the engineer reporting--our engines are completely off line! There's flooding in the main hull! The field pumps aren't working! There are fires in blocks 2 and 3! They're being sealed off!

Tron: Teisel, I hate to admit it, but she's not gonna last much longer!

Bon: Babu...

Servbots: I can't put the fire out! It's no use! Sir, we've got to get outta here! We can't give up yet!

Teisel: All hands...abandon ship!

INSIDE DRACHE:

Teisel: I'm sorry, Tron...After you went to all the trouble to make us such a magnificent robot--what can I say...?

Tron: Cheer up, Teisel! Don't worry! We'll go back to the ship, and come up with a new plan!

Bon: Babu!

Teisel: Yeah...That's it! That's the spirit! Thanks, you two! Now, I couldn't have asked for a better brother and sister than you! We'll get that blue boy next time for sure! Ha-ha-ha-ha-ha-ha-ha-ha!!

Tron (thinking): I don't understand...Even though he got the better of us again, I don't feel the least bit angry...What is that?

INSIDE LAKE JYNN SUB-GATE:

Roll: All right, MegaMan! Let's get started! Surprised? I've upgraded the support equipment on the boat--I should be able to act as your Spotter from here, too! I wonder if that old fellow used to be a Digger too...

IF YOU TRY TO JUMP TO THE FIRST LEDGE WITHOUT JUMP SPRINGS:

Roll: That's looks like quite a jump...You won't be able to make it with the

equipment you've got on now--you'll have to come back later.

AFTER FINDING FIRST STARTER KEY:

Roll:What did you find? From the readings, it looks like a starter key...That means there's probably a big refractor around here somewhere... Good luck!

AFTER ENTERING LARGE ROOM:

Roll: MegaMan, what can you see up there? I not picking anything up on my monitor... I don't know--I've got a bad feeling about this...

INSIDE BOSS ROOM:

Roll: Is there anything there? I'm not picking anything up on my monitor...

RED REFRACTOR:

Roll: If I'm reading this right, there's a huge refractor there! We should be able to repair the Flutter with one that big!

(after grabbing Red Refractor):

Roll: Hmmm...That's funny--no alarms or security devices... Be careful, MegaMan--I don't like the looks of this!

BACK AT BOSS ROOM:

Roll: MegaMan, I'm picking up a Reaverbot signal! It came out of nowhere! It's a big one--the readings are going off the scale!

(after delivering enough damage to Reaverbot Boss):

Roll: It looks like you damaged it! Keep it up, MegaMan!

AFTER DEFEATING REAVERBOT BOSS:

Roll: I'm not picking up any Reaverbot signals anywhere! It looks like you've got 'im!

UPON LEAVING LAKE JYNN SUB-GATE:

You must be getting hungry, MegaMan...I made some apricot pie--are you up for a slice when you get back?

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MAIN GATE

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BACK AT GESELLSCHAFT:

Teisel: Hmmm...OK, I'm fresh out of ideas. You know, what bothers me most is that while we're sitting here, he's out there, digging up all sorts of stuff! Ugh!

Tron: Calm down, Teisel, you're going to burst! He won't beat us to the treasure; no one will as long as that big door is still locked! All we have to do is make sure we get rid of it before then! Right!? So what if he finds a few scraps here and there!? He can keep that garbage! All we're after is whatever is behind the Main Gate! Right, Teisel? (winks)

Teisel: You know, you're absolutely right! Then that will be our new plan! We'll wait for him to open the Main Gate--we'll let him keep whatever he finds until then! He'll see--it'll be the Bonnes who'll have the last laugh in this game!

(Tron and Servbots start applauding)

Tron: That's right!

Bon: Babuu!

Servbots: Yahoo! You tell 'em, boss!

FLUTTER FLIES AGAIN:

Roll (inside car): I don't believe it, MegaMan--it's a red refractor! With this...We should be able to repair the Flutter! Hurray! Let's go, MegaMan!

Let's go fix the Flutter!!

(MegaMan and Roll are now in the Flutter's engine room)

Roll: MegaMan, could you take care of the refractor?

MegaMan: OK!

(MegaMan installs refractor)

MegaMan: Finished! It's ready!

Roll: OK, I'm all done here, too! I'm going to fire up the engine, MegaMan!

You grab that blue lever there!

MegaMan: Gotcha! This one, right?

Roll: Yep, on my mark!

MegaMan: Ready!

Roll: Cell switch on! Refractor rotation speed increasing! Engine field generation at 80%! Safety lock check! Initiating countdown--3, 2, 1--MegaMan! Now!

MegaMan (pulls switch): Here goes!

Roll: Menisatic field production operational! Pear production active!

C'mon...fly!

(Flutter begins to slowly fly up)

MegaMan: We're flying!

(Flutter continues slow ascent)

MegaMan: It worked! You did it, Roll! We're flying! We're flying!

Roll: Well, I still have a lot of work left, but we should be able to get around the island at least! And you'll be able to reach that cave now, too!

Let me know when you want to start a dig at the cave, and I'll take you there anytime!

AT SUB-GATE ENTRANCE:

Roll: I've never seen a site like this before...There's a big pit in the middle, and I can't get any readings from inside...I wonder what could be in there?

(after MegaMan drops through pit):

Roll: MegaMan? Are you OK? Can you see a door somewhere?

Roll (if you open the wrong door): Not that one, the door behind you!

INSIDE MAIN GATE CONTROL ROOM:

Roll: I can't get any readings of that room, MegaMan--my monitor's completely blank...Take a look around and let me know what you see!

(after MegaMan checks control panel)

Roll: It's my guess that the power's out in that room...Can you see a switch anywhere?

MegaMan: I don't see any switches, but there's some writing here...Let's see, it says: "Operations Room 2--Emergency System activation requires direct password input from Eden or the insertion of three Level 2 or higher Prototype Anthro Unit ID cards."

Roll: What's a Prototype Anthro Unit? I've never heard of that before...Well, whatever that is, you need three ID cards, right? If we're lucky, you'll be able to find them inside there...

AT ELEVATOR WITH GENERATOR OFF:

(There's no response...)

Roll: Looks like the power's off there, too...Maybe you'll be able to find the generator somewhere in there...?

AFTER FINDING FIRST UNIT ID CARD:

Roll: Did you find something, MegaMan?

MegaMan: I think I found an ID Card...

Roll: Good going!

MegaMan: I go back to that control room once I found the others...

AT GENERATOR:

Roll: That looks like the generator you've been looking for...Can you get it to work?

(after activating Generator)

Roll: All right! You should be able to get the elevator to work now!

INSIDE ROOM WITH "FALSE WALL":

MegaMan, I'm picking up something funny on my monitor--It looks like there's a false wall or something...There's probably a secret room in there!

AT ELEVATOR TO REAVERBOT TRIO:

Roll: Hey, MegaMan...Have you ever wondered where the Reaverbots came from?

I mean, who made them, and why?

(elevator starts lowering)

Roll: You know, we go around doing digs all over the place, but...Is it right? It's almost like stealing...

(after reaching bottom)

Roll: MegaMan! I'm picking up three Reaverbots close by! Watch out!

(after defeating Reaverbots)

I'm not picking up anymore Reaverbot signals...I think it's safe...

AT MAIN GATE CONTROL ROOM WITH ALL THREE UNIT ID CARDS:

(Checking ID cards... .. Prototype Anthro Unit ID confirmed.

Emergency System activated.)

MegaMan: This is it. Once I'm inside the Main Gate, I should be able to figure out why the Reaverbots activated, but, how can I read these ancient letters?

(Main Gate opens)

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SUB-CITIES

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FLUTTER MEETS GESELLSCHAFT:

Roll: OK, MegaMan! Hold on! Lift off!

(Flutter runs into Gesellschaft)

Teisel: Ha-ha-ha-ha-ha!

MegaMan: It's the Bonnes!

Teisel: Hee hee hee hee hee! Now that he's opened up the Main Gate for us, we don't need to keep him around anymore! Time to blow him and that little ship of his to kingdom come! All board cannons, prepare to fire!

(Gesellschaft's cannons are aiming for the Flutter)

Teisel: Fire!

(Flutter is being fired upon)

Roll: We don't stand a chance out here! We'll have to try to hide in the clouds!

Teisel: Cease fire! Hee hee hee hee! They're trying to lose us in the clouds! After them!

Servbot 1: Steady as she goes!

Servbot 2: Engine #2, prepare the Drache launch!

Servbot 3: All weapons...on-line!

Servbot 4: Miss Tron, please report to the bridge!

Teisel: Hmmm...That little ship's faster than she looks...Launch the Draches--don't let them get away! Let's see you escape this time!

Ha-ha-ha-ha-ha!

MEGAMAN VS. DRACHES:

Roll: I'm picking up a large number of little ships closing in on us!

MegaMan, can you take them out?

MegaMan: No problem, Roll!

[Final Battle with the Gesellschaft!--Destroy the warcraft Gesellschaft

while protecting the Flutter from attack!]

AFTER DEFEATING DRACHES:

(Flutter goes under Gesellschaft)

MegaMan: Roll! They're right on top of us!

Roll: I'm on it, MegaMan! Here we go!

Teisel: Impossible! They shot down all the Draches, but they've bought us enough time to catch up with blue boy there! Huh!? Where did they go!?

They're gone!

Tron: Teisel, they're underneath us! They're right below the Gesellschaft!

Teisel: Underneath! They couldn't have! They must have discovered our weak spot! Battlestations! It looks like they're serious--they want to go out fighting just like courted rats! On your toes, everyone!

Servbots: Roger!

MEGAMAN VS. GESELLSCHAFT:

Roll: OK, MegaMan, now it's our turn! Take out their weak points one by one! Aim for the underside and the engines on their wings! The armor should be thinner there!

That's it, MegaMan! It's working! Keep it up!

(after destroying one weak point)

Tiesel! There's a fire in Block 2! I'm sealing it off!

What!? Gunners, what'd you think you're doing!? Knock them out of the sky!!

(after destroying three weak points)

Babuuuu

Another hit! What kind of firepower are they packing on that little ship!?

(after Flutter goes near nose of Gesellschaft):

What!? They're still flying...There must be a place we haven't hit yet...Where could it be?

MegaMan! Aim for that skull marking! That has to be it!

AFTER DEFEATING GESELLSCHAFT:

Roll: MegaMan, if we're not careful, we'll be caught in the explosion!

We've got to get out of here!

MegaMan: Ummm...right...

(Gesellschaft flies away smoking and explodes)

MEGAMAN VS. FALCUERUFE:

Teisel: Hee hee hee hee hee hee...You didn't think you'd be able to get take care of us that easily, did you!? Ummm! But they still managed to get me--I can't move my arm! It's up to you, Tron! Get him!

Tron: Leave it to me, Teisel! He's gone too far this time! No more playing around!

Tron (after battle starts): I'll show him!

AFTER DEFEATING FALCUERUFE:

Tron: I'm...sorry, Teisel...I lost.

Teisel: Don't worry your pretty little head over it, Tron. We tried our best, but sometimes your best isn't good enough--we lost fair and square! That's life!

Bon: Baaaabuu...

(Falcuerufe explodes)

Roll: They did eject, didn't they?

MegaMan: I don't think so...

Roll: Maybe...maybe we should have taken it easier on them...

MegaMan: Maybe...

BACK AT FLUTTER:

Barrell: Looks like the Main Gate has opened at last...I'm certain the answers to all our questions can be found inside...I bet you can't wait to get inside, eh? Are you going to go check it out right away?

[Yes]: I thought so...You just can't resist the lure of an unexplored ruin,

can you? Now's your chance to show you deserve your Class A License--good luck, and be careful!

[No]: It's always a good idea to be cautious when getting into a situation you know nothing about...Make sure you're fully prepared and equipped before you head out.

MEGAMAN CATCHES HIS SISTER DRESSING IN HER ROOM:

Roll: Hey! What do you think you're doing!?

MegaMan (shocked): Whoops...

Roll: Get out of here--NOW!

Roll: (now outside Roll's room): Next time, knock before opening the door!

MegaMan: Sorry, Roll...

INSIDE MAIN GATE:

Roll: MegaMan, be careful! I don't like the looks of this place...

Roll: It's a spiral...And it goes down a long way, too...

Roll: I'm starting to get a lot of static...It looks like you're going out of rang...

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CENTRAL GATE

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AT CENTRAL GATE CONTROL PANEL:

Please enter command:

[Operate Central Gate]: WARNING! The Central Gate has been locked by Eden! Activation requires the manual override through the use of the Watcher, Sleeper, and Dreamer keys.

[Unlock Sub-Cities]: WARNING! Unlocking the Sub-City entrances may cause a breach of security protocols. Do you still want to unlock the Sub-Cities?

[No]: Function aborted.

[Yes]: Command acknowledged. Unlocking Sub-City entrances...

MegaMan: The switch I just pulled should have activated the portals to the living quarters...They should have appeared somewhere on the island...Guess it's time to start looking for them!

IF YOU TRY TO GO THROUGH DOOR NEAR CONTROL PANEL WITHOUT UNLOCKING SUB-CITIES:

OS voice: Auto-lock has been engaged. Manual unlocking of Sub-Cities One through Three is required to disengage auto-lock.

MEGAMAN FACES BRUNO:

MegaMan: Wow...That's pretty big! I wonder what it is? (notices Bonne Family symbol on Bruno) Wait--that mark!

Tron: Teisel, you better not be eating that entire pizza yourself! (notices MegaMan) Hm?

Tron (pointing angrily towards MegaMan): Hey you!

MegaMan: gasp!

Tron (angry): Do you know what happened to us thanks to you!? I thought I was going to die! Hmm??

(MegaMan is staring at Tron)

MegaMan (holding Tron's hands): You're alive! That's wonderful!

Tron (flustered): W-Wh-Wh-What!?

Tron (angry and pulling away from MegaMan's hands): L-let go of me! Wh-what do you think you're doing!? Don't touch me!

Teisel (eating pizza): What's the hold up, Tron? If you don't hurry up, there's not gonna be any pizza left...

Teisel (notices MegaMan): Huh!? You!! What are you doing here!? Tron, hurry up! Get on board! It's time to activate Bruno!

Tron (pointing toward Bruno): This robot is my masterpiece! You're welcome

to try and stop us! But you won't stand a chance--this time! C-ya!

MegaMan: W-Wait!

Tron (inside Bruno): Thanks for waiting, Teisel! Let's go! Everyone ready?

We're moving out!

Servbots: Roger! Miss Tron looks...happy?

(Bruno activates and is ready to collapse the whole building!)

MegaMan: It-It's powering up!

AFTER DEFEATING BRUNO:

Bonne Family: cough...cough...cough...

(Teisel confronts "blue boy")

Teisel: Huh? OK, blue boy, I must know--what's your name?

MegaMan: Me? My name is...MegaMan! MegaMan Volumnt!

Teisel: MegaMan, is it? You know, I've been in this business a long time, but this the first time anyone's ever given me this much trouble! Yet it feels good somehow to be beaten by you like this, almost as though I've met my match!

Tron (in disbelief): Teisel!?

Teisel: I can face the facts--I lost, you won! I'm going to try and forget this entire incident! Ahhhh...it feels good to say that! My heart feels as clean as the blue sky on a cloudless day! See you around, MegaMan!

MegaMan: W-Wait!

(Bonne Family starts walking away)

Tron (thinking): Then, does this mean, I'll never see him again!?

Teisel: Tron! Once he finds the treasure, we'll wait for our chance and take it for him!

Tron (relieved): What!?

Teisel: You didn't think I was going to just walk away, did you?

Bon: Babuu!

Tron: Oh...Of course not! Now that's the Teisel I know!

Teisel: You bet it is! Ol' Teisel never gives up! I'll get that treasure sooner or later (Teisel and Tron raise fists in salute), one way or another!

Bon: Babuu!

INSIDE SUB-CITIES:

MegaMan (after entering first Sub-City): So this underground city must be where the Prototype Anthro Units lived...But how am I going to find the key to the Central Gate in here?

(if you try to open key room without defeating all the Reaverbots):

MegaMan: Hmm...This building looks different from the others. So how do I get inside?

(after defeating all the Reaverbots in the Sub-City):

MegaMan: Huh? That sounded like a door opening somewhere...I'd better take a look around!

MegaMan (with first key): Got it! I'd better head back to the surface...

MegaMan (with second key): That's two...Just one more...

MegaMan (with third key): There...That should be the last key! Now all I have to do is open the Central Gate!

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MEGAMAN JUNO

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AT CENTRAL GATE DOORS:

MegaMan (without key): It's locked...

MegaMan (first door): Huh? There's some writing...'Watcher'...What is that supposed to mean?

MegaMan (second door): The second door...What is this? It reads...'Sleeper'.

MegaMan (third door): The third door...What does this one say? 'Dreamer'?

Well, this should be the last one...

MEGAMAN MEETS JUNO:

MegaMan: What's happening to me? This is the first time I've ever been here, but I feel like I've seen this before...Something is telling me there's danger here...that it shouldn't be opened...

(Door opens revealing MegaMan Juno)

MegaMan: It's a man? A...person?

Juno: Was it you who awoke me? It is somewhat earlier than I had planned...But no matter...Thank you for awakening me...Hmmm? Have we met before? Oh, please forgive me. You are a purifier model, assigned to the direct command of Mother. As I recall, you were designated MegaMan Trigger.

Please forgive me, I did not recognize you in your current configuration.

MegaMan: You...you know me?

Juno: You don't remember? Ahh, I see...You have suffered memory loss, yes...And for what purpose have you awakened me...by yourself?

(MegaMan looks at the Kattelox Island radar confusingly)

Juno: I assume that your reason for coming here is to purge the carbons that have overpropagated during the time I was inactive.

MegaMan (confused): Carbons? Purge? What are you talking about!?

Juno: According to Urban Military Security Ordinance A10, the number of carbon units is not allowed to increase beyond a pre-specified limit; if this happens, they are to be purged immediately. My observation, if left unattended, the carbons will reproduce indefinitely. Their numbers will grow, polluting the surface world. They can be quite a nuisance...

MegaMan: Carbons? Do you mean...The people on the island!

Juno: The carbons fit Mass Population Model B. They are unstable, very difficult to control...Perhaps, it would be better to simply reinitialize...

MegaMan: Reinitialize? I haven't understood much of what you have been saying, but when you say "reinitialize", do you mean...NO!

(four strange pillars appear around MegaMan)

MegaMan: Huh!

(pillars send electricity out to fry MegaMan and hold him in place)

MegaMan: Ahhhhhhhhh!

Juno: This is quite deprecable. It would be much easier if I had the assistance of a proficient unit, such as yourself. Once my task is complete, I shall inquire as to the presence of a backup of your memory on Eden. Until then, please remain where you are. Until then...

MegaMan: What... in the!?

(Juno leaves)

MEGAMAN IS RESCUED BY THE BONNES:

(Teisel and Tron peek around a corner)

Tron: Did you hear that, Teisel?

Teisel: Yep, something tells me he's not kidding, either...I really think he plans to kill everyone on the island!

Tron: Teisel, we've got to do something! We've got to stop him!

Teisel: Hmmm...That's easier said than done...Besides, do you think we can beat him?

Tron: Well, um...What about MegaMan!?

Teisel: Hmmm...I don't like it, but I can't think of anything better, though...

(Teisel and Tron survey the situation MegaMan is in)

Teisel: Oh, here's the problem...Hey, Tron! How do you stop this thing!?

Tron (angry): Oh, this? Like this!

(Tron kicks the trap loose with her high heel and frees MegaMan)

Tron: MegaMan? Are you all right?

MegaMan: Uhh...Thanks...for your help!

Teisel: C'mon, hurry up! He's getting away!

MegaMan: Right...

Tron: It's not over between you and me! I won't forgive you if you die or do anything stupid like that, so be careful in there, OK!?

MegaMan: Right! See you later!

Teisel: Don't worry, Tron...If anyone can do it, he can!

Tron: I know...

AT GIANT REFRACTOR:

Giant Refractor: You can feel tremendous energy emanating from the refractor...

MegaMan: It's being held in place by some kind of powerful force...It appears as if the entire Main Gate is under the control of MegaMan Juno...

MEGAMAN JUNO PART 1:

Juno: Hmm...It appears I miscalculated the odds of your ability to escape that trap. You are, however, too late; Eden was activated as soon as I entered this room. It cannot be deactivated as long as I, the Master Key of this island, remain here in this control room. All that remains now is to wait for Eden to enter transmission range, and send the command to execute the reinitialization of this island.

(shows Eden from Earth orbit along with a bunch of space junk)

Juno: Once that command is received, the 10,000 workers aboard Eden will execute it immediately. My estimates indicate their work will be completed in less than five minutes.

(Eden comes down to center of Kattelox Island)

Juno: Now that Eden has been activated, any further interference from you will remain on file, thus tarnishing my operating record. Fortunately, you are suffering from memory loss and fragmentation. Therefore, as keeper of this island, I hereby exercise my Perogative of Correctional Displacement.

MegaMan (confused): Perogative of Correctional...What!?

Juno: Allow me to rephrase; I will exercise my authority to terminate your program.

DURING FIRST JUNO BATTLE:

Juno (before charging): Defend yourself!

Juno (firing spinning lasers): How 'bout this?

Juno (firing arm lasers): Ready?

Juno (sending shock wave): How 'bout that!

Juno (at 3/4 energy): Most impressive!

Juno (at 1/2 energy): That's not enough!

Juno (at 1/4 energy): Give up!

MEGAMAN JUNO PART 2:

Juno: My, my...it would appear that I have made an error...

(Juno's body explodes, leaving only his head)

MegaMan (shocked): No!

Juno: You were nearly successful in terminating my life support sub-routine functions. But do not be disappointed. It appears that it will take longer than anticipated for Eden to reach its optimal altitude. If you can terminate me before then, you will be able to stop it. Assuming...you are capable of deactivating me.

MegaMan: What!?

(Juno flies up and attaches itself to a new body)

Juno: Are you ready?

DURING SECOND JUNO BATTLE:

Juno (before charging): Are you ready?

Juno (sweeping explosions): Take this!

Juno (firing red ball): How 'bout this!

Juno (firing lasers): How dare you!

AFTER DEFEATING MEGAMAN JUNO:

See ENDING

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DATA QUOTES
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MEGAMAN "MEETS" DATA:

Data: Hi! My name's Data! But you already knew that, didn't you? I mean, we've been friends for years, right? Come talk to me if you want to save, OK?

(after first conversation):

Data: Oh, don't forget--you're the only one who can understand what I say...

(What should I do?): I wonder what this island's like? You should probably look for the city...Do you know how to get there?

[Nope]: Isn't that a sign over there? Maybe you should check it out...

[Of course]: OK, then...I'll wait here--someone's got to keep an eye on Roll, right? Good luck!

(About Buster parts): You can use all sorts of power-ups by attaching them to the MegaMan Buster on your left arm...You can attach two different parts at the same time, so be sure you try all sorts of combinations, OK? Just remember you can't use your weapons inside the city!

(About saving): When you want to save, come talk to me--If you get killed, you can restart from your previous save point by loading the game.

AFTER INSPECTOR ARRIVES AT FLUTTER ACCIDENT SCENE:

Data: Guess there are people living here after all...That's good news...Why don't you talk to the Professor? I think he could use your help.

(What should I do?): What's that the Prof's saying?

AFTER FIRST CONVERSATION:

Data: Well, I guess there's not much we can do for now...Why don't you go check out that shopping area?

(What should I do now?): Well, we don't have much to do until the Prof gets back, right? Why don't you go check out the city? Do you know how to get to the city?

[Nope]: Isn't that a sign over there? Maybe you should check it out...

[Of course]: OK, then...I'll wait here--someone's got to keep an eye on Roll, right? Good luck!

AFTER ENTERING SHOPPING ARCADE AND COMING BACK:

Data: Roll sent me to come look for you...Did you find a place that sells parts? The sooner we can fix the Flutter, the better, right?

AFTER TALKING WITH JUNK STORE OWNER'S WIFE:

Data: I just saw an older man go inside those ruins over there...I wonder if he'll be all right...If you want to go check on him, you should probably save first...If you want to save, just talk to me, OK?

(What should I do?): You should probably go after the junk store owner--I mean, we've all got to look out for each other, right? Besides, if you help him, he might be able to help get us some parts. ... Huh? Don't look at me like that!

AFTER HELPING STORE OWNER:

Data: I hear you helped out the junk store owner...He says he wants to thank you, so you should stop by his shop later.

(What should I do?): I wonder what the junk store man's going to give us? I can't wait to find out! Why don't you go talk to him?

AFTER RECEIVING JUNK STORE OWNER'S REWARDS:

Data: Welcome back! Roll? She hasn't budged--she's still staring at that car...She really likes machines, doesn't she?

(What should I do?): You got a special weapon component? Oh...I thought maybe you'd get some food or something...But he's a junk store owner, not a grocery store owner, so I guess that makes sense...Why don't you ask Roll to attach it for you?

AFTER RECEIVING CITIZEN'S CARD:

Data: Pirates, eh? Well, they shouldn't give you any trouble, but be careful anyway, OK?

(What should I do?): Are you going to look for Gramps?

[Yes]: Really? I guess you should, huh? I mean, Roll asked you to and all, so...You like to help Roll, don't you? Oh, if you're looking for the police station, it's in the City Hall area, which is past Downtown.

[No]: Huh? Why won't you? I mean, Roll asked you to...Don't tell me you two had a fight or something...

BEFORE BLUMEBEARS FIGHT:

Data: MegaMan! Why don't you save?

(What should I do?): Looks like something's happening Downtown...The pirates are attacking--you should get ready!

(About junk store): This junk store is full of all sorts of parts the owner found when he was digging...I picked something up for you--see?

(You got: Shield Repair!)

BEFORE CITY HALL FIGHT:

Data: MegaMan! Why don't you save?

(What should I do now?): Seeing as the pirates have flying ships of their own, they'll probably attack from the sky...Do you have any Buster parts that let you fire at long range?

[No, with Range Booster Alpha]: Hey, you've already got a Range Booster Alpha, don't you? If you've got that, then you should be fine--good luck!

[No]: ... That's no good, MegaMan...You'd better start planning ahead...I thought you might not have something like that yet, so I picked it up for you at the junk store--here!

(You got: Range Booster Alpha!)

Data: Am I a good boy, or what?

[Yes]: OK--good luck, then!

[Not really]: ...OK, then give that back...

(You lost: Range Booster Alpha...)

Data: Good luck, then!

(Why can't I win?): Don't give up yet, MegaMan! If you're having trouble, try getting some stronger equipment!

AFTER RECEIVING CLASS B LICENSE:

(What should I do?): I heard there's something going on down by the Yass Plains...You're going to go, right? I mean, you want to know what's happening, right? You can get there through the gate behind the City Hall area, you know...

(About Lock-On): Our enemies' attacks are starting to get more and more vicious, aren't they? Are you using the Lock-On function when you fight?

[Yes, I am]: That's my MegaMan! I knew you knew about that!

[No, I'm not]: Whaaat!? I don't believe you've made it this far without it!

OK, let me tell you about the auto Lock-On function...

(Instructions: Pressing the Z+R button automatically locks your weapon onto the nearest enemy! Since the Lock On will continue to track as long as there's an enemy around, using it makes combat a lot easier! To use it, turn 'Lock-On' on in the Options screen! Got it?)

(About my shield): Do you know how your shield works?

[Of course!]: Then why'd you ask me?

[Um, no...]: Your shield is really useful--it reduces the amount of damage you take from enemy attacks! But be careful--when your Life Gauge is bright red, your shield stops working! Your shield will normally recharge itself after a little while...But if it takes a strong enough hit, it will break and stay red, and you'll have to get it repaired.

BEFORE MARLWOLF FIGHT:

Data: MegaMan! It looks like the pirates are digging a big hole or something on the other side of this passage! Be careful!

(What should I do?): Look at how far we've come...Are you scared?

[Of course not]: That's what I figured...Now all that's left to do is take care of those pirates! Why don't you recharge and save?

[Well, not really, but...]: I bet you're worried about your equipment, aren't you? Well, now that you've got a Class B License, why don't you go on a dig? I mean, there's an entrance underground right over there! See that round building?

[Yes, I am]: ... MegaMan...I'm disappointed in you...I expected better of you! (after talking to Data again): Oh, come on, you wimp! You can do better than that! I had faith in you!

AFTER MARLWOLF FIGHT:

(What should I do now?): I heard that the Bonnes are going to the Sub-Gate in the Cardon Forest...They're probably up to no good again--we should go check it out! The Sub-Gate's in the southern part of the Cardon Forest, you know.

BEFORE CARDON FOREST SUB-GATE:

(What should I do?): Why aren't you going to check out the Sub-Gate in the Cardon Forest? I mean, you went to all that trouble to get rid of the Bonnes, right?

AFTER RECEIVING YELLOW REFRACTOR:

(What should I do now?): What're you going to use the yellow refractor for? Huh? Let's think of some way to use it!

(About digging): Remember, the Sub-Gates aren't the only ruins on the island...Have you been inside any of the others?

[Yes]: I knew a Digger as good as you wouldn't miss 'em! Did you find anything good inside?

[No]: No!? You're kidding! What have you been up to, then? Who knows what parts and weapons you might be able to find? You should go check them out as soon as you can--there's one in the Cardon Forest, and another in the Clozer Woods!

(About the city): Hey, MegaMan, don't you think you should visit the city sometimes?

[Um, yeah]: All right, then, let's go! I want to go see Uptown! There's lots of neat buildings there, and it looks like there's a lot of fun things to do there! I wouldn't mind going to the City Hall and seeing Amelia, either...She's real pretty, isn't she? I bet you want to go see her again too, don't you?

[Nope]: What!? Are you sure!? You don't want to spend all your time on this island getting shot at and digging around underground, do you?

AT BOAT:

Data: You know that to get in the boat, you have to use the door on the back, right? (if you have no Special Weapons other than Splash Mine): Are you planning on going with just that equipment? Hmmm...I don't know if that's a good idea...Why don't you have Roll see if she can make any new Special Weapons?

(What should I do now?): This lake is called Lake Jyum...There's a Sub-Gate

out on an island in the middle of the lake...You can get out there if you use a boat.

AT LAKE JYNN SUB-GATE:

Data: Here we are at the island ruins...Wanna save?

(What should I do now?): This is the Lake Jyun Sub-Gate...There's probably a refractor inside somewhere...If you want to go back to town, you'll have to take the boat.

AT LAKE JYNN SUB-GATE AFTER RECEIVING RED REFRACTOR:

Data: Here we are at the island ruins...Wanna save?

(What should I do now?): See, I told you there'd be a refractor here, didn't I?

AFTER RECEIVING RED REFRACTOR:

Data: If we had a red refractor, we could repair the Flutter! I wonder what we could do once we fix it?

(After Flutter is fixed):

Data: Well, the Flutter might not be fully operational yet, but at least we can get to the Sub-Gate in the Clozer Woods.

AFTER FIXING FLUTTER:

(What should I do now?): Looks like everything went as planned...But I still have this funny feeling...Somehow I don't think we're out of the woods yet, MegaMan!

BEFORE MAIN GATE:

(What should I do?): Why don't you check out the Main Gate? Who knows what you'll find inside? You can get there from the Old City, which is east of Downtown.

(I keep losing fights...): Here's what you need to do if you keep losing...Save money! If you have enough zenny, you can buy new items at the junk store, or have Roll power up the special weapons you already have.

(Where can I find equipment?): I suppose you can't find everything at the junk shop...Like your special weapons...You'll just have to see what you can find here and there and show it to Roll--you never know what she'll be able to make into an item for you!

BEFORE MEETING BRUNO:

Data: Looks like something's happening in the city...You should probably go take a look around...

BEFORE MEETING JUNO:

Data: You should be able to open the last door inside the Main Gate now...Why don't you go take a look?

AFTER MEETING JUNO:

(What should I do?): You met MegaMan Juno at the Main Gate, didn't you?

Don't worry, MegaMan--No matter what happens, I'll always be on your side!

(What should I do?): You and Juno... Me and you... This island... There are a lot of things you might not understand right now...But more importantly, you've got to stop Juno!

OUTSIDE JUNO'S ROOM:

Data: Well, we've come a long way, haven't we? It would have been nice if we could have just kept on living in peace with the Professor and Roll but...I guess we've got to do what we've got to do, right? MegaMan Juno's waiting for you inside...

(What should I do now?): MegaMan Juno is waiting for you inside...You can do it, MegaMan--I believe in you!

(Is it going to be OK?): Well, you may not know anything about Juno, but...Judging from his model type, I'd say that your combat capabilities exceed his...Juno wasn't designed for combat, but still...As master of the island, you shouldn't underestimate him. Your relative levels of strength depend on how much you've developed your capabilities and weapons.

(What am I?): What's the matter, MegaMan? Oh...You're wondering about what Juno said, eh? Does it matter? Whoever you are, you're still MegaMan, right? C'mon--Roll and everyone else are counting on you! You can't give up now!

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ROLL QUOTES

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DURING MAIN QUEST

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INSIDE CAR AFTER RECEIVING CLASS B LICENSE:

Roll: Now that I've got the support car fixed up, let me tell you about what I can do for you here, OK? First of all, you can change your special weapons here! You can only use one special weapon at a time, so let me know when you want to switch, all right? Also, it costs a little money, but we can enhance your special weapons here too! Next, there's item development! I might be able to make something out of things you find in the ruins, so if you find something interesting, be sure to bring it back here, OK? Last but not least, we can use the support car to move around the island! Here--I made a walkie-talkie you can use to call me anytime! Use it when you want me to pick you up in the support car!

(You got: Walkie-Talkie!)

Roll: ...But there are a few places I can't get to in the car, so I won't be able to pick you up even if you call me--sorry...OK then...

(About the support car): (Repeats previous quote starting with "First of all...")

(About special weapons): Your special weapons have a limited amount of ammo, but at the same time, they're that much more stronger than your normal Buster gun...Their only disadvantage is that you can only equip one at a time.

(Instructions: After equipping a special weapon, you can fire it using the C-LEFT button! If you don't have a special weapon equipped, hitting the C-LEFT button activates your kick attack! Since you can only use one special weapon at a time, make sure you choose the right one for your mission! You can equip and unequip special weapons you have by selecting 'Special Weapons' from the menu screen!)

(About the MegaMan Buster): You can enhance your MegaMan Buster by attaching MegaMan Buster parts to it, and you can change those parts to make your Buster even stronger! Different parts do different things...For example, parts that affect 'Attack' increase your firepower, and 'Energy' changes the number of shots you fire at once. Parts that affect 'Range' increase your firing range, and 'Rapid' makes your rate of fire faster...It's up to you to decide which parts to use--you should try all sorts of different combinations to see which one is best at any given time!

IF YOU CALL ROLL WITH YOUR WALKIE-TALKIE:

Roll (if she can pick you up): OK, MegaMan! I'll see you soon!

Roll (if she cannot pick you up): I'm sorry, MegaMan...I can't get there in the support car!

Roll (if you are in battle where Roll can normally pick you up): Sorry, MegaMan, I'm busy now--call me later!

INSIDE CAR AFTER RECEIVING YELLOW REFRACTOR:

Roll: What! It's a yellow refractor! And a big one, too! Good going, MegaMan--we can use this to power all sorts of things! ...Well, it's a little small to fix the Flutter, but...I wonder what we can use it for? Let's think of something we can do with it!

AFTER FIXING FLUTTER:

Roll: There! She's finally fixed! Well, it's not 100% fixed, but we should be able to get around the island...She'll be able to take us to the other Sub-Gates...or the Clozer Woods. -----I'm starting to get a little worried, though--it seems like things are starting to get out of hand...I'm not sure, but I think Gramps is nervous about something, too...Why don't you go talk to him? I think he's in the living room.

(Inside R&D room): I wonder what's inside the Clozer Woods

Sub-Gate...Whatever it is, though, you can be sure those pirates'll be after it too--be careful, MegaMan!

(Go to Sub-Gate): Looks like searching the Sub-Gate's going to be a bigger job than we thought...I'm not sure, but I think Gramps is nervous about something, too...Why don't you go talk to him? I think he's in the living room.

(after talking to Barrell): Here we go!

AFTER UNLOCKING MAIN GATE:

Roll: I've got a really bad feeling about this...Like we're getting into something better left alone...But everything'll be all right, won't it, MegaMan?

AFTER EXPLORING MAIN GATE:

Roll: This island's mystery is as good as solved now, isn't it!?

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R&D ROOM

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AFTER ENTERING R&D ROOM:

Roll (without all three presents): What do you want to do, MegaMan?

Roll (with all three presents): What can I do for you, MegaMan?

CHANGE WEAPON MENU:

[Special Weapons]: Which weapon do you want to use?

[After selecting Special Weapon]: OK, here you go!

ENHANCE WEAPON MENU:

[Enhance Weapon]: First, choose a weapon...

[After selecting Special Weapon]: What do you want to enhance?

[After selecting rating]: It'll cost xxxxx, OK?

[Yes, without enough zenny]: You don't have enough money...Sorry...

[Yes]: It's done, MegaMan!

ITEM DEVELOPMENT MENU:

[Item Development]: OK, I'll take a look, all right?

[if new item cannot be made]: I wasn't able to make anything out of what you have...If you find something new, bring it back, OK?

[if new item can be made]: Ta-da!

SUPPORT CAR MENU:

[Support Car without all three presents]: Where do you want to go? (shows menu of all places you have been)

[Support Car with all three presents]: Where do you want to go, MegaMan?

(shows menu of all places you have been)

[After arriving at destination]: We're here, MegaMan!

[Leaving car at Cardon Forest after fixing Flutter]: We'll be at the Flutter if you need us, MegaMan.

ROLL'S PRESENTS:

(Flower):

Roll: Say, MegaMan, that sure is a pretty Flower you've got there!

[You can have it/OK, you want it?]: Really!? Gee, thanks, MegaMan! I'll have to get some water to put it in!

[No it's not/I don't think it's pretty]: What do you mean--of course it's pretty! What's wrong with you--saying a mean thing like that?

(Music Box):

Roll: Hey, MegaMan, where'd you get that Music Box? What? You got it as a prize in a race? Way to go!

[I wanted to win it for you!]: Oh, MegaMan...I don't know what to say!

Thank you!!

[I'm a fast runner/No problem for me!]: I suppose so, but wasn't it hard?

(Ring):

Roll: What a wonderful little Ring! Did you really find it underground?

It's so nice!

[Why don't you keep it (then)?]: You mean I can have it? Wow! Thank you so much, MegaMan! I promise I'll always wear it!

[Is it really that nice?/Is it really special?]: Well...rings have a special meaning to women, you know.

BUSTER PART DEVELOPMENT:

Sniper Scope: You'll like this one, MegaMan--it increases your firing range as far as it'll go! With this, you'll be able to take down Reaverbots before they even see you coming!

Machine Gun: This Buster part increases your firing range. I bet it'll help you out when you've got to shoot a lot of enemies at once!

Buster Part L OR Power Blaster L: This Buster part will not only increase your firing range, but your firepower as well...You'll probably get the most out of it in a wide, open space...

Power Blaster R: This is a part designed for heavy-duty combat--it increases both your firepower and your firing speed! You should use it against enemies with heavy armor and other defenses.

Gatling Gun: With this part, you can fire more shots at once! Not only that, but your firepower and range are improved as well--it's like an all-in-one package!

Auto Battery: Here you go, MegaMan--this part will increase the number of shots you can fire at once to the max! With this, you can fire a constant stream of energy!

Omni-Unit Omega: I did it, MegaMan! You're going to love this one! This Buster part powers up all your Buster attributes! Just equip this, and you're all set!

SPECIAL ITEM DEVELOPMENT:

Helmet: Look--I resized this helmet to fit you perfectly! If you wear this, you won't get knocked down by enemy attacks as easily as before, and you'll be able to survive long falls--even if someone throws you off a cliff! Of course, you're not invulnerable, so you should still be careful, but I bet it'll come in handy if you get into a fight in a high place!

Jet Skates: MegaMan, I came up with something different again...Jet skates!!

With these, you'll be able to move a lot faster than you can by running!

Just be careful you don't get hit by cars if you use them in the city!

[Instructions: After equipping the jet skates, you can activate them by holding down the C-DOWN button. The jet skates will turn off if you release the C-DOWN button or when you take damage from an enemy attack. You can

also slide while you're using the ket skates! You can maneuver while skating by using the Control Stick/Control Pad .]

Jump Springs: MegaMan, I came up with something interesting this time...Springs that will increase your jumping power! Now you'll be able to get to all sorts of places you weren't able to before--be sure you put them on, OK?

Adapter Plug: I've got something for you, MegaMan--it's something to attach to your MegaMan Buster...Until now, you've only been able to use two parts simultaneously, right? Well, with this, you'll be able to use three different parts at a time! What do you think of that?

=====
SERVBOT SCAVENGER HUNT
=====

BEFORE FIRST VISIT TO SHOPPING ARCADE:

Left Servbot (behind Drache): If we don't leave soon, we're gonna get a parking ticket!

Right Servbot (behind Drache): We're waiting for Miss Tron! She told us to wait for her, and that's what we're gonna do!

AFTER FIRST VISIT TO SHOPPING ARCADE:

Left Servbot (behind Drache): The police'll see us!

Right Servbot (behind Drache): I wonder what's keeping Miss Tron?

CITIZEN'S CARD:

Police Station (next to plant): I'm not here to sp-sp-spy...No, not me...

WHILE TRON IS STUCK ON THE LIGHTPOLE IN DOWNTOWN:

Left Servbot (at S Gate): Miss Tron is out reco...recon...um, scouting out the city...And we're all gonna meet here when she's done!

Right Servbot (at S Gate): I went and spied on the city's defenses! I wonder if Miss Tron will be proud of me?

CLASS B LICENSE:

Junk Shop Lighting Parts Center: I have to buy some parts to fix my...my robot...

Cardon Forest Sub-Gate (Left Servbot): Ha ha! They won't be able to get past this!

Cardon Forest Sub-Gate (Right Servbot): You won't be able to break this down with just your little gun!

CLASS A LICENSE:

Staple Electric Goods Store (at back wall): What was it Miss Tron wanted me to get again...? She'll be angry with me if I make a mistake...

Bank (at ATM): Miss Tron told us to go get some money out of the bank...We need it to build new robots!

Wily's Boat House (behind door next to Customer): You say the boats've been stolen? I wonder why someone would do a thing like that?

YELLOW REFRACTOR:

Staple Electric Goods Store (at back wall): I can't remember what it was I was supposed to get...Miss Tron's gonna be so angry...boo hoo!

RED REFRACTOR:

Police Station (behind counter): gulp!

City Hall (near front door): We're opening a restaurant, and we need to fill out some forms...That's what Miss Tron said!

MAIN GATE:

Old City (on Chimney): You can't get to the roof of the warehouse from here!

Sorry...

Old City (on Small Green Roof): Miss Tron, help! I can't get back down!

Old City (on Large Green Roof): We're on guard duty!

(you MUST have a cheating device (such as a Gameshark) to reach this Servbot, because he disappears when you open the Sub-Cities):

Old City (on Bruno Building Roof): We're not d-d-doing anything in the warehouse, nope!

SUB-CITIES:

Library (at shelves): I'm looking up how to make hamburgers!

CENTRAL GATE:

Library (at shelves): I'm looking up how to make French fries!

STRIPE BURGER RESTAURANT:

Servbot Next to Cashier Servbots: Work work work!

=====
NEWSPAPER ARTICLES
=====

CITIZEN'S CARD:

It's a newspaper...Let's see what it says...

"Flying Ship Crashes In Forest! No Injuries Reported!"

That's the last article...

CLASS A LICENSE:

It's a newspaper...Let's see what it says...

"City Hall Saved! Citizenry Relieved!"

That's the last article...

YELLOW REFRACTOR:

It's a newspaper...Let's see what it says...

"Mysterious Blue Boy Awarded Class A Digger's License! Brings Back Refractor From Forest Ruins!"

That's the last article...

RED REFRACTOR:

It's a newspaper...Let's see what the headlines say...

"Battle In Uptown! Pirate Involvement Suspected!"

There's another headline...Let's see...

"Boat Repaired Thanks To Refractor Recovered By MegaMan!"

(after fixing Flutter):

"Flutter Flies Again!"

MAIN GATE:

It's a newspaper...Let's see what the headlines say...

"Aerial Battle Over Kattelox! Pirates Believed Dead!"

There's another headline...Let's see...

"Flutter Flies Again!"

SUB-CITIES:

It's a newspaper...Let's see what the headlines say...

"Class A Digger Tackles Island's Buried Mysteries!"

There's another headline...Let's see...

"Flutter Flies Again!"

SUB-QUESTS:

(under "There's another headline...Let's see..."):

Unsuccessful Downtown Bomb Hunt: Massive Bomb Damage! Blue Boy's Efforts Are To No Avail!

Successful Downtown Bomb Hunt: Bomb Threat Averted Thanks To Blue Boy!

Helping Ira at Hospital: Angel of Mercy MegaMan Makes Donation To Hospital!

Opening of Museum: Museum Grand Opening! Owner Dedicates Wing To MegaMan!

Bad MegaMan: Friend or Foe? Blue Boy Suspected in Robbery!

Stripe Burger Restaurant: Blue Boy Foils Bank Robbery!

=====
KATTELOX ISLAND HOUSES
=====

=====
FIRST VISIT
=====

DOWNTOWN NW BLOCK:

Green House: It's all quiet inside...They must have evacuated..

Brown House: You can hear voices from inside...(Woman's Voice): OK, now that I've got all my clothes packed up, all I need to do is go to the market and buy all the bread and vegetables I can get my hands on!

Woman's voice: They say that that blue boy's a polite young man...

Blue House: knock knock... (Man's voice): Better get out of here...Good-bye, house...

White House: There's a piece of paper that says: "Absoulutely no solicitation!

Red House: You can hear voices from inside...(Old man's voice): What!!

Run!? From pirates!? Never!! I'm staying here!! (Woman's voice): Oh, come one, Grandpa! What would happen if our house gets hit by a shell? You'll be killed! We've got to get out of here!

Red House Next to Library: There's no nameplate...It must be an empty house...

DOWTOWN SE BLOCK:

Brown House: There's a piece of paper that says: Away on a trip.

Green House: You can hear voices from inside...(Child's voice): Come sis, hurry up! The bus to take us to the shelter'll be here any minute!

(Woman's voice): Hold on! Wait just a minute! I can't leave until I find Fido's favorite blanket!

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!

White House: There's a piece of paper that says: Absoulutely no solicitation!

Blue House: It's all quiet inside...They must have evacuated...

DOWNTOWN NE BLOCK:

Yellow House: There's a piece of paper that says: We've gone on a trip--please don't come looking for us!

Red House: It's quiet inside...Looks like everyone's evacuated...

Tan House Near Soda Machine: You can hear voices from inside...(Man's voice): Dad! We can't take that with us! C'mon, you've got to leave it here! (Old man's voice): No! I'm not going to leave my collection of Frank Sinatra records here to get blown up!

Tan House: There's a piece of paper that says: Gone to relatives' house.

Red House Near Library: There's no nameplate...It must be an empty house...

Green House: You can hear voices from inside...(Woman's voice): Hurry up!

We've got to evacuate! You can leave that here! (Boy's voice): No! I can't leave my Street Fighter dolls! Everyone'll make fun of me if I don't

have them! And why can't we wait until their show's over on TV? (Woman's voice): What's gotten into you? They're not going to be on TV--all they're showing are emergency news reports!

CITY HALL:

House in Front of Bank: knock knock...There's a note that says: We're rich, but we've evacuated and taken all our money, so don't bother trying to break in while we're gone!

House Left of City Hall: knock knock... ... Looks like nobody's home...

House Right of City Hall: knock knock...There's a note that says: We're rich, but we've evacuated and taken all our money, so don't bother trying to break in while we're gone!

House in Front of Police Station: knock knock...There's a note that says: We're rich, but we've evacuated and taken all our money, so don't bother trying to break in while we're gone!

House in Front of House in Front of Police Station: knock knock... ... Looks like nobody's home...

=====
CLASS B LICENSE
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DOWNTOWN NW BLOCK:

Green House: The inside of the house is all quiet...Looks like they're not home yet.

Brown House: You can hear voices from inside...(Woman's voice): Let's see...Got all the clothes back in the closet...Now all I have to do is eat all that bread I bought!

Blue House: You can hear voices from inside...(Man's voice): Oh, house...I never thought I'd see you again...

White House: There's a piece of paper that says: Absoulutely no solicitation!

Red House: You can hear voices from inside...(Old man's voice): Ho ho ho! See? Those pirates' bark was worse than their bite! (Woman's voice): Maybe so, but you didn't chase them off either, Grandpa!

Red House Next to Library: There's no nameplate...It must be an empty house...

DOWTOWN SE BLOCK:

Tan House: There's a piece of paper that says: Gone to relatives' house.

Green House: You can hear voices from inside...(Child's voice): Boy, I'm sure glad everything's all right! (Woman's voice): So am I...

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!

White House: There's a piece of paper that says: Absoulutely no solicitation!

Blue House: It's quiet inside...Looks like nobody's home.

DOWNTOWN NE BLOCK:

Red House: It's quiet inside...Looks like everyone's evacuated...

Tan House Near Soda Machine: You can hear voices from inside...(Man's voice): We were lucky, weren't we, Dad? (Old man's voice): Uh-huh...I don't know what I would have done if my collection had been destroyed!

Tan House: There's a piece of paper that says: Gone to relatives' house.

Red House Near Library: It's quiet...They must not be home yet.

Green House: You can hear voices from inside...(Woman's voice): You've got to clean up your room...If you don't clean up this mess, I'll give all your toys away to the people next door! (Boy's voice): No! No you won't! Not my Street Fighter dolls! Just you see--they're gonna be on TV today for real! If I don't have my dolls, everyone's gonna make fun of me! (Woman's voice): On TV!? You should know better than that--today, they're having a special report on that blue boy!

CITY HALL:

House in Front of Bank: knock knock...(Butler's voice): Yes...Oh, the outsider...I'm afraid the master is traveling abroad...Please call again.

House Left of City Hall: knock knock...(Maid): Yes...If you're looking for the mayor, she's at the City Hall right now.

House Right of City Hall: knock knock...(Butler's voice): Yes...Oh, the outsider...I'm afraid the master is traveling abroad...Please call again.

House in Front of Police Station: knock knock...(Butler's voice): Yes...Oh, the outsider...I'm afraid the master is traveling abroad...Please call again.

House in Front of House in Front of Police Station: knock knock...(Maid): Yes...If you're looking for the mayor, she's at the City Hall right now.

=====
CLASS A LICENSE
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DOWNTOWN NW BLOCK:

Green House: It's quiet inside...Looks like nobody's home.

Brown House: You can hear voices from inside... (Woman's voice): Well, now that my soap's over, guess it's time to do my shopping...I just hope that Parsley or whatever his name is dog doesn't bother me again...

Blue House: knock knock... (Man's voice): Yes, who is it...? Oh, you're one of Osh's friends, aren't you? Wait just a minute...Osh! Osh, one of your friends is here! ... I guess he's not here...Sorry--you'll have to come back later.

White House: There's a piece of paper that says: "Absoulutely no solicitation!

Red House: You can hear voices from inside...(Old man's voice): That blue boy...He's the one! Only he can take up the art after I'm gone...Only he can be my successor! (Woman's voice): Oh, Grandpa, what are you talking about? Why would MegaMan want to become a professional horseshoe pitcher?

Red House Near Library: There's no nameplate...It must be an empty house...

DOWTOWN SE BLOCK:

Brown House: There's a piece of paper that says: Away on a trip.

Green House: You can hear voices from inside...(Child's voice): That blue man saved the island! Wow! A real-life hero! (Woman's voice): He certainly is...But he's not exactly my type...

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!

White House: There's a piece of paper that says: Absoulutely no solicitation!

Blue House: You can hear voices from inside...(Madame's voice): Where has little Bensley gotten himself to now? (Maid's voice): Master Bensley said he would be going to the library, Ma'am. (Madame's voice): The library? What an industrious little boy!

DOWNTOWN NE BLOCK:

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!

Red House: There's no nameplate...It must be an empty house...

Tan House: You can hear voices from inside...(Man's voice): Not a bad place, eh, Dad? Aren't you glad we moved here? (Old man's voice): Yep--there're lots of nice people here--and good-looking women, too! I especially like the mayor! Not only is she pretty, she's smart, too! What more could you want?

Red House Near Library: (Woman's voice): Dear, did you know where Jim's gotten off to? (Man's voice): Huh? I don't know--probably out playing with his friends, I guess. (Woman's voice): I wish he would stay home and help

me with the chores at least once in a while!

Green House: You can hear voices from inside...(Boy's voice): Go Ken! Get 'em with your Dragon Punch! Bam! Boom! (Woman's voice): Stop watching TV and go do your homework!

UPTOWN:

House Near Hospital: You can hear voices from inside...(Child's voice): Hey, Dad, who's that blue man who saved the City Hall? (Father's voice): Well, son, they say he came from another island...If you see him in the street, be sure to say hello to him like a good boy, OK?

House Near KTOX Station: You can hear voices from inside...(Woman A): Did you see the news the other day? That blue boy's pretty cute, isn't he? (Woman B): He's not bad...I've seen better, though!

CITY HALL:

House in Front of Bank: knock knock...(Butler's voice): Yes...Oh, the outsider...I'm afraid the master is traveling abroad...Please call again.

House Left of City Hall: knock knock...(Maid): Yes...If you're looking for the mayor, she's at the City Hall right now.

House Right of City Hall: knock knock...(Butler's voice): Yes...Oh, the outsider...I'm afraid the master is traveling abroad...Please call again.

House in Front of Police Station: knock knock...(Butler's voice): Yes...Oh, the outsider...I'm afraid the master is traveling abroad...Please call again.

House in Front of House in Front of Police Station: knock knock...(Maid): Yes...If you're looking for the mayor, she's at the City Hall right now.

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RED REFRACTOR

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DOWNTOWN NW BLOCK:

Green House: It's quiet inside...Looks like nobody's home.

Brown House: You can hear voices from inside...

Woman's voice: They say that that blue boy's a polite young man...

Blue House: knock knock... (Man's voice): Yes, who is it...? Oh, if it isn't that nice little blue boy! Wait just a minute...Osh! Osh, one of your friends is here... I guess he's not here right now...Sorry--you'll have to come back later!

White House: There's a piece of paper that says: "Absoulutely no solicitation!

Red House: You can hear voices from inside...(Old man's voice): That little blue boy's no ordinary boy...He cares for other people, and risks his own life to protect them...he's a true hero! (Woman's voice): Why, Grandpa, what a nice thing to say...

Red House Next to Library: There's no nameplate...It must be an empty house...

DOWTOWN SE BLOCK:

Brown House: There's a piece of paper that says: Away on a trip.

Green House: You can hear voices from inside...(Woman's voice): That blue fellow's just too nice...I don't like men that are too goody-goody!

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!

White House: There's a piece of paper that says: Absoulutely no solicitation!

Blue House: You can hear voices from inside...(Madame's voice): Young Bensley seems to be quite good friends with that blue boy...(Maid's voice): Yes, Ma'am--they say he's quite a decent young man...I'm sure he's a good influence on Master Bensley!

DOWNTOWN NE BLOCK:

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!

Red House: There's no nameplate...It must be an empty house...

Tan House: You can hear voices from inside...(Man's voice): Not a bad place, eh, Dad? Aren't you glad we moved here? (Old man's voice): Yep--there's lots of nice people here, and lots of pretty women, too! They say that nice blue fellow's from another island--just like we are!

Red House Near Library: (Woman's voice): Dear, did you know that Jim's friends with that blue fellow? (Man's voice): What!? Well, then, we'd better make sure Jim gets his autograph!

Green House: You can hear voices from inside...(Boy's voice): Mom, did you know that blue fellow's called MegaMan? (Woman's voice): Stop playing Street Fighter and do your homework! (Boy's voice): No, mom, not Street Fighter! Look--he's on the news!

UPTOWN:

House Near Hospital: You can hear voices from inside...(Child's voice): Hey, Dad, who's that blue boy who saved the City Hall? (Father's voice): Well, son, he's an honest, hard-working gentleman! You should follow his example!

Nouse Near KTOX Station: You can hear voices from inside...(Woman A): Hey, did you hear about that blue boy? (Woman B): I did! They say he's a real nice, polite boy! That's what I like in a man--good manners!

CITY HALL:

House in Front of Bank: knock knock...(Butler's voice): Yes...Oh, it's you, is it, MegaMan sir? The master has expressed a desire to meet you, but he is unfortunately not at home at this time...My apologies.

House Left of City Hall: knock knock...(Maid): Yes...I'm terribly sorry, but the mayor's not here right now.

House Right of City Hall: knock knock...(Butler's voice): Yes...Oh, it's you, is it, MegaMan sir? The master has expressed a desire to meet you, but he is unfortunately not at home at this time...My apologies.

House in Front of Police Station: knock knock...(Butler's voice): Yes...Oh, it's you, is it, MegaMan sir? The master has expressed a desire to meet you, but he is unfortunately not at home at this time...My apologies.

House in Front of House in Front of Police Station: knock knock...(Maid): Yes...I'm terribly sorry, but the mayor's not here right now.

=====
BAD MEGAMAN
=====

DOWNTOWN NW BLOCK:

Green House: It's quiet inside...Looks like nobody's home.

Brown House: You can hear voices from inside...

Woman's voice: They say that that blue boy's a polite young man...

Blue House: knock knock... (Man's voice): Who is it...? You! I want you to stay away from Osh, all right? Go on, get out of here!

White House: There's a piece of paper that says: Protect our streets from crime!

Red House: You can hear voices from inside...(Old man's voice): Hmmm...I can sense a violent heart inside that blue boy's calm exterior...I guess he's not the one to pass on the secrets of my art to...

Red House Next to Library: There's no nameplate...It must be an empty house...

DOWNTOWN SE BLOCK:

Brown House: There's a piece of paper that says: Away on a trip.

Green House: You can hear voices from inside...(Child's voice): That blue

boy's kind of scary, isn't he? I see him kicking things and stuff all the time! (Woman's voice): Maybe, but I like that kind of dangerous man!
Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!
White House: There's a piece of paper that says: "Absoulutely no solicitation!
Blue House: You can hear voices from inside...(Madame's voice): Where has Bensely gotten off to now? (Maid's voice): I'm worried about him too, Ma'am, what with all the rumors of that blue gangster lately...

DOWNTOWN NE BLOCK:

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!
Red House: There's no nameplate...It must be an empty house...
Tan House: You can hear voices from inside...(Man's voice): Dad! Be careful when you go out--I hear there's this thug wearing blue armor hanging out around here! (Old man's voice): You're right...I'd better be careful--I don't want to get mugged or anything!
Red House Near Library: (Woman's voice): Dear, I saw Jim playing with that blue boy the other day... (Man's voice): What? Not that blue punk?
Hmmm...I'll have to have a little talk with him about that...
Green House: You can hear voices from inside...(Boy's voice): That MegaMan is kind of like the people in Street Fighter, isn't he? I mean, they're all really strong, and have all kinds of powers--like MegaMan's Buster gun!
(Woman's voice): Just make sure you don't imitate his atrocious behavior or you'll be in big trouble!

UPTOWN:

House Near Hospital: You can hear voices from inside...(Child's voice): Hey, Dad, I saw that blue boy who saved City Hall! (Father's voice): I've heard a lot of bad things about him, son...If you see him again, you just ignore him, understand?
Nouse Near KTOX Station: You can hear voices from inside...(Woman A): Hey, did you hear about that blue boy? (Woman B): I certainly did! They say he's positively a menace! Doesn't he know that it's not cool to be a rebel anymore?

CITY HALL:

House in Front of Bank: knock knock...(Butler's voice): Yes...Oh, it's you...I'm sorry, but I cannot allow a stranger such as yourself to enter. Please remove yourself from the premises at once!
House Left of City Hall: knock knock...(Maid): Yes...Excuse me, but unless you have an appointment, I'm afraid I must ask you to leave!
House Right of City Hall: knock knock...(Butler's voice): Yes...Oh, it's you...I'm sorry, but I cannot allow a stranger such as yourself to enter. Please remove yourself from the premises at once!
House in Front of Police Station: knock knock...(Butler's voice): Yes...Oh, it's you...I'm sorry, but I cannot allow a stranger such as yourself to enter. Please remove yourself from the premises at once!
House in Front of House in Front of Police Station: knock knock...(Maid): Yes...Excuse me, but unless you have an appointment, I'm afraid I must ask you to leave!

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SHOPPING ARCADE

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LOBBY

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FIRST VISIT:

Man in Green Overalls: This is Apple Market...the biggest shopping center on Kattelox Island! Why is it called Apple Market? See those banners up there?

Man in Black Overalls: Oh, are you one of the people who just crash-landed? Want some fruit? How about some fresh vegetables?

Girl in Blue Dress: This is my dog, Paprika...He's cute, isn't he?

Paprika: grrrrrrr woof! woof!

Woman in Purple: The city proper is on the other side of this gate. Do you have an ID card?

[Yes}: Then you can use it to get inside. Are you sure you've got one?

[No]: Too bad! You need one to get in the gate!

Jim: You're looking for the treasure too, aren't you? Just like that girl that was here a minute ago! Well, I don't know nothin' about it! Even if I did, I wouldn't tell a stanger like you!

Osh: Yeah! You don't look like you're from around here either! Go away!

Bensley: There've been a lot of strangers coming here lately...Makes me nervous--I don't like strangers!

AFTER RESCUING JUNK STORE OWNER:

Man in Green Overalls: Your ship's really cool looking! I wonder if it would sell if I made a model of it...

Man in Black Overalls: Oh, are you one of the people who just crash-landed? Want some fruit? How about some fresh vegetables?

Girl in Blue Dress: This is my dog, Paprika...He's cute, isn't he?

Paprika: grrrrrrr woof! woof!

Woman in Purple:The city proper is on the other side of this gate. Do you have an ID card?

[Yes}: Then you can use it to get inside. Are you sure you've got one?

[No]: Too bad! You need one to get in the gate!

Jim: Even if we play tag, I don't have to run, see? 'Cause I'm the king of the hill around here!

Osh: Whadda you want!?! Wierdo...

Bensley: I can't run too fast, so I always lose if I'm it...

AFTER RECEIVING CITIZEN'S CARD:

Man in Green Overalls: Those kids that're always hanging around are saying they know who the pirates are and where we can find 'em, but I know it's just another one of their practical jokes!

Man in Black Overalls: Good day! What? The City Hall? You can get there from Downtown--take the north gate. But be careful--there's always a bunch of good-for-nothin' kids hanging around that gate!

Girl in Blue Dress: I bet Jim and his friends are planning another one of their pranks...Why can't they grow up and act their age?

Woman in Purple: The part of the city on the other side of this gate's called Downtown...And beyond that is where the City Hall is...But they're both empty now--everyone's evacuated 'cause of the pirate threat!

AFTER GETTING JIM'S GANG AWAY FROM THE CITY GATE:

Man in Green Overalls: Those kids that're always hanging around are saying they know who the pirates are and where we can find 'em, but I know it's just another one of their practical jokes!

Man in Black Overalls: I guess they think they can find the pirates...They should know better! Any real pirate'd see them coming from a mile away!

Girl in Blue Dress: No is no, Jim! You're up to one of your tricks again, aren't you?

Woman in Purple:

Jim: C'mon, sis! Let us take Paprika! We're gonna find the pirates!

Osh: Darn it! We lost her! Where'd she go!? Maybe she went to the Downtown area...

Bensley: That girl was real suspicious...I mean, she's a stranger, and she was asking about treasure, and...Well, I guess she was kinda cute, too...

CLASS B LICENSE:

Woman in Purple (outside): I wonder if there are any mushrooms around here? I want some for my salad tonight...

Junk Store Owner: Hey there! I saw you on TV, y'know! Make sure you say hi to m'wift, too!

Man in Green Overalls: Everyone's gone off to hide--they're afraid of the pirates...Tain't no one left to buy anything!

Man in Black Overalls: My wife should be coming home soon...I can't wait to see her again! What? Don't look at me that way! It's embarrassing!

Osh (at Toy Store): I wonder where Jim and Bensley are...

CLASS A LICENSE:

Man in Black Overalls: Step right up, step right up! I got the best vegetables and the cutest wife in town!

Pregnant Woman in Green Dress: I think working men like my husband are just so handsome...Oh! My baby just moved!

Man in Green Overalls at N Gate: Welcome to Apple Market! Everyone's having a Reopening Sale! Take a look around!

Man in Green Overalls at S Gate: Are you heading towards the Cardon Forest? There's a whole bunch of tanks around the Sub-Gate in there! I bet it's those pirates! Maybe I should go tell the police about it...

Jim: See! That girl was a pirate--just like we thought! If the police hadn't stopped us from going after her, we would've caught her!...With Paprika's help, of course...You didn't do too bad yourself, for a stranger! I'll tell you what--if you agree to become my sidekick, I'll let you in on our new secret plan! What do you say!?

Osh: Hey! It's you again! ... I guess I can talk with you if you want...

Bensley: H...um, hi there...

YELLOW REFRACTOR:

Man in Green Overalls at N Gate: Welcome to Apple Market! Everyone's having a Reopening Sale! Take a look around!

Girl in Green Dress: I'd like to buy some bread...Oh, Mr. MegaMan! Look! Paprika's come home! Say hi to MegaMan, Paprika!

Paprika: grrr...grrrr...ruff ruff!

Man in Black Overalls: Step right up! Fresh vegetables! Huh? My wife? She's as beautiful as ever, but she's not here right now...Maybe she's out shopping?

Man in Green Overalls at S Gate: They say the tanks are gone from the Cardon Forest...Good thing I didn't go tell the police--they probably would have thought I was making it up!

RED REFRACTOR:

Junk Store Owner (outside): I came out here thinking I'd try digging again...But after what happened last time, I don't know if I should...

Reporter (outside): We're here doing research for a documentary called 'The Great Disaster--Distant Myth or Impending Future?'

Woman in Purple: I love shopping...I wonder which store I should go to next?

Man in Black Overalls: Step right up! Step right...Oh, MegaMan! Did you know my wife's going to have her baby soon? I can't wait to see if it's a boy or a girl!

Pregnant Woman in Green Dress: I hope we have a nice, healthy baby...

Man in Blue Shirt: The truth is, both stores' bread is good--that's why neither of them goes out of business!

Girl in Orange Dress: Have you heard of the Main Gate? It's this big ruin

in the Old City...Funny thing is, there's no door! Weird, huh?

Man in Green Overalls: I hear your flying machine's all fixed up! Y'know, if I had a flying machine, I'd go after those pirates--shoot 'em out of the sky!

MAIN GATE:

Junk Store Owner (outside): Hey! I did it! I may have been scared, but I did it! I was able to go inside and explore!

Reporter (outside): There are people saying they've heard ominous noises coming from inside the Old City...Like the sound of a giant gate opening...But there shouldn't be any gate in there...

Woman in Orange: Did you hear that loud noise a few minutes ago? Do you know what it might have been?

[Yes]: What!? Something's happened to the Main Gate!? Really? Are you sure? When you say Main Gate, you mean that ruin right outside the market, right?

[No]: Really...It was so loud I thought it was the end of the world!

Boy in Red Shirt: Outta my way! Outta my way!!

Man in Black Overalls: My wife's gone for a walk, and hasn't come back yet...I hope she's all right--I mean, in her condition, if something happened...

Man in Blue Shirt: Hmmmm...I think this store's bread is better...

Girl in Orange Dress: Did you hear that something's going on in the Old City? I bet that's where that funny noise came from!

Man in Green Overalls: I hear something's happening over in the Old City...You've got a Class A License, don'tcha? If you loan it to me, I'll go check out what's happening for you...

[Yes]: ...But what would happen if I lost it? Maybe it's not such a good idea after all...Besides, to tell you the truth I'm a little scared to go inside the Old City, much less a ruin...

[No]: OK, then, I'll leave it up to you...But don't come crying to me later!

SUB-CITIES:

Girl in Orange Dress (outside): I'm scared...I wonder if it's all right to be out walking like this...

Boy in Red Shirt: No one pays any attention to me, no matter what kinds of pranks I play...Playing pranks just ain't fun anymore...

Man in Black Overalls: My wife's gone for a walk, and hasn't come back yet...I hope she's all right--I mean, in her condition, if something happened...

Man in Blue Shirt: She's got a special way of baking her bread that makes it soft and fluffy, just the way I like it...What? No, actually, I don't have anything better to do than eat bread all day...Why?

Girl in Orange Dress: Did you hear that underground entrances appeared in the middle of the city? I'm scared...Maybe that great disaster Grandma always talked about is going to happen...

Man in Green Overalls: I heard stories that some ruins have appeared in the middle of the city...I suppose you could go inside...If you've got a Class A License.

CENTRAL GATE:

Girl in Orange Dress (outside): I have this awful feeling that something terrible's going to happen...I have a sense about these things...

Boy in Red Shirt: Legendary disaster? Nah, it's just an old story, nothing more...

Man in Black Overalls: My wife's gone for a walk, and hasn't come back yet...I hope she's all right--I mean, in her condition, if something happened...

Man in Blue Shirt: I'm going to buy lots of bread so I can eat it when I evacuate again!

Girl in Orange Dress: I wonder if the legendary disaster is really going to happen?

Man in Green Overalls: Did you feel that tremor a minute ago? I wonder if something else is going on at the Main Gate?

=====
TAILOR CHINOS
=====

Front Windows: It's a men's clothing store.

Left Dressing Room: rustle...rustle Looks like someone's inside... Man's voice: Oh no! The zipper's stuck!

Right Dressing Room: Looks like there's no one inside...

FIRST VISIT:

Man at Register: That customer there spends all his time staring at the mirror and never buys anything!

Man at Mirror: Look at me--am I cool, or what?

CLASS A LICENSE:

Man at Register: He's still looking in the mirror...I'll probably never be able to get rid of him...

Man at Mirror: I can't believe how good-looking I am!

Man in Green Overalls: They say you're only as old as you think you are...That's why I dress up like this--to keep looking young!

YELLOW REFRACTOR:

Man at Register: Can you believe it? He hasn't left yet! I give up!

Man at Mirror: Uh-oh...I'm so good-looking, I don't want to move or else I'll mess up my outfit!

Construction Man: My daughter tells me I should buy some new clothes every now and then, so's I can get dressed up and look nice, see?

RED REFRACTOR:

Man at Register: We're open for business as usual! Well, we do have one unusual person here, but please pay no attention to him!

Man at Mirror: I'm getting tired of standing here for so long...But boy, do I look good!

Girl in Orange Dress: I came here to get a present for my boyfriend...We're getting presents for each other for our anniversary...I've got to find something he'll like...

MAIN GATE:

Man at Register: We're open for business as usual! Well, we do have one unusual person here, but please pay no attention to him!

Man at Mirror: I'm getting tired of standing here for so long...But boy, do I look good!

Inspector: Don't get the wrong idea...I'm not goofing off or anything...Even a detective's gotta look his best, right? I've got to set a good example for my men, see?

SUB-CITIES:

Man at Register: The inspector was called back to the station...Apparently, they found an underground city or something like that...I hope nothing else bad is going to happen...

Man at Mirror: Maybe I'm not so good-looking after all...Whoops! I shouldn't say things like that--my mother told me never to lie!

Man in Green Overalls: I just don't understand what young people today are thinking! But I suppose my elders said the same thing about me when I was young, too...

CENTRAL GATE:

Man at Register: I want to evacuate, but I can't as long as he's here...

Man at Mirror: I wonder if I could use my good looks to somehow save the city...? I bet I could if I tried!

Man in Green Overalls: Take it easy, and remember to watch yourself!

=====
BRONTE VEGETABLE STORE
=====

Left Veggie Stand: Cabbage, mushrooms, carrots...There's a lot of vegetables lined up.

Right Veggie Stand: There are tomatoes, cucumbers, and other vegetables lined up.

Refrigerator: It's probably not a good idea to open it without permission...

Door: It's probably not a good idea to go in without permission...

=====
DRESSMAKER HIPBONE
=====

Front Window: It's a ladies' clothing store.

Left Dressing Room: ... Looks like there's no one inside...

Right Dressing Room: rustle...rustle...Sounds like someone's inside...Woman's voice: Hmmm...waist's a little too tight...

Mirror: You can see yourself in the mirror...Maybe not as handsome as some, but it's a good-looking face...You feel a little more confident after looking at yourself.

FIRST VISIT:

Woman at Register: Say, you're kind of cute...Your name's MegaMan, isn't it?

You're my type of man!...I don't know if you like looking at women's clothes, but come back and see me anytime!

Woman in Orange Dress: I really like this dress--do you think it would look good on me?

[Yes]: Really? Will you buy it for me, then?

[Either response]: Oh, don't worry--I was just kidding!

[No]: Boy, you sure don't know how to treat a lady, do you? Humph!

CLASS B LICENSE:

Woman at Register: Not many customers here yet...Maybe I opened up the shop too early?

CLASS A LICENSE:

Woman at Register: I'm so glad the trouble's over and our customers are coming back...I'm in such a good mood maybe I'll throw a bargain sale...Do you want to buy something, MegaMan? How about a present for your girlfriend?

Girl in Orange Dress: I wonder which one I should buy...It's so hard to make up my mind 'cause everything looks so good on me!

Girl in Blue Dress: I may not look like a movie star or anything, but I like to dress up and look nice sometimes too, you know!

YELLOW REFRACTOR:

Woman at Register: Why don't you bring your girlfriend along sometime? I'd love to meet her!

Girl in Orange Dress: I still can't make up my mind on what to buy...Maybe I should just give up and go home...

Girl in Blue Dress: I made up my mind! I'm going to buy this one! It's

time I gave myself a new look!

RED REFRACTOR:

Woman at Register: You've been real busy chasing after those pirates lately, haven't you, MegaMan? I knew you were the hero type the first time I saw you! I just knew it! Maybe someday you'll come save me...hee hee hee

Man in Blue Shirt: I came here looking for a present for my girlfriend...I'm a little embarrassed being in here by myself, though...

Girl in Orange Dress: They told me they only have this one dress left...I want to buy it, but I don't know--would you buy something that's been on display?

MAIN GATE:

Woman at Register: Good luck, MegaMan! We're all big fans of yours!

Girl in Orange Dress: The woman who works at the grocer's is usually so healthy--I wonder if something happened to her...

Girl in Green Dress: Hmmmm...I wonder if everything's going to be all right...When I get stressed out, I always want to go shopping.

Man in Blue Shirt: I don't know what I should get my girlfriend...

SUB-CITIES:

Woman at Register: I heard you went inside the Main Gate! Wow...Is there anything you can't do, MegaMan?

Girl in Orange Dress at Door: The grocer's wife still hasn't come back yet...I wonder if she's all right...

Girl in Orange Dress at Mirror: I got a present from my boyfriend, but I don't really like it that much, so I came here to exchange it...Don't tell him, OK?

CENTRAL GATE:

Woman at Register: Oh, MegaMan, I'm so frightened...Can you stay here and protect me? Oh, I know...You've got to protect everyone--not just me...

Girl in Orange Dress at Door: The grocer's wife still hasn't come back yet...I wonder if she's all right...

Girl in Orange Dress at Mirror: On second thought, I'll keep the clothes I got--I mean, after all, they were a present, right? I wouldn't want to hurt my boyfriend's feelings!

=====

BOOKSTORE

=====

Front Bookself: There're a lot of comics on the stands...But they're sealed in vinyl bags so people can't read them without buying them...

Back Left Bookself: There're a lot of novels on the shelves...But none that look interesting...

Back Right Right Bookself: There're some dirty magazines on the racks...It might be fun to look at them, b-but there's so many people around...You'd get in trouble if anyone saw you!

CLASS A LICENSE:

Old Lady in Red: mumble...mumble...

YELLOW REFRACTOR:

Old Lady in Red: mumble...mumble...

RED REFRACTOR:

Old Lady in Red: zzzzzz zzzzzz...

MAIN GATE:

Old Lady in Red: mutter...snore...

SUB-CITIES:

Old Lady in Red: snort...zzzz.....

CENTRAL GATE:

Old Lady in Red: I'm praying to God and my dead husband to watch over you and protect this island...

=====

HIGH NECKED RECORD SHOP

=====

Front Windows: It's a CD shop--looks like there's a large selection.

Security Barrier: You haven't stolen anything, so you shouldn't have any problems...

Listening Station: There's a station where you can listen to CDs.

Left Wall: There's a baroque CD on the player...

Right Wall: There's a heavy metal CD on the player...

Back Wall: There's a jazz CD on the player...

Front Shelf: There's a fusion CD on the player...

Back Shelf: There's a classic CD on the player...

End of Shelf: There's a pop CD on the player...

FIRST VISIT:

Man at Register: Be sure to listen to our sample CDs before you leave!

Boy at Listening Station: Boy, this song is really good!

Girl in the Corner: I wanted to get a CD, but I didn't have enough money, so I'm just going to listen to the samples.

CLASS A LICENSE:

Man at Register: Be sure to listen to our sample CDs before you leave!

Woman at Listening Station: I wonder what young people are listening to these days...Back in my day all we listened to was techno!

YELLOW REFRACTOR:

Man at Register: Be sure to listen to our sample CDs before you leave!

Woman at Listening Station: I wonder if I can find what I'm looking for here...I want something that's mellow, groovy and soulful--just like me!

Pregnant Woman in Green Dress: I want my baby to grow up to be a musician...So I'm making sure he gets a head start!

RED REFRACTOR:

Man at Register: Welcome!

Woman at Listening Station: I'm trying to think of a good theme song for the Blue Boy...What do you think your theme should be? Rock'n'roll? ...

That's not too hip, you know.

Construction Man: What're you staring at!? 'Can't a guy like me like the Spice Girls?

MAIN GATE:

Man at Register: Be sure to listen to our sample CDs before you leave!

Girl in Orange Dress: I'm in such a good mood today! I wonder if I can find a song that'll make me even happier?

Girl in Blue Dress: I just broke up with my boyfriend...How come there's so many songs about people falling in love, but none about people breaking up?

SUB-CITIES:

Man at Register: Be sure to listen to our sample CDs before you leave!

Girl in Blue Dress: At times like this, it's best to listen to some nice

mellow music to soothe your nerves!

CENTRAL GATE:

Man at Register: Be sure to listen to our sample CDs before you leave!

Girl in Blue Dress: Have you listened to Gregorian chants? They're very relaxing...ahhhh...

=====
STAPLE ELECTRIC GOODS STORE
=====

Front Windows: It's an electronics shop. But the junk store probably has a better selection of parts...

Pamphlet Shelf: There's a lot of pamphlets stacked on the shelves.

Wall Shelf: There are a lot of different things on the shelves...But none of them look like parts you could use...

Refrigerator: It's a refrigerator.

VCR: It's a VCR...But you don't need one...

TV: It's a TV...But it's too big to carry home!

FIRST VISIT:

Man at Register: Parts for a flying ship? You're better off looking at the junk store.

Woman at Back Wall: Haven't seen you around here before...Hey, wait a minute! Are you one of those...what are they called? Are you a Digger!?

[Yes]: I thought so! Seems like everyone wants to be a Digger these days, but you're the youngest Digger I've seen yet!

[No]: No? Really? Oh, well...I thought maybe you were 'cause of that funny outfit you've got on, but..

Man at Right Wall: I'm a big movie buff, so I came to buy a VCR...

CLASS A LICENSE:

Man at Register: Hopefully business'll get better once this pirate scare's over and done with...

Construction Man: Be nice if I could get my hands on an electric pick...

Servbot: What was it Miss Tron wanted me to get again...? She'll be angry with me if I make a mistake...

YELLOW REFRACTOR:

Man at Register: We're having a back in business sale! Why don't you take a look around?

Construction Man: Well, done some window shopping...Guess it's time to go home!

Servbot: I can't remember what it was I was supposed to get...Miss Tron's gonna be so angry...boo hoo!

RED REFRACTOR:

Man at Register: All the excitement from the reopening sale's calmed down now...Guess I'll have to start working for a living again...

Woman in Orange: Outta batteries again...

Man in Blue Shirt: I came here to buy a hair curler, 'cause I want to make sure I always look my best! Speaking of good-looking, my brother's spending all his time at the tailor's...Hate to admit it, but his fashion sense is better than mine!

MAIN GATE:

Man at Register: Business has been pretty good lately.

Man in White Shirt: I came looking for a flashlight...Never know when something might happen and you'll need something like that, you know!

Wily: I hear something happened over by the Main Gate...

SUB-CITIES:

Man at Register: Things are getting pretty crazy nowadays...Getting so bad you can't even do an honest day's work!

Man in White Shirt: I got my flashlight, but I forgot to get batteries!

CENTRAL GATE:

Man at Register: Maybe I should think about getting out of here...But what if a customer came while I was gone?

Man in White Shirt: Forgot to get a bulb for my flashlight...Now that I've got one, I'll be able to evacuate with everyone else...But maybe I won't have to...

=====

AKBAR TOY STORE

=====

Counter: So this is that new game called 'MegaMan Legends'...It looks pretty interesting!

=====

JETLAG BAKERY

=====

IF YOU KICK THE CAN INSIDE THIS BAKERY:

(Nice shot! Bonus: 1000 zenny!!)

Baker (first visit): Keep our streets clean! Put trash in its proper place!

No Baker (Citizen's Card): That's too bad...

Baker (Class A License): Please recycle your empty cans!

FIRST VISIT:

Baker: Have you heard about the ruins just outside the gate? You can go inside even if you don't have a Digger's license...I hear the junk store owner next door is always going in there to look for parts.

CLASS B LICENSE:

Baker: I wonder what those pirates could be after? What? Buried treasure!?

Whew! That's good! As long as they're not after my bread...

CLASS A LICENSE:

Baker: Fresh, hot cheap bread!! 3 for 100 zenny!

YELLOW REFRACTOR:

(same as Class A License)

RED REFRACTOR:

Baker: To tell the truth, I'd like to try the bread my competitor over there makes...'Course, I can't really tell anyone that...

MAIN GATE:

Baker: I heard a loud humming sound from over that way...They say there's a ruin called the Main Gate or something that way...I don't know much 'bout that part of town--y'know, where the Old City and all are...

SUB-CITIES:

Baker: At times like this, we citizens have got to pull together...I guess that means I should be nice to that other baker over there...

CENTRAL GATE:

Baker: We decided to try making bread together! Everyone's excited to see

how it's going to turn out, so please save our island, MegaMan!

=====
BAKERY SHARKSKIN
=====

(Opens after receiving Class B License)

CLASS B LICENSE:

Baker: My shop may be smaller than that one over there, but my bread's bigger and tastier! See for yourself!

CLASS A LICENSE:

(Closed)

YELLOW REFRACTOR:

(Closed)

RED REFRACTOR:

Baker: I wonder if her bread tastes any good? Hmmmmm...Maybe I should try some...

MAIN GATE:

Baker: First it's pirates...next it's strange noises and earthquakes...I'm beginning to think this island's not safe anymore!

SUB-CITIES:

Baker: I've been thinking lately...Maybe if we worked together, she and I could make even better-tasting bread...

CENTRAL GATE:

Baker: Once this is all over with, we'll give you a special deal--all the bread you can eat!

=====
JUNK SHOP LIGHTNING PARTS CENTER
=====

Front Windows: It's a junk store--maybe there're some good parts here.

Stuffed Reaverbot: That's a stuffed Reaverbot--it's an old family heirloom...We call it Rover.

CITIZEN'S CARD:

Boy in Black Shirt: Are you a Digger? I'm here doing research on the ruins of this island here...There sure are a lot of them, aren't there?

CLASS B LICENSE:

Construction Man: I make the machines I use on the job by putting together different parts I find...

Servbot: I have to buy some parts to fix my...my robot...

CLASS A LICENSE:

Junk Store Owner: Why don't you take a look around?

Construction Man: If you're a serious Digger, you should buy as many Life Gauge parts as you can!

YELLOW REFRACTOR:

Junk Store Owner: Why don't you take a look around?

Construction Man: I wonder why they have the lights on so low in here? I

mean, it fits the place's atmosphere, but it's hard to see!

Boy in Black Shirt: I heard you're checking out the Sub-Gates...I guess that means you have a Class A Digger's License then...If I had a license, I'd love to research the connection between the Sub-Gates and the Main Gate myself!

RED REFRACTOR:

Girl in Orange Dress: What kind of store is this? They've got lots of cute little things on sale, but what are they used for?

Man in Green Overalls: I'm thinking about quitting my job and becoming a Digger. 'Course, I suppose I'll have to work out a lot if I want to be as strong as you are!

MAIN GATE:

Construction Man: I've been in this business a long time, and I can tell you one thing--that noise was made by something very big moving or being moved...Something bigger than a Sub-Gate...

SUB-CITIES:

Junk Store Owner: We're always getting new stuff in, so be sure to come back often!

CENTRAL GATE:

Junk Store Owner: You'll regret it if you don't buy something just because you don't want to spend any money! You should always buy what you need, when you need it!

=====
DOWNTOWN
=====

Bus Stop: It's a bus stop...There must be busses running in the city.

Streetlamp: It's a streetlamp...You could probably climb it, but is it high enough?

Fire Hydrant: It's a fire hydrant...You could probably jump on top of it.

Mailbox: It's a mailbox...But you don't need to send any letters.

Garbage Pail: It's a garbage pail...Is there anything inside? It's empty.

OR You found: [Item Name]!

IF ANY BUILDINGS WERE DESTROYED:

Construction Man: Even though they're all hard workers, we still don't have enough people...sigh...If I just had a little more money in my budget...

FIRST VISIT:

Woman in front of Red House: Haven't you heard about the pirates!? Everyone in town's evacuating--you'd be smart to get out of here too!

Man in front of Library: I know everyone's afraid and wants to get away, but they should be more careful when they drive...You better watch out, too, and make sure you don't get run over!

Man at West Gate: The lakeside resort area's on the other side of this gate...I figured if I had to evacuate, I might as well go someplace comfortable...But the gate was already closed by the time I got here!

Officer near North Gate: Huh? The city offices? The gate to the City Hall area is right over there...Just don't be loitering about these parts, OK?

CLASS B LICENSE:

Man in Blue Shirt Near Red House: I'm a car salesman...Looks like I came here at a bad time to sell cars, though...

Man in Blue Shirt at Vacant Lot: There's certainly a lot of police cars

running around...Does that mean it's not safe to go home yet? Hey, it looks like they've finally finished throwing away all those parts that were left after that big robot blew up...

Construction Man Near Light Blue House: I've heard some people left the island after all that happened...I guess the town'll be a little lonelier now...

Girl in Orange Dress Near Library: I saw the fight...I'm so glad my house didn't get destroyed! Thank you so much, MegaMan...You were so brave...I...I...Do you think a guy like you and a girl like me could...could...

[Yes]: What? You mean you...you feel the same way I do!? You're kidding!? Oh my gosh! I can't believe it! Wait till my friends hear this!

[No]: I suppose if someone came up to me out of the blue and said something like that to me, I wouldn't know what to do either...Don't worry...I know there's a difference between having a crush on someone and truly loving them...

Wily (near Library): I came all the way from Uptown to see the pirates, but they're already gone...

Pregnant Woman in Green Dress Near Tan Building: You know the grocery store in Apple Market? The man who runs it is my sweet darling husband! tee hee hee

CLASS A LICENSE:

Man in Blue Overalls at Vacant Lot: What? The pirates are the legendary disaster? Poppycock! I know the stories about the disaster--they say that when it happens, everyone on the island, all of us, get killed! 'Course, that's just a legend...

Girl in Green Dress at Vacant Lot: I know you! I saw you on TV! You're the hero who saved the island, right? What're you going to do next, Mr. Hero? Investigate the Sub-Gate!? Well then, let me tell you something you should know! There are actually three different ruins called Sub-Gates around the island! Good luck with your investigation! Bye-bye!

Man in Blue Shirt near Light Blue House: When those pirates attacked, I went to the shelter in Uptown...I felt like I was at a resort or something...The lake was real pretty! You should go take a look for yourself--it's out past the west gate.

Man Near Yellow House: I've been told there's more to the city to the east of here...Do you think they need cars over there? Huh? Why would I ask a question like that? Well, because I'm a car salesman, that's why!

Girl in Orange Dress Near Tan House: Have you been to the Old City over in the eastern part of the city? There's a lot of scary-looking dogs over there...I wonder what they're all doing there...

Woman in Purple and Woman in Orange Near Red House (at random):

1. What!? Really?
2. ...You know that man? Well...
3. Did I tell you what my husband did last week? Well...
4. ...and then... ..that's what they said!
5. ...Well, it certainly doesn't look that way to me...
6. ...I suppose you're right...Which would mean...

YELLOW REFRACTOR:

(same as Class A License)

RED REFRACTOR:

Woman in Orange: I'm thinking about getting into politics--after all, the mayor's a woman, right? If she can do it, so can I!

Woman in Purple Near Red House: The time has come for us women to get out of the house and help protect what's ours! We're going to fight for our homes too!

Girl in Orange Dress at Vacant Lot: Those pirates are persistent, aren't

they? I hate people like that...Don't you?

Man in Green Overalls at Vacant Lot: You're quite the hero, aren't you? I hate to think what would have happened to this island if you weren't around!

Man in Black Overalls Near Library: Are you that blue boy who crash landed here?

[Yes]: I bet you'll be able to fix your ship with that refractor, eh? But please don't leave us yet--without you, there'd be no one who could protect our island!

[No]: Oh, sorry--I thought you were someone else...

Girl in Green Dress Near Green House: I heard you got into a fight with a big frog on the lake! You're really the hero, aren't you? Here, let me give you something as thanks for all your hard work! smooch! smooch!

MAIN GATE:

Man in Green Overalls Near Green House: What was that!? Did you hear that noise? I wonder if something's happening at the Main Gate? I always knew something would happen someday--that Main Gate always gave me the creeps!

Woman in Purple Near Pink House: We have to protect our children from the legendary disaster!

Woman in Orange Near Tan House: It's been really dry this year--we have to be extra careful about fires!

Girl in Orange Dress in Vacant Lot: Those pirates were really annoying, weren't they? But I was starting to get used to having them around.

Girl in Blue Dress in Vacant Lot: They say the Old City is full of wild dogs...Doesn't sound like a place I'd want to visit!

Man in Black Overalls: You might already know this, but the Old City is just beyond the east gate...And the Old City connects to both the Main Gate area and the old power plant. Well, that's what I'm told--I've never been there myself...

Girl in Green Dress at E Gate: I just heard this really loud noise from over there...If you're going to go check it out, you should be careful.

SUB-CITIES:

Man in Black Overalls: Did you see that Sub-Gate or whatever it is in front of the gate? I've heard people saying that one just like it has shown up over in the Uptown area too...

Girl in Orange Dress: It's just one thing after another, isn't it...I'm beginning to think those pirates were the least of our problems...

Man in Green Overalls: This looks like one of those Sub-Gates, doesn't it? Wonder what it's doing in a place like this?

Girl in Blue Dress: Hey, MegaMan--what is this? Is it dangerous?

Woman in Purple: Well, if no one else is going to, I'll go inside and see what's going on!

Woman in Orange: You just watch--any Reaverbots come outta there, I'll handle 'em!

CENTRAL GATE:

Man in Black Overalls: I don't know what's going on anymore! I'll have to leave it all up to you!

Girl in Orange Dress: I wonder if everything's going to be all right....? I'm also worried about those poor pirates...

Man in Green Overalls: If going inside the Main Gate will cause the legendary disaster to happen, I'd rather you not go...But at the same time, I get the feeling that if you don't do anything, something just as bad will happen...

Girl in Blue Dress: Oh, MegaMan, what's going to happen to us? Is the legendary disaster going to happen? Are we all going to die?

Woman in Purple: What was it like inside? Were there a lot of big Reaverbots?

Woman in Orange: I would've handled any Reaverbots that came out! Don't

look at me like that! When the going gets tough, women are stronger than you might think!

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LIBRARY

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BOOKS AT LIBRARY:

(first shelf):

It's a book about ethics...Let's see--You can judge a man by his actions...People who engage in evil deeds will reveal themselves through their appearance, which will darken and become distorted, a reflection of their inner selves. Hmmm...sounds like something worth remembering!

(second shelf):

It's a book called 'Introduction to Digging'...I remember reading this a long time ago...Let's see--Remember to improve your weapons as often as you can! Make sure you have the right tools for the job at hand--you can choose to improve your weapons' firepower, rate of fire, range, as well as reloading speed...It's also important to think about which of your special weapons to upgrade, and when...Hmmm...sounds like good advice!

(third shelf):

It's 'The History of Kattelox Island, Vol. 1'...Let's see--This unpopulated island was discovered some 100 years ago. At the time of its discovery, the surface of the island was almost completely covered with ruined buildings. Kattelox became well known after the discovery of high-quality refractors under the island some 60 years ago.

[Stop reading]: Whew! This is one long book!

[Keep reading]: After the discovery of the presence of refractors, it was also found that the island was riddled with underground ruins. Due to the various unfortunate accidents which plagued early exploration attempts and the persistence of the rumors of a legendary curse or disaster, the majority of these ruins were sealed off from the general public. Thus, digging is permitted in only a limited number of ruins. As for the legendary disaster, it is believed by some that every century, an undefined presence that resides beneath the island awakens and destroys all life present on it.

(fourth shelf):

It's 'The History of Kattelox Island, Vol. 2'...Let's see--Research conducted by the current mayor of the island, Professor Amelia, shows that there are remnants of several different civilizations on Kattelox. In other words, it appears the previous inhabitants of this island have built a civilization many times, only to have it destroyed each time...This is believed to be the origin of the myth of the legendary disaster that haunts this island. While there is obviously no scientific proof that Kattelox is destined for disaster, many people who believe in the legend choose to leave the island, and in fact the decreasing population has become one of the island's major concerns in recent years.

[Stop reading]: Whew! This is one long book!

[Keep reading]: The walls and gates that divide the city into various areas are also remnants of ancient ruins, which continue to function even now. These walls along with the ruins known as the Sub and Main Gates, are a monument to the technological achievements of our ancestors' society.

(fifth shelf):

It's 'The Digger's Guide--Intermediate Level'...Let's see--Often, when taking damage from an enemy's attack, you will be stunned or even knocked down. You can lessen the effect by pressing the A button. Hmmm...I'll have to remember that!

(sixth shelf):

It's a book called 'Operating Holon Machinery'...Let's see--Machines which use quantum refractors as their power source are referred to as Holon machines. While they are used for many purposes today, their original

configuration, purpose, and means of construction remain unknown. Holon machines make use of the energy field generated by refractors when they are rotated at high speeds. The type and size of the energy field generated in this manner varies depending on the size and color of the refractor used. Some researchers have put forth the theory of the existence of a proto-refractor, a multi-faceted prism refractor capable of energy production on a scale beyond that of the largest known refractor....Hmmm...I'm not sure if I get all that...Maybe Roll would understand...

Sign Near Door: There's a sign that says: Please return books to the shelves when you're finished!

FIRST VISIT:

Librarian: This is the library...We won't let the pirates close us down!

Librarian (behind counter): Hey! You can't come in here without permission!

Man in Blue Shirt at Shelves: I heard about the pirates coming, so I came to look up everything I can about pirates...Based on what I read so far, it seems like pirates aren't a nice bunch of people, are they?

Girl in Orange Dress at Reading Area: If the pirates blow up the library...That means the teachers can't make us read any more books...heh heh heh...

Girl in Orange Dress at Shelves: I figure that after being evacuated, I'll have a lot of time on my hands, so I came to get something to read.

CLASS A LICENSE:

(Library reopens)

Librarian: This is the library...Now that the pirates are gone, we're open again.

Librarian (behind counter): I thought I told you you can't come back here without permission!?

Man in Blue Shirt at Shelves: There are almost no books about the history of this island...So we don't know much about the past...But I suppose it doesn't matter that much, does it?

Left Girl in Orange Dress at Reading Area: Just coming to the library makes you want to study, doesn't it?

Right Girl in Orange Dress at Reading Area: I came here to find a book on cooking--that way, I won't have to worry about what to make for dinner once I'm married...Actually, I came here to read a book about diets--I've got to lose weight before I worry about cooking!

YELLOW REFRACTOR:

Librarian: This is the library...Please keep as quiet as you can and don't disturb the other patrons.

Librarian (behind counter): How many times do I have to tell you?

Man in Blue Shirt at Shelves: I wonder where all the machines that we use came from? Who invented them? Doesn't really matter, I guess, but you still gotta wonder...

Girl in Orange Dress at Reading Area: There's no better place for a nap than the library...I mean, it's always quiet here, right?

Servbot at Reading Area: I came here looking for a book on military strategy...

RED REFRACTOR:

Librarian: This is the library...Please remember to return books you've borrowed on time!

Librarian (behind counter): Hmmm...

Man in Blue Overalls at Reading Area: Comics, comics...Where're the comics? Huh? No, they're not for my son--I like to read them too!

Woman in Purple at Reading Area: I wonder if I can find a book on general house-keeping tips...I've been forgetting a lot of things lately--my memory

isn't what it used to be!

MAIN GATE:

Librarian: This is the library...These books belong to everyone, so let's take good care of them, OK?

Librarian (behind counter): Ohhhh...

Main in Blue Overalls at Reading Area: I wonder if I can't find a cheat book here...I'm playing a new game, and I'm stuck!

Man in Blue Shirt at Reading Area: I wonder what the Main Gate is for? I thought maybe I could find some answers in the library, but no such luck...Oh, well...

SUB-CITIES:

Librarian: This is the library. Please don't rip the pages out of the books.

Librarian (behind counter): Darn...

Man in Blue Shirt at Reading Area: Sometimes, you see references in history books to something called a 'MegaMan'...I wonder what that's supposed to mean? Hey, come to think of it, your name is MegaMan, isn't it? Well, there's probably no connection--pretty funny coincidence, though!

Girl in Orange Dress at Reading Area: There's been a lot of trouble lately, but you can always forget about your problems if you've got a good book!

Servbot at Shelves: I'm looking up how to make hamburgers!

CENTRAL GATE:

Librarian: This is the library. Please return the books to the shelves when you're done.

Librarian (behind counter): OK, I admit it--you win!

Man in Blue Shirt at Reading Area: Things have gotten pretty bad lately, what with all the Gates and all opening up around the city...

Girl in Orange Dress at Reading Area: At times like this, I find that reading the holy book helps reassure me...

Servbot at Shelves: I'm looking up how to make French fries!

=====
BAD MEGAMAN
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FLUTTER:

TV in Flutter (after Sub-Cities are opened): This just in...We've received word that armed robbers have stormed the bank, and made off with a large sum of money...

Barrell: I don't envy the mayor her job, what with stuff like this happening all the time...

TV in Flutter: We'll keep you up to date with the latest information as we receive it.

Barrell: This sounds like a job for you, MegaMan--you'd better get down there!

HOT PURSUIT DOWNTOWN:

Woman in Orange: Oh, it's our resident hero! I bet you'll show them a thing or two, won't you now?

Construction Man: I came down here as soon as I saw the news on TV! I'm an action junkie--I love watching stuff like this as it happens!

(as red car gets shot):

Servbot 1: Wah! We weren't doing anything!

Servbot 1: Help! Help! Help! He's gonna get us!

Servbot 2: We better get out of here!

Servbot 1: We're innocent! We didn't do anything!

Servbot 2: This is a mistake! A misunderstanding!

Servbot 2: Why won't you listen to us?

(if you shoot the squad car):

Officer 1: Stop! Stop it!

Officer 1: What do you think you're doing?

Officer 2: Is he in league with the robbers?

Officer 2: Whoa! He's shooting at us!!

Inspector (after destroying Red Car): Well, so much for the robbers...But where's the money?

(You got a trunk full of cash!)

BAD MEGAMAN STEALS THE MONEY FROM THE POOR SERVBOTS:

At Gate: Do you want to keep the money?

[No]: (ends conversation)

[Yes]: You got: 200,000 zenny! (and jet black armor for being a VERY BAD boy)

Inspector: This is bad...We can't find the trunk with the money in it...

POLICE STATION:

Officer: This is the police station!! We protect this island from any and every threat!!! At least, that's what we're supposed to do, but lately we haven't had much luck...

Officer Near Inspector's Office: The Inspector looks pretty calm, but I know he's pretty upset about not being able to find that trunk...It's kind of hard to tell him that we were mistaken about the bank robbery...What? You want to know the details? Go talk to the man at the counter.

Left Officer at Counter: We had no idea it wasn't a robbery...One of the things a police officer has to remember is not to jump to conclusions...Gather all the facts first! That's what we need to remember to do!

Right Officer at Counter: We haven't yet told the Inspector, but we just got a call from the bank...Apparently, those little yellow fellows had just come to borrow some money...Problem is, we haven't been able to find the trunk yet, so we can't give those people their money back...I don't think this one's gonna go away anytime soon...

BANK:

Left Teller: I heard that there was a bank robbery somewhere recently. The only bank I know of on the island is this one....Does that mean...?

Right Teller: A little while ago, we had some kids in here who said they were going to start a restaurant, so they came to borrow some money...It's obvious they weren't used to handling so much money! They were so nervous carrying that trunk--it was really cute!

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STRIPE BURGER RESTAURANT

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FLUTTER:

TV in Flutter (after Sub-Cities are opened): This just in...We've received word that armed robbers have stormed the bank, and made off with a large sum of money...

Barrell: I don't envy the mayor her job, what with stuff like this happening all the time...

TV in Flutter: We'll keep you up to date with the latest information as we receive it.

Barrell: This sounds like a job for you, MegaMan--you'd better get down there!

HOT PURSUIT DOWNTOWN:

Woman in Orange: Oh, it's our resident hero! I bet you'll show them a thing

or two, won't you now?

Construction Man: I came down here as soon as I saw the news on TV! I'm an action junkie--I love watching stuff like this as it happens!

(as red car gets shot):

Servbot 1: Wah! We weren't doing anything!

Servbot 1: Help! Help! Help! He's gonna get us!

Servbot 2: We better get out of here!

Servbot 1: We're innocent! We didn't do anything!

Servbot 2: This is a mistake! A misunderstanding!

Servbot 2: Why won't you listen to us?

(if you shoot the squad car):

Officer 1: Stop! Stop it!

Officer 1: What do you think you're doing?

Officer 2: Is he in league with the robbers?

Officer 2: Whoa! He's shooting at us!!

Inspector (after destroying Red Car): Well, so much for the robbers...But where's the money?

(You got a trunk full of cash!)

MEGAMAN RETURNS "STOLEN" MONEY:

Inspector: Thanks for all your help, MegaMan. I'd like to give you something to show our appreciation.

BACK AT POLICE STATION:

Inspector (at Station): Here you go...It's not much, but I hope you can use it to get something you need for a dig.

(You got: 20,000 zenny!)

Inspector: If it hadn't been for your help, we probably wouldn't have been able to solve that case--thanks for everything! You'll be the first person I call if something else happens!

Officer Near Inspector's Office: The inspector looks like he's in a good mood...It's kind of hard to tell him that we were mistaken about the bank robbery...What? You want to know the details? Go talk to the man at the counter.

Left Officer at Counter: We had no idea it wasn't a robbery...One of the things a police officer has to remember is not to jump to conclusions...Gather all the facts first! That's what we need to remember to do!

Right Officer at Counter: We haven't yet told the Inspector, but we just got a call from the bank...Apparently, those little yellow fellows had just come to borrow some money! Of course, we gave them their money back, but...We'll have to be more careful in the future--I feel pretty bad about this...

BANK:

Left Teller: I heard that there was a bank robbery somewhere recently. The only bank I know of on the island is this one....Does that mean...?

Right Teller: A little while ago, we had some kids in here who said they were going to start a restaurant, so they came to borrow some money...It's obvious they weren't used to handling so much money! They were so nervous carrying that trunk--it was really cute!

STRIPE BURGER RESTAURANT:

Employee Door: It says: Employees Only!

Wastebasket: It says: Please don't put trays in the wastebasket!

Girl in Orange Dress: It might not be the best of times right now...But you've still got to eat, right?

Girl in Blue Dress: I don't know about the people working here...They make me nervous--if only I could remember where I've seen them before...

Man in Black Overalls: I thought about it, and in the end, I decided to get a plain, old-fashioned hamburger--that's the best!

Servbot Next to Cashier Servbots: Work work work!

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CITY HALL

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Fountain: It's a fountain--Watching it makes you feel very relaxed.

Palm Tree: It's a palm tree--Their presence gives this area a distinctive look.

Bench: It's a bench...But you don't need to rest now.

Fancy Garbage Pail: It's a fancy garbage pail--It looks different from the ones in the Downtown area.

Streetlamp: It's a streetlamp...You could probably climb it, but is it high enough?

Fire Hydrant: It's a fire hydrant...You could probably jump on top of it.

IF ANY BUILDINGS WERE DAMAGED:

Construction Man (at Police Station): It's going to be a long time before the city can be rebuilt...I hope we have enough money in the budget to do it...

CLASS B LICENSE:

Construction Man Near Bank: We've been so busy since that pirate attack--so many repairs to make! If you want to help, feel free to use my tools!

Man in Blue Overalls at Fountain: I like to sit here and look at the fountain...It helps me relax and think about things...That's why I was one of the first people to leave the shelters and come back!

Woman in Purple: Well, it's all well and good that we can come back to our homes...But now what are we supposed to do?

Woman in Purple Dress at Palm Trees: The company's closed on account of the pirate threat! It feels good to not have to worry about anything and just take a walk!

CLASS A LICENSE:

Construction Man Near Bank: We've been so busy since that pirate attack--so many repairs to make! If you want to help, feel free to use my tools!

Man in Blue Overalls at Fountain: It's a shame those pirates had to come here--life was so peaceful before they got here...

Man in Blue Shirt at Ocean: I like to come here and look at the ocean from here--it's such a nice view from up here!

Woman in Purple Near Bank: The bank's finally reopened...I haven't been able to get any money out to go shopping!

Girl in Orange Dress Near Police Station: I guess this means I'll have to go back to school now...I want to see my friends, but I don't want to have to do homework again...

Woman in Purple Near Police Station: Let's see...what should I make for dinner tonight? Doesn't matter if pirates are attacking or the legendary disaster's happening--still gotta eat!

YELLOW REFRACTOR:

Construction Man Near Bank: We've been so busy since that pirate attack--so many repairs to make! If you want to help, feel free to use my tools!

Man in Blue Overalls at Fountain: It's a shame those pirates had to come here--life was so peaceful before they got here...

Man in Blue Shirt at Ocean: I like to come here and look at the ocean from here--it's such a nice view from up here!

Woman in Purple Near Bank: The bank's finally reopened...I haven't been able to get any money out to go shopping!

Woman in Purple Near Police Station: Let's see...what should I make for

dinner tonight? Doesn't matter if pirates are attacking or the legendary disaster's happening--still gotta eat!

RED REFRACTOR:

Man in Blue Shirt at Trees: You've got a Class A Digger's License?

Wow...But you won't be able to get into the ruins in the Clozer Woods with just that--you'll need to be able to fly, too!

Man in Black Overalls at Fountain: I like to watch this fountain...It's so relaxing...That's what my dad always likes to say...

Man in Green Overalls near Station: I don't envy the Inspector, what with all the trouble going on! It's our duty as citizens to help him as much as we can, in any way we can!

Officer at City Hall: It's my duty to guard the City Hall until the pirate threat is over!

Construction Man near Bank: We've been so busy since that pirate attack--so many repairs to make! If you want to help, feel free to use my tools!

Girl in Blue Dress on Patio Railing: What should I do? By the time I realized what I was doing, I was all the way up here!

MAIN GATE:

Man in Blue Shirt at Trees: I just heard a really loud noise--it sounded like it came from the Old City.

Girl in Blue Dress on Patio Railing: At first, I didn't know what I should do...But now I've gotten used to it! I've got a real nice view from here!

Boy in Black Shirt Near Fountain: They say the Main Gate's opened up...I want to go look for myself, but I don't think they'd let me inside...Maybe I should go talk to the mayor...

Man in Black Overalls Near Fountain: I love this fountain more than anyone else! I'm not gonna let anyone else near it!

Man in Green Overalls Near Station: Lately, my wife's been busy with her women's group meetings and isn't at home much...That means I have to help out with the chores--after all, it's only fair, right?

Construction Man Near Bank: We've been so busy since that pirate attack--so many repairs to make! If you want to help, feel free to use my tools!

SUB-CITIES:

Man in Blue Shirt at Trees: My uncle, who works at the dump, was telling me that you can hear voices and noises coming from an empty warehouse in the Old City...Isn't that scary? I think it is--I hate ghosts!

Man in Black Overalls at Trees: There's a lot of space here--I bet you could make a bigger fountain than the other one down here...Maybe I should make a proposal to the mayor?

Girl in Blue Dress on Roof: I'm completely addicted to climbing high places! I wonder where I'll climb next?

Girl in Green Dress Near Fountain: I finally found Paprika...Now I've got to go looking for Jim!

Boy in Black Shirt: They say the Main Gate's opened up...I want to go look for myself, but I don't think they'd let me inside...Maybe I should go talk to the mayor...

Man in Green Overalls Near Station: My wife's club meetings are held Downtown...I heard a Sub-Gate appeared out of nowhere there--I hope she's all right!

Construction Man Near Bank: We've been so busy since that pirate attack--so many repairs to make! If you want to help, feel free to use my tools!

CENTRAL GATE:

Man in Blue Shirt at Trees: I felt another tremor coming from the direction of the Old City...I wonder if the island is sinking?

Man in Black Overalls Near Trees: I wonder if I would be famous if I started digging a hole for a new fountain and found an underground city? 'Course,

if there really was an underground city, the Reaverbots in it would probably get to me first...

Girl in Blue Dress on Roof: I'd love to climb the Main Gate, but I'm sure the police would stop me...

Girl in Green Dress Near Fountain: I'm sure Paprika's worried about Jim too...

Man in Green Overalls Near Station: My wife thinks she could take on a Reaverbot and win! She's just crazy enough to try it--that's why I'm worried about her!

Construction Man Near Bank: We've been so busy since that pirate attack--so many repairs to make! If you want to help, feel free to use my tools!

Officer at City Hall: I wonder what's wrong with this radio? It was working just fine until now...

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BANK

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ATM: It's an automated teller machine...But you can't use it--you don't have any money in the bank!

Pamphlet Stand: There are a lot of pamphlets lined up.

Desk: It's a desk for filling out forms. The pens are attached to the desk by a chain.

Sofa: It's a comfortable-looking black sofa.

FIRST VISIT:

Left Officer in Front of Bank: This is the bank...A lot of people are nervous with the pirates around, and have come to withdraw their money...

Right Officer in Front of Bank: I've got a lot of money saved here--no matter what happens, I'm gonna make sure those pirates don't get it!

Man in Green Overalls: The pirates have got me frightened too, but I'll bet it's the mayor's who's really worried!

Girl in Green Dress: The pirates aren't coming, are they? Please say they're not!

Man in Black Overalls at ATM: I figured that since I was evacuating, I should withdraw my money from my account...But I forgot that I only have 980 zenny in the bank!

Left Teller: This is the bank...If you're planning on evacuating, please be sure to withdraw your money first!

Right Teller: It's getting too dangerous here--I'm thinking that maybe we should shut down temporarily...

CLASS B LICENSE:

Front Door: There's a piece of paper that says: "For safety reasons, the bank will be closed until the pirate threat is over.

Girl in Orange Dress Across the Street From Bank: I've had it with this island! I'm leaving! So I came to the bank to get all my money out, and guess what!? It's closed!

CLASS A LICENSE:

(bank reopens)

Man in Green Overalls: Hurry up! I haven't got all day!

Girl in Green Dress: Everyone here looks so busy...

Man in White Shirt at ATM: That's out of service--please use another machine.

Servbot at ATM: Miss Tron told us to go get some money out of the bank...We need it to build new robots!

Left Teller: This is the bank...Luckily, we have been able to reopen for business!

Right Teller: The bank needs all the help it can get right now!

YELLOW REFRACTOR:

Girl in Green Dress: I think it's time for me to go home!

Man in Green Overalls at ATM: Whew! I finally got my money out!

Man in White Shirt at ATM: This will be repaired soon--please wait just a few more minutes.

Left Teller: This is the bank...Luckily, we have been able to reopen for business!

Right Teller: The bank needs all the help it can get right now!

RED REFRACTOR:

Woman in Purple Dress: We're offering a high-interest mutual fund--would you be interested in investing?

Man in Black Overalls: Now that the pirates are gone, I came here to put my money back in the bank!

Girl in Orange Dress: I wonder if my Dad's sent my allowance yet...?

Left Teller: Good afternoon! Welcome to the bank!

Right Teller: I'm so glad that the business with the pirates is over! We were so busy!

MAIN GATE:

Woman in Purple Dress: Good afternoon!

Man in Black Overalls: What do you want? I was just asking this woman out for dinner...

Man in Green Overalls: I wonder when they're going to call my number...

Left Teller: Welcome!

Right Teller: Welcome to the Kattelox Bank!

SUB-CITIES:

Woman in Purple Dress: Are you buying what you need? It's better to do that than to just save your money for nothing...Don't you think so?

Girl in Orange Dress: Be quiet! Hands up!! Hey, just kidding! What, don't you think it's funny?

Man in Black Overalls: Please...Just dinner--that's all!

Left Teller: I'm sorry--I'm working right now!

Right Teller: Good afternoon! How can I help you? Would you like to make a deposit?

CENTRAL GATE:

Woman in Purple Dress: I wonder if the bank will close down if the pirates attack again...

Girl in Orange Dress: Maybe I should withdraw all my money...Just in case something happens!

Man in Black Overalls: Yahoo! She said she'll go on a date with me!

Left Teller: ... All right...Just wait until I finish work...

Right Teller: Step right up! Fresh fish...Whoops! I used to work as a fisherman--old habits are hard to break, eh?

=====
POLICE STATION
=====

Sofa: It's a black sofa.

Lockers: Hey, you can't open that!

FIRST VISIT:

Officer in front of Station: I've done a lot of things since I joined the force, but I've never had to fight pirates before! I hope we're up to the task!

Girl in Blue Dress: I figured I'd hide here--I mean, at a time like this,

the police station's probably the safest place to be, right?

Man in White Shirt: With these pirates running around, I'm glad we have such a well-trained police force!

Woman in Orange Dress: I lost my wallet while I was shopping--can you help me?

Inspector: It turns out your grandfather, Professor Barrell, is an old friend of the mayor's...I didn't know he was such a renowned archaeologist!

Left Officer at Counter: No matter how brave those pirates might be, they wouldn't attack the police station...Would they?

Right Officer at Counter: Our job as police officers is to serve and protect the people of Kattelox Island!

Officer at Inspector's Office: Only authorized personnel are allowed inside the office.

Servbot: I'm not here to sp-sp-spy...No, not me...

CLASS B LICENSE:

Officer in front of Station: ...More trouble? sigh...The inspector's always gung-ho, but we officers have trouble keeping up with him...

Girl in Blue Dress: Whoa! That was scary! I thought this place was going to get blown up too!

Man in White Shirt: The police aren't quite as good as I thought--I wonder if everything's going to be all right?

Man in Green Overalls: Wh-wh-while I was g-g-gone, a rob-b-b-ber b-b-broke into m-m-my house...

Left Officer at Counter: With all that's been happening, we've got even more paperwork than usual--I had to cancel my vacation!

Center Officer at Counter: The inspector's not here right now...He's currently on his way to the Clozer Woods.

Right Officer at Counter: Yes, we can help...Just calm down and take it from the beginning...

Officer at Inspector's Office: Only authorized personnel are allowed inside the office.

CLASS A LICENSE:

Officer in Front of Station: This is the police station.

Woman in Orange: They may not be able to catch those pirates, but they're still our police force...We've got to believe in them, just like we always have!

Man in Green Overalls: Some robber broke into my house while I was in the evacuation shelter! I could've stopped 'im if I'd been there, but...

Girl in Blue Dress: I'm really angry!! My panties! My panties, I tell you!

I washed them, and hung them out to dry, and you know what? They were stolen!

Left Officer at Counter: The Inspector's back if you want to see him--through that door to the left.

Right Officer at Counter: Yes, yes, we'll fill out a report...Now just calm down and tell us what happened...

Officer at Inspector's Office: MegaMan, isn't it? The Inspector's inside--go on in!

YELLOW REFRACTOR:

(same as Class A License)

RED REFRACTOR:

Officer in Front of Station: This is the police station. If you're looking for the Inspector, he's inside.

Woman in Orange: What are you doing here? You didn't do anything bad, did you? You're a hero--you shouldn't break the law!

Officer at Inspector's Office: MegaMan, isn't it? The Inspector's inside--go on in!

Woman in Brown Dress: Have you read the papers lately? They're full of news about you!

Man in Blue Shirt: I had no idea I was driving that fast--honest!

Left Officer at Counter: Well, even if you say so, a crime is still a crime!

Right Officer at Counter: Not much happening today...Still, like the old saying--'No news is good news,' eh?

Servbot Behind Counter: gulp!

MAIN GATE:

Officer in Front of Station: This is the police station. If you're looking for the Inspector, he's inside.

Man in Blue Shirt: Even though it was only my first offense, they gave me a ticket! The police here are friendly, but they can be strict too!

Woman in Brown Dress: A robber broke into my house while I was at work--there's no one around during the day, 'cause I live by myself...Hey, MegaMan, why don't you move in with me? Just kidding...

Man in Green Overalls: Ah...hic! Ah...ahm not! drrruhknk! urp!

Left Officer: All right, now please blow into this...

Right Officer: Things are still pretty quiet...But after that loud noise, whatever it was, I wouldn't be surprised if things get busy again...

Officer at Inspector's Office: MegaMan, isn't it? The Inspector's inside--go on in!

SUB-CITIES:

Officer in Front of Station: This is the police station. If you're looking for the Inspector, he's inside.

Man in White Shirt: I came here to report that Sub-Gate entrances appeared in the middle of Downtown and Uptown! But maybe it's better to tell you about them instead?

Woman in Orange: Why'd you pick me out! I'm not the only one! Everyone's doing it!

Left Officer: Ignoring traffic signals is a major cause of accidents! Please be careful!

Right Officer: You're going to investigate the Sub-Gates, aren't you? I bet you must be a little afraid, huh? Aren't you?

Officer at Inspector's Office: MegaMan, isn't it? The Inspector's inside--go on in!

CENTRAL GATE:

Officer in Front of Station: This is the police station. If you're looking for the Inspector, he's inside.

Man in White Shirt: Reaverbots? In underground cities? Hmmm...that's a little out of our league, I think...

Woman in Orange: Why are they bothering with someone like me? Why aren't they out there chasing after the Reaverbots or something!?

Left Officer: I'm supposed to be out investigating everything that's been happening...But I just can't seem to get excited about work anymore!

Right Officer: We can't handle all the everyday stuff! We'll let you take care of all the weird stuff!!

Officer at Inspector's Office: MegaMan, isn't it? The Inspector's inside--go on in!

=====

CITY HALL

=====

Sofa: It's a shiny leather sofa.

FIRST VISIT:

Woman in Purple Dress: I can't sit still--I'm so worried about those pirates

coming!

Man in Green Overalls: I've got to take care of my evacuation procedures before it's too late!

Woman at Counter: You're from out of town, aren't you? Are you a Digger? Don't worry, everyone here is very friendly! You may not know your way around yet, but you'll find that you'll get along just fine! Please just remember to observe the law and you won't have any problems.

Man at Counter: We are currently handing evacuations applications.

CLASS B LICENSE:

Woman in Purple Dress: I'd like to fill out a relocation form...Where do I do that?

Man in Green Overalls: I've got to finish my relocation procedures and get back home!

Girl in Green Dress: I heard those pirates are hiding in the Clozer Woods...I hope the police can take care of them!

Woman at Counter: You're quite the Digger, aren't you? Keep up the good work!

Man at Counter: We are currently processing post-evacuation relocation forms.

CLASS A LICENSE:

Officer in Front of City Hall: You got a Class A Digger's License? With that, you'll be able to get into the sealed-off ruins in the southern forest, on the island on the lake, and the one that those pirates were trying to dig up in the northern forest...Boy, the mayor must really trust you to give you the key to the island's treasure--the pirates would love to get their hands on that!

Woman in Purple: Oh, so this is where you turn in your relocation forms, eh?

Girl in Green Dress: I wonder if those pirates have really given up...

Woman at Counter: Everyone here is very friendly! You may not know your way around yet, but you'll find that you'll get along just fine! Please just remember to observe the law and you won't have any problems.

Man at Counter: We are still processing relocation forms.

YELLOW REFRACTOR:

Girl in Green Dress: I bet those pirates'll show up at the ruins on the lake next! I mean, it makes sense, right?

Woman in Purple: Well, now that my form're all filled out, I guess it's time to go home!

Woman at Counter: Everyone here is very friendly! You may not know your way around yet, but you'll find that you'll get along just fine! Please just remember to observe the law and you won't have any problems.

Man at Counter: It looks like most people have come back from the evacuation shelters...

RED REFRACTOR:

Man in Black Overalls: I don't know...There's something dignified about a government building, don't you think?

Girl in Orange Dress: Excuse me...I'd like to apply for a marriage license...

Woman at Counter: Everyone here is very friendly! You may not know your way around yet, but you'll find that you'll get along just fine! Please just remember to observe the law and you won't have any problems.

Man at Counter: Finally, everything's back to normal...

Servbot: We're opening a restaurant, and we need to fill out some forms...That's what Miss Tron said!

MAIN GATE:

Officer in Front of City Hall: Hopefully this means the pirate threat is

over...But we still can't let down our guard! That's why I'm here--to make sure nothing happens to the mayor!

Man in White Shirt: I'm sorry--you can't see the mayor without an appointment...Just kidding! You can go on in, MegaMan!

Woman in Purple: What about all those little cats that live around the Main Gate? I wonder what's going to happen to them?

Man in Black Overalls: First thing that happens after I get home is this big earthquake! Guess I've got to evacuate again!

Woman at Counter: The mayor might know something about the Main Gate. She's upstairs if you'd like to talk with her.

Man at Counter: We've started evacuation procedures again. Things are going to get busy!

SUB-CITIES:

Officer in Front of City Hall: I hear that Sub-Gates have appeared all over the city...What will happen if Reaverbots come out of them and start attacking everyone?

Woman in Purple: I can't remember a time when so much happened at once...'It never rains but it pours,' they say!

Man in Black Overalls: I was going to evacuate! But then I changed my mind! Wait! Maybe I should...

Woman at Counter: A Sub-Gate has appeared in the middle of the city...The citizens are getting very nervous.

Man at Counter: All I do all day is process evacuation forms...Maybe I'll evacuate myself...

CENTRAL GATE:

Officer in Front of City Hall: I wonder what's wrong with this radio? It was working just fine until now...

Woman in Purple: I figure whatever happens, happens--there's not much we can do about it...We just have to live one day at a time...

Man in Black Overalls: Yep! I made up my mind! I'm staying! I was born and raised here--I ain't running! So there!

Woman at Counter: I heard something happened over by the Main Gate...You're our only hope, MegaMan--we're all counting on you!

Man at Counter: I thought about evacuating, but...I changed my mind once I saw the mayor was staying!

=====

MAYOR'S OFFICE

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Shelves: The mayor's files on the island's population and information on the ruins are stacked up neatly on the shelves.

Painting: There's a large painting on display.

Sculpture: There's a simple sculpture on display.

Blue Counter: There's a beautiful stone on display.

CLASS A LICENSE:

Amelia: Why hello there, MegaMan...What can I do for you?

[I'd like to make a donation...]: You will!?! Oh, thank you so much! I wonder where we should start...

(after selecting building(s) to be restored):

To complete the repairs to the [building(s)], we need an additional xxxx zenny.

Amelia: Thank you so much, MegaMan--this means so much to the island!

(after making all donations):

Amelia: Wait a minute--now that I think about it, thanks to you, there's nothing that needs repairing! There's no need for you to make a donation--sorry!

[Nothing--just came to see you]: Oh, my! Why MegaMan, I'm happy to see you too...I...I don't know quite what to say...Thank you...

[About the investigation]: MegaMan, please be careful--I wouldn't want anything to happen to you during the investigation. You should also watch out for the pirates--they seem to have focussed their attention exclusively on you now...Take care of yourself!

YELLOW REFRACTOR:

[About the investigation]: I see...So you say the Reaverbots in the Cardon Forest ruins have become active...I wonder if the same is true for the ruins out on the lake and in the Clozer Woods...I'd like you to go check out those ruins out as well, if you can.

RED REFRACTOR:

[About the Investigation]: So I was right--the Reaverbots in the Uptown ruins have also activated! I guess it's safe to say the ones in the Clozer Woods ruins have too...But we still haven't been able to find out anything about the legendary disaster, or the treasure that you're looking for...It also bothers me that wherever you go, the pirates seem to be there first...Be careful, MegaMan!

MAIN GATE:

[About the Investigation]: This is a surprise! No one expected that the Main Gate would open one day...If you weren't able to find out anything about the legendary disaster in the Sub-Gates, then maybe you'll find something in the Main Gate...Just when we'd gotten rid of the pirates, this happens...It's just one thing after another...In the interests of public order, I'd like to ask you to investigate the Main Gate, MegaMan--good luck!

SUB-CITIES:

[About the investigation]: I've gotten reports that underground entrances have appeared all over the city...It seems like the more you continue your investigation, the more bizzare things happen...I don't know...Maybe it's not a good idea to have you continue the investigation--for your sake as well as the island's...

CENTRAL GATE:

[About the investigation]: It looks like the only ruin left unexplored is the Main Gate...Who knows what's inside? And what will happen if we tamper with it? ...If it hadn't been for you, MegaMan, I shudder to think what those pirates would have done to the island...I'll leave everything in your capable hands, MegaMan--you do what you think is best! The fate of our island rests on your shoulders!

=====
INSPECTOR'S OFFICE
=====

Cabinet: There's a lot of little things on the shelves.

Desk: It's the Inspector's desk...It looks like a desk from a police show on TV.

Table: It's a table...They probably use it for meetings.

Markerboard: It's a white board...They probably use it for drawing up plans and so on.

FIRST VISIT:

Inspector: We kind of reached the end of our rope with this last disaster...Things haven't completely quieted down yet, so we'll stay on alert status for a little while longer...When you have the time, stop by and talk to us sometime--never know when we might need your help again!

FIND THE BOMBS IN DOWNTOWN:

Inspector: Oh, MegaMan! I was hoping you'd come by--there's something I'd like to ask your help with...A little while ago, this little kid with a yellow face came up to me and told me that he'd dropped something Downtown...I didn't really understand what he said to me--he said he'd dropped three things, and that we'd all better run, or something...I'm not sure what it all means, but I've got a hunch something's not right...Could you go check things out for me? Thanks, and good luck!

Inspector (after talking to him again): Have you found out anything, MegaMan? Keep looking!

MegaMan: A bomb! That must be what the Inspector was talking about...! You've got to find the other two before they explode! Maybe if you can find someone who saw something...

Gate: You've got to find the bombs before they go off...

Woman in Orange: What was that noise? It sounded like a bomb going off! Wait...that means that the thing I saw over by the green house must have been...Oh no!

Construction Man: Are you looking for something? You know, I lost something myself recently--I was fixing the roof, and I forgot my tools on the roof, of all places! Last place I thought of to look! Just goes to show you--things are always in the place you least expect to find them! Who knows? Maybe what you're looking for is on somebody's roof?

[If you find first bomb]: You found a bomb!

MegaMan: Here's the switch--There! Now it's disarmed!

(You got: Plastique/Bomb!)

MegaMan: Only one more!/Whew!

[If bombs go off]: Too late! You ran out of time!

Inspector (if you did not defuse both bombs): Oh, it's you, MegaMan! Who would have thought that that little kid had planted bombs in the city? I'm sorry--I never should have gotten you involved in something like that...Well...Come by and see us again sometime...

Inspector (if you did defuse both bombs): Oh, it's you, MegaMan! I saw the report about the bombs--we're lucky you found them all before they went off!

You saved the city--again! Thanks for helping us!

FIND THE BAG IN DOWNTOWN:

Man in Green Overalls (flustered): Oh no...Oh dear...What should I do...?

Inspector: Hey, MegaMan...I could use your help with something...A man came to us saying he's lost the money he was going to use to build his house--poor fellow! I'd like you to see if you can find the bag this fellow dropped...The owner of the bag is out there in the lobby--you should go talk to him.

Man in Green Overalls (flustred): Ohhh...Where could I have left it? I'm pretty sure I had it when I went to the electronics shop...I've been saving for years so I could build my dream house, too...Ohhhh, what'm I gonna do?

Electronics Store Cashier: Huh? Someone carrying a bag? Yeah, I saw him! He said he had lots of money, so I tried to get him to buy something, but he didn't buy anything! He said that it wasn't his money to spend...He left saying he was going to get something to eat...

Baker: Welcome...huh? A middle-aged man carrying a bag? Well, he bought some bread, and then left, saying he had something to look up...I don't think a single piece of bread'll be enough of a meal for a grown man, but...

Librarian: A man carrying a bag? Yes, I saw him...He looked like he was having some kind of problem breathing, like he had something stuck in his throat...Maybe he went looking for something to drink?

Girl in Green Dress Near Soda Machine: A middle-aged man carrying a bag? Hmmm...Well, I did see a man who didn't look well buy some juice, but he didn't have a bag, though...If it's the same man, he must have lost it before coming here...Why don't you ask around? Don't you watch detective

stories on TV? That's the first step of any investigation--find suspects and question them!

Boy in Red Shirt (first time): Boy, that old guy really made me angry!

Boy in Red Shirt (second time): Get outta my face!

Boy in Red Shirt (third time): Huh? A man with a bag? I saw him...He went running by real fast...He even ran into me! Kept on going without even so much as a 'sorry'! I was angry, so I put the bag he dropped into a trash can! Did he send you to look for it? Well, it's over there--why don't you go get it?

Inside Garbage Pail Near Boy in Red Shirt: (You found: Bag!)

Inspector (after returning Bag): What!? You found it!?

Man in Green Overalls: Oh, thank you so much! I was frightened to death thinking about what my wife would do to me if she found out what had happened! As a reward, let me give you some of the money...What? You say you don't need any? Well, here, at least accept this, as thanks from me.

(You got: Arm Supporter!)

Man in Green Overalls: Thank you so much!

=====
UPTOWN
=====

(accessible upon receiving Class A License)

CLASS A LICENSE::

Woman in Orange Near TV Station: This is Uptown--it's sort of like a resort area. There's a lake here--you can rent a boat and go out on it if you want.

Girl in Orange Dress Near Museum: My boyfriend likes to go out on the lake, so we're going to rent a boat and go rowing...What? The ruins? Why would we go on a date to such a dangerous place?

Man in Blue Shirt Near Museum: My girlfriend likes to look at paintings...That's why today we're going on a date to the museum.

Girl at Computer Game School: This is a computer game school! I'm going to go here and learn how to make really cool games like 'Resident Evil'!

Reporter Near TV Station: yawn...Boy, I'm glad that the shoot's finally over! I'm gonna grab something to eat and go home!

Construction Man: We're building a house here...My house! I'm gonna build my dream mansion!

Woman in Purple Near Boat Shop: That girl's painting is a little drab...It could use some more color...If she's out of paints, she should go to the market and get some!

Woman in Orange Outside Boat Shop: I like to sit here and look out over the lake...Have you ever been out on the lake?

[No]: Well, then, you should go rent a boat in that boat-house there...Don't be frightened by the owner--he may be a little wierd, but he's a nice guy!

[Yes]: Oh...So did you go to the ruins on the island?

[Yes]: ...Then you must have a Class A license then...A long time ago, my husband used to dig out there on those ruins...But one day, he was attacked by a Reaverbot, and...I'm sorry--I didn't mean to bring that up...

[No]: You'd be smart to stay away from there...But you're going to go no matter what, aren't you? I understand...You have the same look in your eyes as my husband used to...

YELLOW REFRACTOR:

(same as Class A License)

RED REFRACTOR:

Man in Black Overalls Near TV Station: The sky over by Lake Jynn went white

for just a second a few minutes ago! Almost like there was an explosion or something...

Man in Green Overalls at Hospital: Where's the front door? I'm lost!

Woman in Purple Near Museum: Got to get out once in a while and experience high culture, eh?

Man in Blue Near Boat House: After I finish my walk, I'm going to go get on a boat!

Girl in Orange Dress Near Boat House: In just a little while, my boyfriend and I are going to go out on a boat...I can't wait!

Woman in Orange Near Boat House: Just as I thought--you went to the ruins, didn't you? Why are men always doing crazy things like that?

Girl at Computer Game School: This is a computer game school! I'm going to go here and learn how to make really cool games like 'Resident Evil'!

MAIN GATE:

Man in Blue Near Boat House: I'm going to propose to her, but I don't know what I should say! What if she says no? Oh, what should I do?

Girl in Orange Near Boat House: I'm waiting for him to propose to me...But he can't seem to get the nerve up...I wonder if he's changed his mind?

Woman in Orange: That girl's painting is a little drab...It could use some more color...If she's out of paints, she should go to the market and get some!

Woman in Purple: It's important to have a regular health check-up--you never know what might happen!

Man in Blue Near Museum: A loud noise? Well, I did hear a noise, but I didn't think it was that loud...Well, whatever it was, I don't think it happened around here...

Girl in Orange Near Museum: I was inside the Main Gate! I saw what was inside--it was amazing! Like something out of this world! Was I convincing enough? Think I could get on TV if I said something like that?

Girl at Computer Game School: This is a computer game school! I'm going to go here and learn how to make really cool games like 'Resident Evil'!

SUB-CITIES:

Man in Blue Near Boat House: I did it! I proposed! I told her that no matter what happens, I'll always love her!

Girl in Orange Dress Near Boat House: He finally proposed to me, and I told him that I'd follow him to the end of the world!

Man in Blue Shirt Near Museum: What's this? Who? Why? When? I don't understand!

Girl in Orange Dress Near Museum: Wait a minute! What's this? I've got to tell the TV studio about this! Oh, boy, I'm gonna be famous!

Woman in Purple Near Hospital: I've been depressed ever since my check-up...They told me I was overweight and have to go on a diet!

Girl at Computer Game School: This is a computer game school! I'm going to go here and learn how to make really cool games like 'Resident Evil'!

CENTRAL GATE:

Man in Blue Shirt Near Boat House: Don't worry, MegaMan--I'll make sure nothing happens to her!!

Girl in Orange Dress Near Boat House: Oh, I'm not worried about anything--I know he'll protect me!

Man in Blue Shirt Near Museum: You got rid of all the Reaverbots in here, didn't you? Hmmm...maybe I'll go inside and take a look around--I've always wondered what these looked like on the inside...

Girl in Orange Dress Near Museum: I just felt another tremor coming from over by the residential area! I'd better go tell the TV station!

Woman in Purple Near Hospital: I've decided to evacuate from the city--I figure if I run away, I'll lose weight, right?

Girl at Computer Game School: This is a computer game school! I'm going to

go here and learn how to make really cool games like 'Resident Evil'!

=====
WILY'S BOAT HOUSE
=====

CLASS A LICENSE:

Girl in Orange Dress: Did you hear what happened? Someone stole all the boats here! Now the only one left is an old broken-down one!

Customer: I wanted to rent a boat too...What? Go to the ruins!? No, no, not me! I was gonna go fishing! There's a lot of trout out there in the lake, see?

(first attempt to enter door besides Man in Green Overalls):

Customer: The dock's out that way, but you won't find any boats there...Heard someone's stolen all the boats! Now who would do a thing like that?

Wily (at register): Need a boat? Normally, you could take your pick, but we don't have any boats right now--sorry...

(first attempt to enter door beside Wily):

Wily: Sorry--no boats there, either...Someone's gone and stole all my boats!

I've only got one left, and it's broken down--won't be much use to you!

Servbot (behind door next to Customer): You say the boats've been stolen? I wonder why someone would do a thing like that?

Boat: It won't work--looks like it's broken...

Left Construction Man at Boat: Wily asked me to fix this boat for him, but it's beyond my help! I mean, how'm I supposed to fix something even he can't fix in the first place, anyway?

Right Construction Man at Boat: I bet if I could get my hands on a decent refractor I could fix this boat...Problem is, there aren't that many big enough just lyin' around, y'know? Maybe if I could get a Class A license and go explore one of the Sub-Gates...Maybe...

Right Construction Man at Boat: The only thing wrong with this boat is the refractor casing and the couplings...If I had a big refractor like yours, I could probably fix it...

(select "Call Roll" so Roll can fix boat with the Yellow Refractor)

YELLOW REFRACTOR:

(after fixing boat with Yellow Refractor)

Wily: Getting the refractor out of the ruins won't be so easy...Lots of Diggers have tried before...But you just might be the one to do it...Good luck!

Customer: Don't worry about me--I can go fishing later!

Left Construction Man: Well, at least the boat's fixed, even if I wasn't able to do it myself!

Right Construction Man: I knew it was the refractor couplings!

Girl in Orange Dress: I wonder if they'll still rent the boat, now that it's the only one they have?

AFTER DEFEATING BARCON BUT BEFORE RED REFRACTOR:

Woman in Purple: What a nice view...

Customer: They must have made that giant robot out of the boats they stole...Good thing I didn't go fishing after all--they might have attacked me!

Left Construction Man: Thanks for fixing the boat for us!

Right Construction Man: I can't believe it! That little girl was able to fix that boat when I couldn't! Humph! Guess I'll just have to work harder and study engineering some more!

Wily: So...the pirates stole my boats and used them to make that giant robot, eh? I wonder what they were planning to do out at the ruins...?

RED REFRACTOR:

Wily: You're back, eh? Ho...that's quite a prize you brought back with you...I must say, you've certainly exceeded my expectations of you!

..Well, you're welcome to come back and use the boat any time you want to!

Customer: They must have made that giant robot out of the boats they stole...Good thing I didn't go fishing after all--they might have attacked me!

Left Construction Man: Thanks for fixing the boat for us...Wait a sec!

Where'd you get that refractor? It's bigger than the one you had before!

Right Construction Man: I can't believe it! That little girl was able to fix that boat when I couldn't! Humph! Guess I'll just have to work harder and study engineering some more!

Woman in Purple: What do you want?

[Ask about Roll]: That girl with the red cap? She went by just a minute ago.

[Never mind]: Oh...Isn't this a nice view?

AFTER FIXING FLUTTER:

Wily: So, you were able to fix your flying machine with that refractor, eh? I guess that means you'll be able to go a lot of places you weren't able to before, right?

Woman in Purple: I wonder what's going on...It looked like there was something happening out on the surface of the lake a while ago...

Customer: They must have made that giant robot out of the boats they stole...Good thing I didn't go fishing after all--they might have attacked me!

Left Construction Man: Thanks to you, the boat's working again...But things're going to be busy around here with only one boat!

Right Construction Man: I can't believe it! That little girl was able to fix that boat when I couldn't! Humph! Guess I'll just have to work harder and study engineering some more!

MAIN GATE:

Wily: Hmmm...I bet it's the Main Gate...There's some kind of commotion going on over there...

Man in Blue Overalls: I've been a fisherman for my whole life, but with the way the water's all churned up, even I wouldn't be able to catch anything...I guess I'll have to wait a while...

Girl in Orange Dress: You might not know it, but I love fishing! Hey, you there! Wanna have a good time with me? See? Sometimes I get a catch, and sometimes I don't!

Left Construction Man: Not much for me to do with only one boat left to take care of...

Right Construction Man: Those pirates are a pretty mean bunch, aren't they? I mean, stealing all the boats like that...What? Their ship exploded? Oh...Maybe I shouldn't say bad things about them anymore then...

SUB-CITIES:

Woman in Purple: I heard that new Sub-Gates appeared in the middle of the city! And just now, there was a big tidal wave that crashed up against the shore! It sure gave me a fright!

Wily: Someone once told me a long time ago that there are cities underground...And that the people who lived there weren't our ancestors--they were different...I know it sounds pretty silly...I never gave it much thought until today...But talking to you makes me think anything is possible, MegaMan...You sure are an interesting lad...

Man in Blue Overalls: Did you know there was a tidal wave? If this keeps up, I won't be able to catch anything! How'm I supposed to pay my bills then?

CENTRAL GATE:

Woman in Purple: There was another tidal wave! It came up, and BOOM! I wonder what's going to happen to this poor little island...

Wily: Well, since they call it the Main Gate, I imagine it must be some kind of door...But the more important question is, where does it lead to?

Man in Blue Overalls: I guess the ocean must be angry about something...But is it at something we've done...or is it something else?

=====

KTOX STATION

=====

TVs: There are several different shows being shown at the same time.

KTOX Mascot: Maybe it's the Kattelox mascot?

Elevators (said by the Receptionist): Please check in here first.

ONLY QUOTES:

Girl in Orange Dress: I wish I could be on TV too...I wonder if I could convince a scout to give me a chance?

Director: Say...You look like you're a pretty good runner...You want to try out for my show? It's a race through the city streets--what do you say?

[Yes]: Great! Come on then--let's go!

[No]: Oh, that's too bad! Let me know if you change your mind!

Woman in Blue Suit: Do you want to see the high scores for each game?

[Yes]: (shows High Scores menu)

[No]: (ends conversation)

Woman at Counter: We've been waiting for you! You're one of the contestants for our hit show, 'Dangerous Games,' aren't you? Let's see...which event are you signed up for?

[Beast Hunter]: OK, then you need to go to Studio No. 1--have fun!

[Balloon Fantasy]: OK, then you need to go to Studio No. 7--have fun!

[I'm not a contestant]: (ends conversation)

BEAST HUNTER GAME:

RANK D: Par--10 Prize--1000z

RANK C: Par--12 Prize--2000z

RANK B: Par--14 Prize--3000z

RANK A: Par--16 Prize--Zetsabre (first win) and 4000z+ (subsequent wins)

Announcer: Our next challenger is MegaMan Volnutt! Do you want to hear the rules?

[No]: Rank x Par: xx Here we go!

[Yes]: In this game, you have to kick a ball at the dog chasing the man there, and see how many times you can hit it! If your number of hits is better than the par, you win! You start at Rank D, and as you win, your rank will go up, but so will the par! If you win at Rank A, you'll get a prize--good luck!

[Instructions]:

C-LEFT: Right Kick B button: Left Kick

You can walk by pressing the C-DOWN button and the right/left Control Stick/Control Pad .

You can aim the ball to the right or left by kicking it on the rim.

[After a loss]: Your score is xx hits...Sorry, MegaMan--you lose. Want to try again?

[Yes]: (starts next round)

[No]: Ladies and gentlemen, MegaMan Volnutt! Thank you for playing, MegaMan!

[After a win]: Stop! Your score is xx hits! Congratulations, MegaMan--you did it! You win [Prize]! Want to try again?

[Yes]: (starts next round)

[No]: Ladies and gentlemen, MegaMan Volnutt! Thank you for playing,

MegaMan!

BALLOON FANTASY GAME:

RANK D: Time Limit--22 seconds Prize--1000z

RANK C: Time Limit--18 seconds Prize--2000z

RANK B: Time Limit--16 seconds Prize--3000z

RANK A: Time Limit--12 seconds Prize--Mystic Orb (first win) and 4000z+
(subsequent wins)

Announcer: Our next challenger is MegaMan Volnutt! Do you want to hear the rules?

[No]: Rank x Par: xx Here we go!

[Yes]: We release a lot of balloons into this room, and your job is to see how fast you can shoot and pop the red ones! Be careful you don't pop the blue ones--if you do, your time goes down! You win if you can pop all the red ones within the time limit! There are four different ranks, and as you win, your rank will go up, but the higher the rank, the shorter the time limit! If you win at the highest rank, you'll win a prize--good luck!

[After a loss]: Time's up! Whoops! Time's up!

[After a win]: Stop! Your time is x:xx:xx! You did it! Congratulations!
You win: [Prize]!

[After first Rank A win]: Your time is x:xx:xx! Good job--you won at Rank A! Congraulations! You win: 'Mystic Orb'!

Want to try again?

[Yes]: {Starts next round}

[No]: Thank you for playing, MegaMan!

RACE GAME:

STRAIGHT COURSE:

RANK D: 12 seconds Prize--1000z

RANK C: 10 seconds Prize--1100z

RANK B: 8 seconds Prize--1200z

RANK A: 7 seconds Prize--Music Box (first win) and 13x0z (subsequent wins)

LEFT CURVE COURSE:

RANK D: 15 seconds Prize--2000z

RANK C: 12 seconds Prize--2100z

RANK B: 9 seconds Prize--2200z

RANK A: 8 seconds Prize--Omni-Unit (first win) and 23x0z (subsequent wins)

TECHINCAL COURSE

RANK D: 25 seconds Prize--3000z

RANK C: 20 seconds Prize--3100z

RANK B: 18 seconds Prize--3200z

RANK A: 16 seconds Prize--Giant Horn (first win) and 3300z+ (subsequent wins)

Announcer: Do you want to hear the rules?

[Yes]: This game is a timed race through the city streets! The object is to pass through the course marked by the red cones within the time limit. The yellow cones are bonus cones--knock them over as you're running and the clock will stop for a short time! You win if you finish the course within the time limit, There are three courses, and four ranks, A through D. You start at rank D, and your ranking will go up as you win races--however, the higher your rank is, the shorter the time gets. If you win at Rank A, you'll win a prize!

[No]: (starts game)

[If you go off-course]: Whoops! You strayed off the course! I'm sorry, but you're disqualified!

[After a loss]: Sorry--time's up!

[After a win]: Congratuations! You made it! Your time is x:xx:xx You win:
[prize]!

[Quit]: Thank you! Our ratings are the highest they've been! Please, come back and try again!

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HOSPITAL

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TV: It's a TV...It's you! You've never seen yourself on TV before!
At Door Before Checking in (said by Nurse Receptionist): I'm sorry, but you can't go inside without checking in at the reception desk first!

ONLY QUOTES:

Man in Green Overalls: Feel like I've come down with a cold, so I thought I'd have the doc take a look at me.

Nurse Behind Counter: This is Kattelox Hospital.

Nurse Near Door: We don't get many patients, actually--everyone on the island's pretty healthy!

HELP IRA'S LEG GET BETTER:

Ira (in a wheelchair with a broken leg): Are you from another island?

[Yes]: I wish I could go places too...But just you wait and see! Once my leg gets better, I'm gonna go all over! The nurse tells me that if I keep working hard on the rehabilitation, my leg'll get better in no time! Why don't you come to my room sometime and tell me stories about where you've been? It's so boring just staying in my room by myself all day...

[No]: That's not true! I saw you on TV! You're the guy who saved the city from those pirates! (continues as if you said Yes)

Nurse at Counter: Have you come to visit Ira? She's in room 305. Please use the door over to your right.

Nurse Inside Ira's Room: One of my patients is this darling little girl...But she's very ill, and has lost the ability to walk...If we just had some more modern equipment here, we could probably cure her, but...I just wish there was something I could do for her...

Ira: What's it like on other islands? Have you been to many other places? You know, as soon as my leg gets better, I'm gonna go someplace different...I wonder what it's like on other islands...

Ameila at Mayor's Office (About the hospital's equipment...): I've been wanting to upgrade the hospital's equipment with the latest models myself for sometime now...But to do that, we need 15,000 zenny...

[I can pay that]: Why, thank you, MegaMan...Thank you very much!

[Wow! That's a lot of money]: Yes, it is...We can't afford it right now...Maybe someday...

Ira (she can walk again!): Hey! MegaMan! Look! Look! I can walk again! The nurse told me that you bought them a machine that fixed my leg...Thank you! Here, this is for you...I found it when I was out for a walk...

(You got: Flower Pearl!)

Ira: Come back and see me again!

Nurse Inside Ira's Room: A little rehabilitation and her leg will be as good as new. She can go home then...Thank you so much!

Ira (subsequent quote): Come back and see me again!

HELP PREGNANT WOMAN GET TO HOSPITAL:

Pregnant Woman in Green Dress at Cardon Forest: I came out here...to get some fresh air and...look at the scenery...but my stomach...oooh, it hurts...

(What do you do?)

[See if she gets better]: (ends conversation)

[Take her to hospital]:

Man in Black Overalls at Hospital: Anna!! Are you all right!?

Nurse at Door: If you're worried about that woman who just came in, she's fine...Maybe you should come back after he's calmed down a little.

Man in Black Overalls at Waiting Room: You're the one who helped Anna,

aren't you? Thank you so much! Here, take this as a token of my thanks!

(You got: Sun-light!)

Man in Black Overalls at Waiting Room: I'm going to close down the store until Anna's back on her feet...I wouldn't be able to work worrying about her anyway!

Nurse at Door: The new father seems really happy! Thanks for your help!

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MUSEUM

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COMPLETE CURATOR'S PAINTING IN UPTOWN:

Woman in Orange Near Curator: That girl's painting is a little drab...It could use some more color...If she's out of paints, she should go to the market and get some!

Easel: Looks like someone's drawing the hospital and its surroundings.

Curator at Uptown: Hmmm...Something's missing...What do you think I should add?

[Some talent]: Huh? What did you just say?

[I said, talent]: Did you just say what I think you said? Could you repeat that?

[Yeah, I said talent]: That's what I thought...Never mind, then...

[Some red/Um, some red, maybe/No, I said 'red']: Really? You think so? I'm fresh out of red, which is why I haven't been using it, but...I suppose it is a little drab, but there's nothing wrong with this colder look either.

Curator: Hmmmm...

Cashier at Hipbone: Hi there, MegaMan! Are you looking for something? Red chalk? For drawing? I didn't know you were an artist! We don't have red chalk, but we've got some red lipstick...Would that do?

[No]: No? That's too bad...

[Yes]: Really? You mean it? OK, then, here! I'll give you mine...I'm sorry, I've already used it a little...Oh, don't worry about paying me...I'm just glad I could help you, MegaMan...See you later!

(You got: Lipstick!)

Curator: Oh, you're back! Hmm? What's that? Hey! Could I borrow that for a second?

(Curator starts painting)

Curator: That's it! That's perfect!

(Curator finishes painting)

Curator: That's exactly what it needed! Thank you so much! Oh, would you look at the time! I'd better get going!

Woman in Orange After Museum Opens: Nice view from up here, isn't it?

PRESENTATION OF EXHIBITION HALL ARTIFACTS:

Curator: Hi there! Thanks for helping me out before! Thanks to you, I was able to finish my painting! I just paint for fun in my spare time--my real job is here, working as the curator...Why don't you take a look around? I know there's not much here, but...Wait! You're a Digger, aren't you? If you find anything interesting on one of your digs, could you bring it here and show it to me? If it's really good, I could display it here! You will?

Great! Thanks!

OLD BONE:

Curator: What's that you've got there? It looks like a bone or something...Oh, well--a lot of the people who come here are into strange things like this...It doesn't look like much, but if you want, I can display it here...I'll call it an 'Ancient Digging Tool'--What do you say?

(will give these choices everytime you present an artifact):

[No]: What!? Boy, I didn't think you were such a selfish little kid!

[Yes]: Thank you so much! I bet there are a lot of people who'll come to see this!

OLD HEATER:

Curator: Hmmmm? That's a funny-looking thing you've got there...It looks like a hibachi or something...Maybe they use it in the dungeons when it gets cold? Why don't we call it a 'Fire Pot' and put it on display?

OLD DOLL:

Curator: What? Did you really find that underground? If you did, it's an incredible discovery...I wonder what something like this would be doing underground...Oh, well--why don't we call it a 'Human Doll'...It could be someone's idea of a joke, but...Why don't we put it on display?

ANTIQUUE BELL:

Curator: Hmmmm...That's a 'Kattelox Bell'--they're found only on this island...No one knows what they're used for...Is it OK if I put this on display?

GIANT HORN:

Curator: That's quite a find you've got there--it's called a 'Giant Horn'! Maybe you've seen some rich people on TV with these on display in their houses? They're worth a lot...Would you let me put it on display here, please?

SHINY OBJECT:

Curator: Oh my...is that a 'Crystal Fossil'? Do you know what that is? Those are made when a Reaverbot's body crystallizes over the centuries...They're considered Grade Three National Treasures! It would mean so much to me if you'd let me display that here--please?

OLD SHIELD:

Curator: Where did you find that!? That's an antique shield! Relics like that are classified as Grade Two National Treasures! Some Reaverbot was probably using it to protect itself...You'll let me put it on display, won't you?

SHINY RED STONE:

Curator: That's a Reaverbot Eye! Look at it...it's so beautiful the way the light goes through that translucent red...These are Grade One National Treasures--there have been lots of Diggers who've disappeared in the dungeons looking for these...That would be the star attraction for any museum! Would it really be all right if I put it on display here?

PAINTING GALLERY ARTIFACTS:

(from left to right in a circle; descriptions said by the Receptionist)
Painting of Girl With Roses: That painting was made almost 20 years ago. It's beautiful, isn't it?

SF Sculpture: It looks like something out of an SF movie, doesn't it?

Painting of Omnious Battle: This painting was apparently found in a ruin somewhere...It looks like the person wearing blue armor is fighting with a frightening monster! I wonder what the thing that looks like an eye there is supposed to symbolize?

Chicken Sculpture: It looks like a chicken!

Painting of Marketplace: This is a painting of the marketplace!

Black Starry Sculpture: I wonder what that is? I don't know for sure myself!

Painting of Kattelox Island: That's a picture of our home, Kattelox Island, as seen from the air!

EXHIBITION HALL ARTIFACTS:

(from left to right in a circle; descriptions of non-Digout items are said by the Curator):

Yellow Box: Don't you think this is just the loveliest box? I really like these!

Green Diamond: That's a beautiful diamond, isn't it? It's one of my favorite displays!

Ancient Digging Tool (Old Bone): Discovered in the Cardon Forest Sub-Gate. Appears to be made of animal bone.

Human Doll (Old Doll): Found in the Cardon Forest Sub-Gate. Believed to have been made by a Reaverbot, modeled after a human.

Giant Horn (Giant Horn): Believed to be the horn or fang of an animal-shaped Reaverbot. Often found in rocky areas above ground.

Reaverbot Eye (Shiny Red Stone): Grade One National Treasure: found in the Main Gate. As the name indicates, believed to be the eye of a giant Reaverbot.

Antique Shield (Old Shield): Grade Two National Treasure. Apparently used by Reaverbots for protection.

Crystal Fossil (Shiny Object): Grade Three National Treasure. Fossilized remains of a dead Reaverbot.

Kattelox Bell (Antique Bell): Found in the Clozer Woods Sub-Gate. Named for its bell-like shape.

Fire Pot (Old Heater): Pot of mysterious origin found in the Yass Plains. Named for its resemblance to a hibachi.

Black Rock: That may look like any old rock...But it's really a rare and valuable specimen!

Yellow Vase: Every museum's got to have a vase or two, right?

MUSEUM WITH 0-2 ARTIFACTS::

Receptionist: Good afternoon! Welcome to the Kattelox Art Museum! The first floor has our art gallery, and the second floor is our exhibition hall. Please take your time and enjoy!

Boy in Black Shirt: This painting shows us a great monster awakening...A disaster aborning...And that which fights to prevent it...

Man in Green Overalls: I really like this painting of the marketplace...This museum's got a lot of nice paintings, but the second floor exhibition hall's completely empty--shame, isn't it?

MUSEUM WITH 3-4 ARTIFACTS:

Receptionist: Hi there, MegaMan! Thanks for donating those relics--we're starting to get more visitors to the museum because of them! Please, take your time and look around!

Boy in Black Shirt: This painting shows us a great monster awakening...A disaster aborning...And that which fights to prevent it...

Man in Green Overalls: I've never seen a painting like this before...It must have been made a long time ago...I wonder what it's supposed to represent?

Girl in Green Dress: What a pretty stone! I like the way it sparkles like that!

Woman in Purple: What a big diamond! My husband gave me a ring with the same color stone on it--of course, it's a lot smaller than this, naturally...Have you ever given anyone a ring?

[Yes]: Just as I thought--you're sweet on that girl, don't you? Good luck!

[No]: Well, one day, you'll find a girl you like--when you do, you be sure to give her something special, like a ring, OK?

MUSEUM WITH 5-7 ARTIFACTS:

Receptionist: Hi there, MegaMan! Thanks to you, we're getting more and more visitors! Take your time!

Boy in Black Shirt: This painting shows us a great monster awakening...A disaster aborning...And that which fights to prevent it...

Man in Green Overalls: Boy, she's cute, isn't she? I wonder if a girl as pretty as that would be interested in a guy like me?

Girl in Green Dress: I just love chickens!

Girl in Orange Dress: So this is what our island looks like...I wonder if I can find where my house is?

Woman in Purple: I just love the way this shines...It's almost hypnotic...

Man in Blue Shirt: This museum's started to get more exhibits for display recently...I hear there's a Digger who brings them stuff he finds underground!

MUSEUM WITH ALL EIGHT ARTIFACTS:

Receptionist: Oh, MegaMan! Thank you so much for everything! We've never had so many visitors before!

Boy in Black Shirt: This painting shows us a great monster awakening...A disaster aborning...And that which fights to prevent it...

Man in Green Overalls: I found the person who was the model for that painting! She sells bread in the marketplace--I'm going to go ask her out today!

Girl in Green Dress: I wonder what this is? It's wonderful, whatever it is...

Girl in Orange Dress: Hey, you--answer me! Which of us is prettier--me or her?

[You are--really]: Hmph! That's what I thought! You're not so bad looking yourself! I mean, your body leaves a little something to be desired, but your face is really cute!

[The girl in the picture]: Well...I should've known better than to ask a kid like you!

[I'm not interested in girls]: What? Oh, I guess you're just too young to understand! Don't worry--you will, one day...

Curator: Do you see how many people are coming here now? Every day more and more people come here to see what's in the exhibition hall...There's nothing I could have wanted more than to see people come and enjoy my museum! Thank you so much!

Woman in Purple: There sure are a lot of exhibits now, aren't there? Quite a variety, too--everything from the cute to the bizarre!

Man in Blue Shirt: She's so beautiful...I had no idea the curator was so lovely...She's a work of art herself...

Girl in Green Dress: We came here to have one of my uncle's statues evaluated--it's an old crystal figurine. He says there's a terrible power sealed inside, and that it's really dangerous! We're thinking about getting rid of it--do you want it?

[No]: I thought so--why would you want something dangerous?

[Yes]: OK, you can have it...But don't blame me if something happens to you because of it!

(You got: Prism Crystal!)

Girl in Green Dress: If I find anything else, I'll be sure to bring it here, OK?

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OLD CITY

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(accessible after Class A License)

Any Door: It's sealed--you won't be able to get inside.

CLASS A LICENSE:

Construction Man at W Gate: They call this part of the city the Old City...Long time ago, people used to live here, but the only things living here now are the dogs. Well, if you came here to see the Main Gate, then you should go to the south gate...If you want to go to the power plant, it's to the north.

Construction Man at S Gate: I came to look at the Main Gate...Wait, aren't you a Digger? You might be able to get a pretty big haul out of a ruin as big as that Main Gate--but there's a problem...There's no entrance to it!

YELLOW REFRACTOR:

(same as Class A License)

MAIN GATE:

Construction Man at W Gate: You won't believe what happened to the Main Gate! Not only did it transform--it's got an entrance now!

Construction Man at S Gate: An entrance opened up on the Main Gate! That must have been that big noise we all heard!

Servbot on Chimney: You can't get to the roof of the warehouse from here! Sorry...

Servbot on Small Green Roof: Miss Tron, help! I can't get back down!

Servbot on Large Green Roof: We're on guard duty!

(you MUST have a cheating device (such as a Gameshark) to reach this Servbot, because he disappears when you open the Sub-Cities):

Servbot on Bruno Building Roof: We're not d-d-doing anything in the warehouse, nope!

SUB-CITIES:

Construction Man at S Gate: What was that giant robot doing here? Does it have anything to do with the Main Gate?

CENTRAL GATE:

Consturction Man at S Gate: I heard something's going on with the Main Gate...You be careful!

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MAIN GATE
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CLASS A LICENSE:

Man in Green Overalls: Have you come to see the Main Gate? I dunno exactly what it is, but it's been here as long as anyone can remember...

Man in Black Overalls: This Main Gate's one of the biggest ruins I've ever seen! You're a Digger, right? I bet you can't wait to get inside and look for treasure, right?

[Right]: Ummmmm...Something this big, there's gotta be a treasure just as big inside, right? Problem is, how're you supposed to get in?

[Wrong]: Hmmm...A big ruin'll have a big treasure, but that means it'll be that much more dangerous, right? But I guess none o' that means much if you can't find the door, eh?

Cat at Main Gate: meow? ...

[Take it home]: meow meow!! (cat now disappears; you'll now find her in the Flutter and more cats will gradually appear inside the Flutter with the passage of time)

[Leave it]: meooooow...

YELLOW REFRACTOR:

(same as Class A License)

RED REFRACTOR:

Man in Black Overalls: You're the fella who's going around checkin' out the Sub-Gates, right? Tell me, what're they like, the Sub-Gates? Do they have something to do with the Main Gate?

[Yes]: Main Gate, Sub-Gate...Names sound the same, suppose there could be some kind of connection...'Course, don't help much knowin' that, but...

[No]: I suppose with names like that...What if the Main Gate's like the parent of the Sub-Gates? Makes sense, don't it?

MAIN GATE:

Man in Black Overalls: An entrance to the Main Gate's opened up...Who knows what might come outta there? It might be a good idea to keep our distance, eh?

Man in Green Overalls: L-look at this! The Main Gate's opened up! There's

a door here! Are...are you gonna go inside?

SUB-CITIES:

Man in Black Overalls: Wow! That was some tremor! Felt like the whole island shook! I hope everything in the city's OK...

Man in Green Overalls: D-did you hear that loud noise? I wonder what it was? D-do you think it's safe here?

CENTRAL GATE:

Man in Black Overalls: Living quarters? Underground? That's kind of creepy...I'm beginning to think we were all better off not digging around underground...

Man in Green Overalls: I'm not exactly sure what all's going on, but...You say you're gonna go to what's beyond the Main Gate? You've got guts, I'll give ya that!

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POWER PLANT

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CLASS A LICENSE:

Power Plant Worker: This is the power plant they built back when there were still people living here...There's a refractor inside, naturally...Amazing, isn't it? If it weren't for those refractors, we couldn't even make electricity!

Construction Man Near Power Plant: Don't see too many people come out this way...You come to see the Main Gate? If so, you've come the wrong way--it's down to the south of the Old City!

Construction Man on Power Plant: Were you able to avoid being attacked by the dogs in the Old City? They've been acting pretty strangely lately...Then they say the Reaverbots underground have been acting up too...What's the world coming to?

MAIN GATE:

Power Plant Worker: Something's funny...Even though no one lives in the Old City, there's a big power drain coming from somewhere...

Left Construction Man: That's strange...There's no one using any power, and yet there's a big drain coming from somewhere...

Right Construction Man: I heard strange voices...I was walking in the Old City, and I heard children's voices coming from an abandoned factory...

Construction Man on Power Plant: I saw a ghost in the Old City! It was a ghost of a little kid! It was really creepy!

SUB-CITIES:

Power Plant Worker: So the pirates were building a giant robot in the Old City? That would explain the power drain...

Construction Man Near Power Plant: So they were building a giant robot in an abandoned factory, eh? And here I thought it was a ghost, when it was just those pirates...

Construction Man On Power Plant: A little while ago, I heard some really loud noises coming from the Old City--did something happen there?

CENTRAL GATE:

Power Plant Worker: So the pirates were building a giant robot in the Old City? That would explain the power drain...

Construction Man Near Power Plant: Does that mean the pirates have given up, then?

Construction Man On Power Plant: I've been here the whole time, so I'm a little behind on current events...Is it true that the Main Gate opened up, and that ruins appeared in the middle of the city?

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CARDON FOREST

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FIRST VISIT:

Woman in Orange: There's an ancient ruin called the Sub-Gate in the forest on the other end of this tunnel...They say it's really dangerous inside, and no one ever enters...Me? I just come here to pick mushrooms...

Woman in Purple:Are you a Digger? Then you probably know that if you want to dig here, you need a license from the government...If you want to get one, you should go down to City Hall and ask about it.

Officer at Sub-Gate: Haven't seen you around before...Are you a Digger? I'm sorry, but won't be able to do any digging here...This place is supposedly really dangerous--it's been sealed off as long as anyone can remember.

CLASS B LICENSE:

Officer (runs to you just before entering Cardon Forest): Mr. MegaMan!
(runs toward you to catch up)

Officer: Um, well, you see, the officers who were sent to arrest the pirates...Well, you see, they were faced with heavy resistance, and, well...Um, you see, this is hard to say, but they were, um, beaten back, that is to say, they were defeated very badly, you see...And, um, what I'm trying to say is, um, well, um.....please help us!

(after conversation):

Officer: As a police officer, I hate to admit this, but if we want to defeat those pirates, we're going to need your help...Please, get to the Clozer Woods as quickly as you can! It's north of the City Hall area!

Boy in Red Shirt at Flutter: This belong to you? Wow...

Man in Black Overalls: Hi there! You a Digger? I heard there're some ruins around here, but I'm real bad with directions, see, and I can't seem to find them!

(at Cardon Forest Sub-Gate, barricaded by a wooden gate):

Left Servbot: Ha ha! They won't be able to get past this!

Right Servbot: You won't be able to break this down with just your little gun!

CLASS A LICENSE:

Man in Black Overalls: I'm a free-lance Digger...I tried digging a little 'round here, but didn't find nothin'!

Blonde Boy: Thought I'd come out here to look at the Sub-Gate...But I can't get anywhere near it with those pirates running around!

Boy in Red Shirt: Be good if you can get your ship fixed soon...

Woman in Purple: I was looking for mushrooms on the other side of the passage when a tank rolled out of nowhere!! I'm getting out of here! (Woman runs off)

YELLOW REFRACTOR:

Man in Black Overalls: I'm a free-lance Digger...I tried digging a little 'round here, but didn't find nothin'!

Boy in Red Shirt: Be good if you can get your ship fixed soon...

Man in Green Overalls: sigh...I can't go in and do any digging...There's a big fence blocking the entrance! Did you see it too?

[Yep]: Too bad...Guess I'll just do some bird-watching or something...

[It's gone]: What!? Really? That means I can finally use my Class B License and do some digging!!

[Right]: Just kidding...I know you need a Class A License to go inside...

[Class B?]: What!? You mean I can't get in with a Class B License?

..Oh...

RED REFRACTOR:

Girl in Orange Near Flutter: I just love to sit here and look up at the sky, watching the clouds--don't you think it's relaxing?

Girl in Orange on Hill: What are you doing all the way out here? If you're looking for pirates, there aren't any here!

MAIN GATE:

Girl in Orange Near Flutter: Did you see that big explosion out over by the Clozer Woods? I wonder if it had anything to do with those pirates?

[Yes]: Really? Hmmm...I suppose even if they were pirates, it's kind of sad to think that they died...

[No]: Hmmm...Then maybe it was just a volcano or something?

Girl in Orange Dress on Hill: Nope! Didn't see the pirates' ship come down anywhere 'round here!

SUB-CITIES:

Man in Green Overalls Near Flutter: I heard that a Sub-Gate suddenly appeared in the middle of Downtown! I've gotta get home and make sure everything's all right--my house is near there!

Girl in Orange Dress on Hill: Underground entrance? Haven't seen one of those around here...

Pregnant Woman in Green Dress Around Corner: I came out here...to get some fresh air and...look at the scenery...but my stomach...ooh, it hurts...

[See if she gets better]: (ends conversation)

[Take her to the hospital]: (see Sub-Quests)

CENTRAL GATE:

Man in Green Overalls Near Flutter: Did you feel that giant tremor a few minutes ago? Felt like it came from the direction of the Old City...

Girl in Orange Dress on Hill: Yes! There was a tremor out this way, too! It scared me out of my wits! I didn't know what to do!

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YASS PLAINS

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(accessible after Class B License)

YELLOW REFRACTOR:

Man in Green Overalls: What do you think?

[Yes]: That's what I thought...What were they thinking, digging a big hole like that around the ruins? I wonder if anyone will ever be able to enter there again?

[No]: What!? You say you can get inside!? I don't believe you...Although I suppose if you had a flying machine, you could get in, couldn't you?

RED REFRACTOR:

Man in Green Overalls: What do you think?

[Yes]: That's what I thought...What were they thinking, digging a big hole like that around the ruins? I wonder if anyone will ever be able to enter there again?

[No]: What!? You say you can get inside!? I don't believe you...Although I suppose if you had a flying machine, you could get in, couldn't you?

Officer on Hill: We've been on the lookout for anything unusual since those pirates showed up. We've also increased the number of officers on patrol--that's what I'm doing right now.

Man in Black Overalls: Let's see...The ruins are on the other end of the tunnel, and the underground entrance is at the far end of the branch in the

road.

Boy in Red Shirt Near River: Wonder if there are any crabs around here...?

Construction Man: I'm an archaeologist...This stone wall looks to be pretty old...Depending on what I find, I might be able to make it the subject of a paper!

MAIN GATE:

Man in Green Overalls: Huh? A loud noise? I heard something, but it wasn't that loud...Sounded to me like maybe it came from down south? Maybe you should look that way?

Officer on Hill: Well, there was a noise, but it wasn't that loud...But I felt a shock through the ground. I just hope the shock didn't activate any Reaverbots...

Man in Black Overalls: There's not much happening out this way...There's nobody here except for the people who've come to see that big hole the pirates dug...

Boy in Red Shirt Near River: If you ask me, it looks like the water level's rising...

Construction Man: There's not much out here except for the ruins...

SUB-CITIES:

Man in Green Overalls: Really? A new entrance underground? I haven't seen anything like that around here...

Officer on Hill: Just when we finally got rid of the pirates, now it's the Reaverbot's who're acting up!

Man in Black Overalls: Hey! You came back, eh? Still nothing going on here!

Boy in Red Shirt Near River: The current's getting stronger and stronger...

Construction Man: An underground entrance appearing in the middle of the city!? Seems to me I read a story like that in a book once...

CENTRAL GATE:

Man in Green Overalls: A big tremor? I didn't feel one...

Officer on Hill: That's funny...My radio doesn't seem to be working...That's not good--I'm starting to get a little worried now...

Man in Black Overalls: I wonder if it's safe to stay here...?

Boy in Red Shirt Near River: I'm not going home yet...Why? 'Cause I'm lost!

Construction Man: Hmmm...Expeditions underground long ago found large cave-like open areas, but still...I think it would take a lot more than an earthquake to make a Sub-Gate appear like that...

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RUINS

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RED REFRACTOR:

Officer: Even though we've warned people it's dangerous and to stay away, there's always someone who comes to gawk...

Nearest Construction Man: No matter what you do, you won't be able to get to the entrance of those ruins! I don't care how high you can jump--forget it!

Farthest Construction Man: It'll take a lot of work to get this put back the way it was...Maybe we should just leave it as it is and make a tourist attraction out of it...

Woman in Orange: Whew...Climbing up that took the wind out of me! Maybe I should go on a diet...

Man in Green Overalls: If you were a bird, you could just fly right up there...

Woman in Purple: Hey, would you do me a favor? Could you take a picture of me with the entrance to the ruins in the background?

[Yes]: Thanks.... ... Huh? Oh, no--I must have forgot to put film in!

Whoops...

[No]: Oh, OK, fine then! I'll use the self-timer and take it myself!

Man in Black Overalls: Forget about it--this is a dead-end!

MAIN GATE:

Officer: This area is strictly off-limits! Well, that's what I tell everyone, but they just ignore me and go in anyway...Go ahead...

Construction Man: You went inside this Sub-Gate a while ago, didn't you? A little while after you went in, there was a big tremor...I thought maybe the cliff was going to collapse or something!

Man in Green Overalls: I saw your battle up in the sky--it was really something!

Girl in Orange Dress: I'm an editor for a magazine...I'm thinking about doing a special on "New Attractions on Kattelox"...

Woman in Orange: Now how did I get up here? I can't climb up, and I'm afraid to jump down...

SUB-CITIES:

Officer: A Sub-Gate appearing out of nowhere? No, nothing like that's happened here...

Construction Man: There've been a lot of disasters lately, so I'm really busy!

Girl in Orange Dress: I hear that some new Sub-Gates appeared...I'll have to use them as the topic for our next special!

Man in Green Overalls: I was wondering where my wife had gotten to, and then I found her here, of all places! She just gives me no end of worry...Now, how do you figure we should get down from here?

Woman in Orange: I'm so glad my husband showed up to help me! He always comes and gets me when I'm in trouble!

CENTRAL GATE:

Officer: Yeah, I heard it here, too--a really loud noise! I was worried that it was an earthquake or something, and I was going to fall!

Construction Man: I felt this really strong rumbling just now! I hope this place doesn't collapse...Please, help us! Make sure we don't die!

Girl in Orange Dress: I've got the title of our next special--'Is there a future for Kattelox Island?'

Man in Green Overalls: D-d-don't worry! I'll take care of you!

Woman in Orange: Did you feel that tremor? It's all over for us, I just know it...

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JIM'S CLUBHOUSE

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MEGAMAN FINDS JIM'S CLUBHOUSE:

Osh: How did you find us? This is supposed to be our secret base!

Bensley: I can't believe it! You found our secret hideout!

Jim (first request to join): Huh? How'd you find us? Oh, this place? This is our secret base...We're still working on it, though...Hey, do you want to be a member of our gang? We could use your help to finish our base, see? You don't have to do it if you don't want to...What do you say?

Jim (subsequent requests to join): So, have you changed your mind? Do you want to join our gang?

[I'll pass, thanks/No]: Oh...that's too bad...Well, if you change your mind, you know where to find us!

[Sure, I'll join/Yes]: Really? Great! I knew you'd join us! OK, I hereby make you our Requisitions Officer! Your job is to procure all the things we need to fix up our base! Let's see...first off, we need a pickax! You need to get us a pick, OK? Good luck!

MEGAMAN FINDS AND BRINGS PICK TO CLUBHOUSE:

Jim: Requisitions Officer MegaMan, your first job is to acquire a pick for us! Why don't you ask a construction worker if you can borrow one or something?

Osh: Requisitions Officer, huh? Me? I'm the Operations Officer--got it?

Bensley: So you're one of us now? Cool...

Construction Man Near Bank: Huh? A pick? Sure, you can borrow mine.

(You got: Pick!)

Construction Man Near Bank: If that's good enough, feel free to use it anytime you need!

Jim: Hey, you got a pick! I knew we could count on you! OK, leave the rest to us! We'll get this place fixed up so you won't even recognize it--come back later and take a look, OK?

Jim: Hey, we work fast, but not that fast! Give us a little more time, OK?

Osh: Just you wait and see--we'll have the coolest base anywhere!

Bensley: We'll have the new base ready soon!

FIRST CLUBHOUSE REMODELING:

(Clubhouse is now tan with a blue roof)

Desk: Where did they find this desk?

Red Box: It's a box--looks like they're finding all sorts of things!

Osh: Our clubhouse'll be even bigger and better than it is now!

Bensley: We're gonna make our base bigger!

Jim: What do you think? It's getting there, isn't it? Oh, that reminds me!

There's something else we need you to get...Think you could find a saw for us? Good luck, Requisitions Officer MegaMan!

Jim: We need that saw--it's up to you, MegaMan!

MEGAMAN FINDS AND BRINGS SAW TO CLUBHOUSE:

Construction Man Near Bank: Huh? A saw? Sorry, I just threw mine away...I think it was when I was working on a job Downtown...

Garbage Pail Behind Green House Near Library: (You found: Saw!)

Construction Man Near Bank: Oh, you found a saw? That's good!

Jim: Hey, you got a saw! Good work! OK, leave the rest to us! We'll get this place fixed up so you won't even recognize it--come back and take a look later, OK?

Jim: Boy, you're in a hurry, aren't you? We're not done working yet--come back a little later!

Osh: We're gonna make a secret place, where we can keep all our stuff!

Bensley: It's almost finished...

SECOND CLUBHOUSE REMODELING:

(Clubhouse is now twice as big outside (same size inside though) and much better looking)

Pile of Boxes: It's a pile of odds and ends...It doesn't look like there's anything valuable inside.

Desk: Where did they find this desk?

Wooden Box: It's a box--looks like they're finding all sorts of things!

Osh: It's perfect!

Bensley: We finally finished it!

Jim: Guess what--the base is finished! What do you think? We wouldn't have been able to do it without your help--thanks! That pile of stuff over there has all our trophies in it...I suppose you can take something for yourself if you want to. Come back and see us again sometime!

Jim: This is our castle! You can come and play with us anytime!

Wooden Box: It's a pile of odds and ends...(You found: Marlwolf Shell!)

MEGAMAN BRINGS COMIC BOOK TO CLUBHOUSE:

Behind Shop on Hill: (You found: Comic Book!)

Osh: Wow! Action Man! Can I read it!

Bensley: Hey, is that the latest issue of Action Man?

Jim: Hey! It's the Action Man with the hologram cover! Cool! Please let me have it! I'll let you have this X Buster I found for it!

[No]: Shucks...

[Yes]: I knew you'd make a good Requisitions Officer! You can get your X Buster from over there!...You did a good job, MegaMan--let us know what else you find...

Pile of Boxes: It's a pile of odds and ends...(You found: X Buster!)

MEGAMAN BRINGS BEETLE TO CLUBHOUSE:

Beetle at Hill at Cardon Forest: (You found: Beetle!)

Osh: Wow, that's a cool-looking beetle you got there! I wish I had one!

Bensley: It's a beetle! Cool!

Jim: Wow! That's a neat beetle you've got! I wish I had one...Hey, do you want to trade it for this Old Heater I've got here?

[No]: Fine, be that way then...

[Yes]: Really!? Thanks! You can get the Old Heater form over there! Let me know if you find any other cool stuff, OK?

Pile of Boxes: It's a pile of odds and ends...(You found: Old Heater!)

MEGAMAN BRINGS STAG BEETLE TO CLUBHOUSE:

Beetle at Hill at Yass Plains: (You found: Stag Beetle!)

Osh: Where'd you find that? It's cool!

Bensley: Whoa! That's the biggest stag beetle I've ever seen!

Jim: Neat! A stag beetle! Would you want some Broken Circuits for it?

[No]: Humph! Fine, then...

[Yes]: Thanks! I knew you'd say yes! You can get your Broken Circuits from over there! Let us know if you find any more cool stuff, all right?

Pile of Boxes: It's a pile of odds and ends...(You found: Broken Circuits!)

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FLUTTER
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LIVING ROOM:

Sign Near Front Door: Off-limits to everybody! --Roll

Sign Next to Green Door: Barrell's Room Come in anytime!

Sign Next to Red Door: This is your room.

Sign Next to Yellow Door: This is Roll's room.

TV: The northern parts of the island should expect sunshine in the morning, followed by clouds in the afternoon. Those of you heading for the Clozer Woods might want to take an umbrella along, just in case.

Vase: It's a vase--be careful not to knock it over!

Sheep Picture: It's a picture of some sheep.

Aquarium: The tank is filled with tropical fish.

Refrigerator: You found: soft drink. glug-glug (raises arm and recharges energy) You feel refreshed!

Magazine Rack: It's a magazine rack.

BARRELL'S ROOM:

Bomb Casing: There's a bomb casing here.

Gold Coffin: A strangely shaped coffin...Professor Barrell bought it as a souvenir when he was working in a famous desert country.

Globe: A model of what people say the world looks like...Were the ancients able to fly so high they could see the entire world like this?

Microscope: A machine called a microscope, used to look at small

things...Wonder what's inside? There are a little bug-like things.

Moon Sculpture: It's certainly well made, but...It's pretty strange looking!
Chest: (You found: !) OR You don't see anything inside...
Left Shelf: There are a lot of books lined up..."Introduction to Digging,"
"My life as a Digger," "The return of the Digger"...They all look pretty
difficult...
Right Shelf: There are a lot of complicated books lined up.

MEGAMAN'S ROOM:

First Aid Box: It's a first aid box...But you don't really need it as long
as Data's around.
Cactus: It's a cactus, but it's not yours...It's something Data picked
up--he says it makes a good conversation partner.
Clock: It's an antique clock...Roll gave it to you for your birthday...You'd
better think of something to give her in return!
Bed: It's your bed...You could use a nap, but...not just yet!

ROLL'S ROOM:

Computer: It looks like a large computer.
Diary: It...it's Roll's diary! And Roll isn't looking this way...Just a
peek... ..
Roll: Huh? What is it, MegaMan?
MegaMan: Uh...um...Nothing, Roll, nothing!
Flower: It's the flower you gave Roll...She must have really liked it.
Music Box (next to computer): You can see the music machine you gave Roll
among the other machines...She must have really liked it.

FIRST VISIT:

Barrell: Oh, hi, MegaMan...Amelia asked me to find out what I could about
the treasure that's supposed to be buried here...This island's just got so
many mysteries I don't know where to start looking...MegaMan, have you ever
heard of the Main Gate?
[Yes]: Oh, you have, eh? Then you probably already know this,
but...(continues as if you said No)
[No]: The largest ruin on the island is called the Main Gate, and can be
found near the Old City...What's unusual about it is that as far as anyone
knows, there's no way to get inside...I have a theory that it's connected in
some way to or with the Sub-Gates...Tell me, MegaMan--have you found a
passage in the Sub-Gates that connects to the Main Gate?
[Yes]: Don't you make fun of me! I'm serious! (continues as if you said
No)
[No]: If I'm right, the Sub-Gate in the Clozer Woods is some kind of key for
the Main Gate...And I'm willing to bet anything the treasure those pirates
are after is inside the Main Gate! They've probably realized how close
they--and we--are getting to the treasure...Don't let your guard down!

SUBSEQUENT VISITS:

Barrell: I'm slowing down in my old age, MegaMan...Won't be able to help you
like I used to...I guess I'll just stay here and watch TV...Why don't you
stay and watch TV with me for a while? See, look there--it's Kattelox
Island!

CATS:

(after you take the one from the Main Gate home, they will gradually appear
in the Flutter)
Living Room Cat 1: I'm hungry...meow
Living Room Cat 2: I like this place...rowr
Living Room Cat 3: purr purr meow
Living Room Cat 4: meow
MegaMan's Room Cat 1: purr...meow
MegaMan's Room Cat 2: meow

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ITEM DESCRIPTIONS

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OPTIONS MENU:

Turn:

[Z/R]: Turn: Z/R Buttons Slide: Control Stick

[Control Stick]: Turn: Control Stick Slide: Z/R Buttons

Free Look:

[Reverse]: Down arrow moves viewpoint up.

[Normal]: Down arrow moves viewpoint down.

Sound:

[Stereo]: Sound output set to Stereo.

[Mono]: Sound output set to Mono.

Map:

[On]: Underground map on.

[Off]: Underground map off.

Lock-On:

[On]: Auto Lock-On engaged with Z+R.

[Off]: Auto Lock-On disengaged.

Close: Close Options screen.

GAME MENU:

Normal Items: Use normal items.

Special Items: Use special items.

Buster Parts: Equip MegaMan Buster parts.

[Equip]: Equip MegaMan Buster part.

[Sort]: Change part sort order.

[Close]: Return to previous screen.

Special Weapons: Check status of special weapons, and equip/remove special weapons.

[Equip Special Weapon]: Equipped '[Special Weapon name]'.

[Remove Special Weapon]: Removed special weapon.

Options: Set options.

Close: Resume game.

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ITEM DESCRIPTIONS

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NORMAL ITEMS

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BODY PARTS MATERIALS:

Old Hoverjets: Old jet used for water vehicles

Rollerboard: Board with rollers attached

Safety Helmet: Safety helmet--not very fashionable

Spring Set: Arm/leg power enhancer set

Joint Plug: Looks like some kind of connector plug

JUNK STORE MATERIALS:

Shield Repair: Repairs damaged Life Shield

Hyper Cartridge: Recharges Special Weapons

Chameleon Net: Camouflages user for limited time

Defense Shield: Makes user invulnerable for limited time

SUB-QUEST MATERIALS:

Bag: Lost bag full of money
Beetle: Large, horned beetle
Comic Book: Latest issue of 'Action Man'
Lipstick: Boutique lady's lipstick
Pick: Pick needed to build secret base
Saw: Saw needed to build secret base
Stag Beetle: Stag beetle caught in the forest
Trunk--Trunk full of money stolen(?) by servbots

SPECIAL WEAPON AND BUSTER PART MATERIALS:

Mine Parts Kit: Weapons part from junk store owner
Cannon Kit: Cannon weapon part
Grenade Kit: Arm-mounted bomb weapon
Blumebear Parts: Arm part from a Blumebear
Mystic Orb: Natural refracting crystal
Marlwolf Shell: Part of Marlwolf shell
Broken Motor: Broken motor part: unusable as is
Broken Propeller: Cracked propeller: unusable as is
Broken Cleaner: Broken part; might be useful somehow...
Bomb Schematic: Plans for explosives found in Barrell's room
Guidance Unit: Mini-computer with AI tracking capability
Blunted Drill: Large, old drill
Zetsabre: Toy sword
Pen Light: Pen-shaped laser pointer
Old Launcher: Old-fashioned launcher parts
Ancient Book: Ancient text describing launchers
Arm Supporter: Arm joint supporter
X Buster: Laser weapon--batteries not included
Weapon Plans: Appears to be some kind of schematic
Prism Crystal: A large power unit
Broken Circuits: Badly damaged circuits
Main Core Shard: A large power unit
Sun-light: Large sun-lamp
Rapidfire Barrel: Rapid-fire cylinder for weapons
Plastique: Dismantled bomb parts
Bomb: Dismantled explosive
Gatling Part: Appears to be part of a gatling gun
Flower Pearl: Diamond: useful as an energy converter
Autofire Barrel: Super-conductor: ups weapon energy output
Generator Part: Portable generator
Target Sensor: Telescopic lens for weapons
Tele-lens: Modified telescopic lens for weapons

ROLL'S PRESENTS:

Flower: Pretty flower--might make a nice present
Music Box: Awarded as prize in race
Ring: Ring found in dungeon--might look nice on Roll

MUSEUM ARTIFACTS:

Old Bone: Strange bone-shaped object
Old Heater: Heater-like object
Old Doll: Doll like object found underground
Antique Bell: Large bell-shaped object
Giant Horn: Looks like a horn from some kind of animal
Shiny Object: Sparkling object--looks strangely familiar
Old Shield: Shield-like object--looks very old
Shiny Red Stone: Bright, red stone--looks valuable

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SPECIAL ITEMS

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BODY PARTS:

Energy Canteen: Restores Life; refillable
Helmet: Protects head
Jet Skates: Increase movement speed
Jump Springs: Increase jumping ability
Flak Jacket: Reduces damage by 1/4
Kevlar Jacket: Reduces damage by 1/2
Kevlar Jacket Omega: Reduces damage by 3/4
Adapter Plug: Allows equipping of additional Buster part

REFRACTORS & LICENSES:

Blue Refractor: Refractor found in tower
Yellow Refractor: Refractor found in Cardon Forest
Red Refractor: Refractor found in Lake Jyun
Citizen's Card: Needed to use city gates
Class A License: License given by mayor
Class B License: Needed to enter ruins

KEYS:

Walkie-Talkie: Used to call support car
Bonne Family Key: Needed to open locked door
Cardon Forest Sub-Gate Key (x3): Key found at Cardon Forest ruins
Lake Jyun Sub-Gate Key (x3): Key found at Lake Jyun ruins
Clozer Woods Sub-Gate Key (x3): Key found at Clozer Woods ruins
Sub-City Key (x3): Key found in underground city

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BUSTER PARTS

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Blaster Unit Omega: ATK:+2 ENG:+3 Increases Attack and Energy
Sniper Unit Omega: ENG:+2 RNG:+3 Increases Energy and Range
Laser: ATK:+4 Increases Attack
Sniper Range: RNG:+4 Increases Range
Turbo Battery: ENG:+4 Increases Energy
Power Raiser Omega: ATK:+3 Increases Attack
Range Booster Omega: RNG:+3 Increases Range
Turbo Charger Omega: ENG:+3 Increases Energy
Blast Unit: ATK:+1 ENG:+2 Increases Attack and Energy
Sniper Unit: ENG:+1 RNG:+2 Increases Energy and Range
Power Raiser Alpha: ATK:+2 Increases Attack
Range Booster Alpha: RNG:+2 Increases Range
Turbo Charger Alpha: ENG:+2 Increases Energy
Power Raiser: ATK:+1 Increases Attack
Range Booster: RNG:+1 Increases Range
Turbo Charger: ENG:+1 Increases Energy
Buster Max (Easy Mode only): Maxes out all abilities
Power Stream: Maxes out Attack
Blaster Unit R: ATK/ENG/RPD:+2 Increases Attack, Energy and Rapid
Buster Unit Omega: ATK/RNG:+3 Increases Attack and Range
Omi-Unit Omega: ATK/ENG/RNG:+2 RPD:+1 Increases all abilities
Auto Battery: Maxes out Energy
Sniper Scope: ATK:+1 RNG:+5 Increases Attack and Range
Rapid Striker: RPD:+2 Increases Rapid
Gatling Gun: ATK/RNG:+1 ENG:+4 Increases Attack, Range & Energy
Omni-Unit: ATK/ENG/RNG/RPD:+1 Increases all abilities
Power Blaster R: ATK:+2 RPD:+1 Increases Attack and Rapid

Power Blaster L: ATK:+2 RNG:+1 Increases Attack and Range
Machine Gun: ENG:+3 RPD:+1 Increases Energy and Rapid
Triple Access: ENG/RNG/RPD+1 Increases Energy, Range & Rapid
Buster Unit: ATK:+1 RNG:+2 Increases Attack and Energy
Rapid Fire: RPD:+1 Increases Rapid

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SPECIAL WEAPONS
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NORMAL ARM:

Menu Description: No special weapons equipped: kick attack enabled
Roll (describing weapon): You don't want to use any weapons? Are you sure?

MACHINE BUSTER:

Menu Description: Weapon with high rate of fire, but low firepower
Roll (building weapon): This weapon has a really high rate of fire...Unfortunatley, it's not that great in terms of power, so you might have to put some thought into how to use it.
Roll (describing weapon): This weapon has a really high rate of fire, but it's not too powerful, all right?

POWERED BUSTER:

Menu Description: Long-range weapon, but has a low rate of fire
Roll (building weapon): There! I was able to make you a new special weapon!
This weapon has a really long range, and a pretty good punch, but its rate of fire isn't that great--don't forget that when you get into a fight.
Roll (describing weapon): This is a weapon with a really good range and high firepower, but it has a low rate of fire.

DRILL ARM:

Menu Description: High-powered weapon, but no range
Roll (building weapon): This is an arm-mounted drill...You can't use it in combat unless you get right next to your opponent...I don't know...Maybe you can think of another good use for it...
Roll (describing weapon): This is a strong weapon, but it has no range--you need to get in close!

GRENADA ARM:

Menu Description: Shoots bombs: bombs can be bounced off walls
Roll (building weapon): This is another arm-mounted weapon. It shoots grenade bombs! If a bomb hits a wall, it will bounce off, so be careful where you shoot it!
Roll (describing weapon): This weapon shoots grenades--and if one hits a wall, it'll bounce off!

SPREAD BUSTER:

Menu Description: Shoots multiple bombs at once
Roll (building weapon): This is a really powerful weapon that shoots out multiple bombs simultaneously! In terms of firepower, this is probably the strongest weapon I've made for you yet!
Roll (describing weapon): This weapon shoots out lots of grenades at once--just watch your ammo!

VACUUM ARM:

Menu Description: Can be used to collect scattered refractor shards
Roll (building weapon): This arm is a little different...You can't use it to attack with, but you can use it to easily gather up scattered refractor shards!

Roll (describing weapon): This lets you collect scattered refractor shards really easily!

ACTIVE BUSTER:

Menu Description: Shoots a homing missile at enemies

Roll (building weapon): This is a Buster model arm-mounted gun...It fires a homing missile that will track the nearest enemy! There're still a lot of enhancements I could make to this--depending on how you choose to improve it, it could become your most powerful weapon!

Roll (describing weapon): This weapon shoots a homing missile that tracks the nearest enemy!

BLADE ARM:

Menu Description: Energy blade used for close-range combat

Roll (building weapon): This is a short-range arm-mounted weapon...It's probably best used when you get in trouble and are surrounded by enemies.

Roll (describing weapon): This weapon creates an energy blade--useful for short-range combat!

GRAND GRENADE:

Menu Description: Shoots high-powered grenade bombs

Roll (building weapon): This is another arm-mounted weapon. It allows you to shoot out even stronger grenade bombs! They're really powerful--you might even be able to use it to blow up walls inside the ruins!

Roll (describing weapon): This weapon shoots out explosives strong enough to blow up walls!

SPLASH MINE:

Menu Description: Drops land mines

Roll (building weapon): There! It's ready! This weapon lets you use land mines--just drop them in front of an oncoming enemy and BOOM! Just remember--there's a limited number of mines, so make sure you use them sparingly!

Roll (describing weapon): This weapon drops mines--they'll go off if they're stepped on!

SHIELD ARM:

Menu Description: Allows use of a protective shield

Roll (building weapon): This is a special arm type used for defense...It can protect you from enemy attacks--I'm sure it'll come in handy!

Roll (describing weapon): This is a shield that will protect you from enemy attacks!

SHINING LASER:

Menu Description: Fires high-powered laser beam

Roll (building weapon): I had no idea I'd be able to make a weapon this powerful...It almost frightens me...This is an arm-mounted laser! The beam is so highly focused that it will shoot right through a single enemy and keep on going--you can destroy multiple enemies in one shot!

Roll (describing weapon): This weapon fires a laser that will go right through your enemies!

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ENDING
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MEGAMAN DEFEATS JUNO:

(Juno's battle body blows up leaving only his head)

Juno: It appears I was in error assuming that a Bureaucratic Model such as

myself could be able to best you in hand-to-hand combat. However, I was successful in keeping you occupied long enough for Eden to achieve optimal altitude before you could interfere.

(Eden is now above Downtown)

Juno: This is MegaMan Juno, Bureaucratic Model Third Class, Authorization Number 8677. Requesting the Reinitialization of this island's systems, and memory back-up of its bureaucratic systems.

MegaMan (pointing blaster at Juno): Stop! Stop it!

Juno (mockingly): If you wish to shoot me, please do not hesitate. My program has...

Juno (dying): ...already been backed up in Eden's Central Core. I eagerly await my next activation...

(Juno's head blows up)

DATA SAVES KATTELOX ISLAND:

OS Voice: Eden systems ready. Awaiting confirmation. Requested back-up of Bureaucratic Model MegaMan Juno complete. Execution of Kattelox Reinitalization Program will commence in 100 seconds.

MegaMan (desperate): What should I do?

Data (speaking for the very first time): Interrupt command. Priority command rerouted to Purifier First Class MegaMan Trigger. Under suspicion of malfunction, Bureaucratic Model Third Class Juno has been deactivated by MegaMan Trigger as per Ordinance 103. MegaMan Trigger hereby requests the indefinite postponement of the previous Reinitalization order, and the deletion of Bureaucratic Model Juno's back-up data. Trigger hereby assumes all Bureaucratic authority for the District, and will petition Mother for guidance at a future date.

OS Voice: Command reroute acknowledged. Priority given to Purifier First Class' command. Eden resuming standby mode and returning to predestinated coordinates. Deleting log of Purifier First Class' correspondence as required by security ordinances. Requesting that notification to Mother be carried out by Purifier First Class present Bureaucratic Authority Trigger.

MEGAMAN AND DATA ABOUT MEGAMAN'S PURPOSE:

MegaMan: Data?

Data: There's nothing to worry about anymore, MegaMan. Everything should return to normal shortly.

MegaMan: Do you know who I am?

Data: I'm your Perifrial Memory Storage Device! You orginally created me so your memory couldn't be scanned by Mother Two! I can't tell you anything yet--but soon, I'll be able to tell you everything! What you are, why you lost your memory, your original function, and mission!

Barrell: MegaMan, MegaMan! Blasted contraption! Always breaking down at the worst time!

Roll: MegaMan, are you all right!?

MegaMan: Yep, I'm just fine!

Roll: Gramps and I were working on the radio forever, but couldn't get it to work!

Barrell: MegaMan, you won't believe what we saw! I glad these old eyes of mine lasted long enough to see it!

Roll: Calm down. Gramps! He's been like this ever since...

Roll (concerned): Huh? MegaMan! Are you all right!?

MegaMan: Oh, uh...It's nothing, really. I'm sorry that I scared you!

Roll: You're always running off like that, making me worry myself sick over you! But somehow, I know you'll always make it back...I have faith in you.

MegaMan: Thanks. See you soon. Data! Let's go!

Data: Eeek eeek!

(Data climbs on MegaMan's back)

Data: Ready, MegaMan?

MegaMan: Ready!

(MegaMan and Data leave)

AFTER ROLL PREPARES FLUTTER FOR DEPARTURE:

Roll: Umph!

(Roll jumps off crates and onto the ground)

Roll: All right, we're ready to go anytime you are!

MegaMan: Thanks, Roll!

Amelia: Tell me, do you really have to go so soon? After all you've done for us, please, stay a while longer! We haven't even had the chance to thank you properly!

Barrell: Well, it's not that we don't want to stay, it's just that...we've got some unfinished business that we've got to take care of! Right?

MegaMan: Yep!

Roll: That's right! Besides, now that we got a refractor for the Flutter, it's time for us to go.

Amelia: If you must go, won't you at least come to town and say good-bye to everyone?

Barrell: Hmmm...I suppose we should at least say good-bye, eh? Hey,

MegaMan, why don't you go? Give them our best!

Amelia: It would mean so much to everyone.

Roll: Go on, MegaMan! And say good-bye to the Junk-man's wife for me!

MegaMan: Okay, I'm going!

BEFORE ENTERING SHOPPING ARCADE:

Roll: Ready to leave, MegaMan? Did you already say good-bye to everyone?

[No]: Give my best to everyone, then...Let me know when you're ready to leave, OK?

Amelia: I think everyone would want a chance to say goodbye! Please, go see them one last time!

Barrell: Go on! Make sure you say good-bye to everyone, hear?

Data: Go on! Give our best to everyone!

SHOPPING ARCADE GOOD-BYES:

Jim: Wow! You're really something, aren't you? We can make you a member of the gang if you want...Oh, you're leaving already?...Too bad...

Osh: If I'd known you were a hero like that, I would've played with you more...

Bensley: Hi there, hero!

Dressmaker Hipbone Owner: MegaMan! Well, I never got a chance to meet your girlfriend, but I'm sure she's a wonderful girl...What? Me, jealous?...Well, maybe a little...hee hee

Old Lady in Red at Bookstore: Thank you for saving the city...You know, you remind me of my dead husband, when he was younger...

Man in Black Overalls: In the end, you saved us all, didn't you...How can I say thanks? Want a radish? No? OK then...Anyway, I wonder what my wife's up to...Hope she's all right...

Woman in Green Dress: My body just refuses to go into labor...Looks like this is going to be a difficult birth...

Girl in Blue Dress: Thanks for everything, MegaMan! Come back and play with Paprika sometime!

Paprika: woof! woof woof!! --Good luck, MegaMan!--

IF THESE RESPECTIVE SUB-QUESTS HAVE BEEN COMPLETED:

(Jim's Clubhouse):

Jim: Hey there!! You did a pretty good job--for my sidekick! Don't forget to tell all the people on other islands about how you're my sidekick, OK? See you later then!

Osh: Just don't forget--we let you into the gang, see? You're still the low man on the totem pole, got it?

Bensley: Pretty impressive...OK, I admit it--we lose...You've got us all beat!

(Help Pregnant Woman Get to the Hospital):

Man in Black Overalls: Oh, hi, MegaMan! Thanks for your help! Did you hear we had a baby boy? We named him MegaMan, after you!

Woman in Green Dress: Thank you so much for saving me, and my baby, and the island...Huh? Oh, the baby's just fine, thank you--I'm doing great too, as you can see!

DOWNTOWN GOOD-BYES:

Inspector: Oh, MegaMan, it's you...Leaving, are you? We may have lived through the great disaster and all the trouble with the pirates, but once you're gone...We'll have to take care of everything ourselves again...We're going to have a rough time of it after you leave. Well, take care of yourself, OK?

Officer: You're leaving the island? Don't worry--we'll take care of things from now on...Well, we'll try to at least!

Boy in Black Shirt: I feel that as I've been researching this island and its history, I've stumbled onto something that goes beyond our lives, even beyond our existence...I don't know what you saw or what you learned inside the Main Gate, and even if I did I don't think I could understand it...But I plan to keep studying until all the mysteries here are solved!

Wily: Well, I guess this means we somehow managed to live through the legendary disaster thanks to you, MegaMan! I don't know exactly what happened at the Main Gate, but I do know that if it weren't for you, we'd probably all be dead right now...Thank you--thank you for everything you've done for us.

Curator: Hmmm...I have the feeling that I'm missing something--there's not enough colors here...Wait...haven't I seen you somewhere before? I can't seem to remember...Oh, there are so many things going on at once, I can't keep it all straight!

Reporter: And so, ladies and gentlemen, our blue hero has come to say good-bye to us...Just kidding! Today's my day off! Thanks for saving the island, MegaMan! I'm going to miss you--it was a lot of fun getting to watch you in action...pipipipipipipipi! Uh-oh--that's my pager! Looks like they need me back at the studio...See you later, MegaMan! Thanks again!

Ira: Hi MegaMan! They said on the TV that you saved the island! Thank you so much! I hope I can be brave like you and make my leg get better soon!

Nurse: She talks about going on adventures with you all the time--it's all she thinks about...I wish I could do something to make her leg get better...

Boy in Red Shirt: Thanks! I wish we'd had more time to play with each other...Are you coming back anytime soon?

IF THESE RESPECTIVE SUB-QUESTS HAVE BEEN COMPLETED:

(Downtown Bomb Hunt):

Inspector: Hi, MegaMan...Thanks again for all your help--I don't know what we would have done without you...I'm planning on starting a new training program so my men will be able to protect the island even without you. If you ever have engine trouble again, feel free to crash-land on our island anytime! See you later!

Officer: Thank you for your help--I salute your bravery!

(Opening of Museum):

Curator: Hi there, hero! I really have to thank you for everything you've done--including donating those artifacts you found to the museum! Thanks to you, things have gotten real busy around here! It'll only be a matter of time before I can make my museum the best museum in the world!

(Help Ira's Leg Get Better):

Ira: Hi MegaMan! Thank you so much for everything you've done for me and everyone! You know what? I've decided that once I get out of the hospital, I'm going to learn how to be a Digger, just like you! Promise me that when I grow up, you'll take me with you on one of your digs, OK?

DOWNTOWN NW BLOCK GOODBYES:

Green House: It's quiet inside...Looks like nobody's home.

Brown House: You can hear voices from inside...

Woman's voice: They say that that blue boy's a polite young man...

Blue House: knock knock... (Man's voice): Who is it? Oh, MegaMan, it's you...Thanks for being such a good friend to Osh!

White House: There's a piece of paper that says: "Absoulutely no solicitation!

Red House: You can hear voices from inside...(Old man's voice): So that little blue fellow saved the city, eh? Don't see too many young'uns like that anymore... (Woman's voice): No...Isn't he wonderful? sigh...

Red House Next to Library: There's no nameplate...It must be an empty house...

DOWTOWN SE BLOCK GOODBYES:

Brown House: There's a piece of paper that says: Away on a trip.

Green House: You can hear voices from inside...(Child's voice): That blue man saved the island! Wow! A real-life hero!! (Woman's voice): He certainly did...But he's not exactly my type...

Yellow House: There's piece of paper that says: We've gone on a trip--please don't come looking for us!

White House: There's a piece of paper that says: Absoulutely no solicitation!

Blue House: You can hear voices from inside...(Madame's voice): I see that Bensley is out?. (Maid's voice): Yes, Ma'am--he's gone to see Mr. MegaMan off. (Madame's voice): Ah, yes...They are friends, aren't they?

DOWNTOWN NE BLOCK GOODBYES:

Yellow House: There's a piece of paper that says: We've gone on a trip--please don't come looking for us!

Red House: There's no nameplate...It must be an empty house...

Brown House: There's a piece of paper that says: Away on a trip.

Tan House Next to Soda Machine: You can hear voices from inside...(Man's voice): Hey, Dad! Did you hear about the blue boy!?! (Old man's voice):

Yep, sure did...We should try to follow his example, and do the right thing--get the people here to accept us, like they did him...Hmmm...maybe we should go say hi to our neighbors...

Red House Near Library: (Woman's voice): Dear, did you hear about Jim's friend, that blue boy? They say he saved the city! (Man's voice): What!?

Jim saved the city!?! (Woman's voice): No!! I said his friend did! (Man's voice): Oh...Too bad--for a minute there, I thought our Jim was a hero!

Green House: (Boy's voice): Mommy! Mommy! They're having a special on TV about MegaMan! Can I watch it? Please? (Woman's voice): All right, but don't sit too close to the TV set--you'll ruin your eyes!

GOOD-BYES ON THE WAY BACK TO THE FLUTTER:

Man in Green Overalls: I'm sorry...I'd like to stop and talk with you, especially after all you've done for us, but I seem to have dropped my savings somewhere, and I've got to find them, or...Sigh...Just when I thought I'd be able to buy my new house, too...

Man in Blue Shirt: Hi, MegaMan! You might not know me--I work for Kattelox TV...Do you really have to go? That's a shame--as long as you're around, there's always something happening. We'd never have to worry about not having any news...I wonder what we're gonna do now...Thanks to you, the game show's getting better ratings too...

Woman in Pink Dress From Bank: Thank you for your help...If you should happen to find a large treasure, please come back and deposit it here--I'm sure you'll find our interest rates are the best anywhere!

IF THESE RESPECTIVE SUB-QUESTS HAVE BEEN COMPLETED:

(Bad MegaMan OR Stripe Burger Resturant):

Woman in Pink Dress From Bank: Thank you so much for helping us by catching

those robbers...Well, they weren't really robbers, but...Anyway, thank you!
I'm sure we won't have any problems with real robbers now, either!

(Help Man Find Bag of Money):

Man in Green Overalls: Thanks for your help--I don't know what I would have done without it! Don't you remember me? You helped find my lost money...Thanks to you, I was able to build my dream house! Promise me you'll come over and visit it sometime, will you?

AFTER COMING BACK FROM SHOPPING ARCADE:

Amelia: So you're really leaving then...I don't know what to say...

Barrell: Well, guess it's time to move on, eh?

Data: Time to go, then! Oh--before we go, you want to hear a secret?

[No]: Oh, really? OK then...

[Yes]: Did you know that if you start a new game without cutting the power, you can try the game again at a different difficulty setting? Here's another hint...The faster you play, or the harder it is, the easier it will become...Wonder what that means? Maybe you can figure it out...

Roll: Well, if you're all done with your good-byes, I guess it's time to go then...Right?

[No]: OK then...Let me know when you're ready to leave, OK?

[Yes]: (Casket Family gets ready to leave)

CASKET FAMILY BOARDS THE FLUTTER:

Ameila: Thank you so much for your help! Take care of yourselves!

MegaMan: Bye! Take care!

Roll: Good-bye!

Barrell: See you later, Amelia!

Data: Kiii!

Amelia (waving as Flutter starts to lift off): Good-bye!

KATTELOX CITIZENS SEND OFF CASKET FAMILY:

MegaMan: After all that, we still didn't find out anything about your mom and dad, or the Mother Lode...

Roll: Well, it can't be helped. It's not like we meant to come here in the first place, right? But everything worked out in the end, right?

MegaMan: Yeah!

Roll: Hey, MegaMan, did something happen while you were underground?

MegaMan: Huh? Yeah, well, not really...don't worry about it!

Roll: Well, I don't know, but..hee hee...Don't ever forget that I'll always believe in you, OK?

MegaMan (embarrassed): Roll!

Barrell: MegaMan! Roll! Look outside--the island!

Roll: MegaMan!

MegaMan (goes to check): OK!

Roll: What is it?

MegaMan: Whoa! Roll, left, left!

Roll: Huh? OK! Hey, isn't that!

(Kattelox Islanders wave and say good-bye to Casket Family)

Roll: They all came to see us off!

Reporter: I hope those of you at home are watching! Our brave heroes are taking off, heading for new adventures! As you can see, the people of Kattelox have come out to send them off and wish them well!

MegaMan (waving from Flutter): Hey, everybody!!

Roll: They were all really nice people. Maybe we'll come back here and see them again!

MegaMan: Yeah!

Roll: OK, setting new course! (spins steering wheel) Here we go!

(Flutter heads off into the sky)

DURING CREDITS:

Teisel: In about an hour, we will be arriving at our destination, Kattelox Island! Double check your equipment readings and make sure everything's in working order! I swear, this treasure will be ours or my name's not Bonne! Let's DO IT!!!

Bon: Babu!

Roll: Gramps, can you open up the #11 value again?

Barrell: Got it!

Tron: What are you looking at!?

MegaMan: Oh!

Tron: Waaah! It's a dog!

Tron: Oh, what happened this time!? I can't take my eyes off you for a second, can I!? Just you wait till we get back--you're in a lot of trouble!

Servbots: Ohhhh noooo!!

Tron: Hey, you!

Tron: Let's go!

Servbots: Roger!

Teisel: Oh, you're mine, blue boy--I'll get you!

Roll: I'm going to fire up the engine, MegaMan! You grab that blue lever there!

MegaMan: Gotcha!

Roll: 3, 2, 1--MegaMan! Now!

MegaMan: Here goes!

MegaMan: It worked!

Roll: Up and away!

MegaMan: Let's go!

Roll: That's it!

Teisel: Ha-ha-ha-ha-ha! Fire!

Roll: Keep it up!

Teisel: It looks like they're serious--they want to go out fighting just like courted rats! On your toes, everyone!

Tron: No more playing around!

Tron: I'll show them!

Tron: Everyone ready? We're moving out!

Servbots: Roger!

Tron: It's not over between you and me! I won't forgive you if you die or anything stupid like that, so be careful in there, OK!?

Teisel: C'mon, hurry up! He's getting away!

Juno: This is MegaMan Juno, Bureaucratic Model Third Class, Authorization Number 8677. Requesting the Reinitialization of this island's systems, and memory back-up of its bureaucratic systems.

MegaMan: Stop! Stop it!

OS Voice: Eden systems ready. Awaiting confirmation. Requested back-up of Bureaucratic Model MegaMan Juno complete. Execution of Kattelox Reinitialization Program will commence in 100 seconds.

MegaMan: What should I do?

Data: Interrupt command. Priority command rerouted to Purifier First Class MegaMan Trigger. MegaMan Trigger hereby requests the indefinite postponement of the previous Reinitialization order, and the deletion of Bureaucratic Model Juno's back-up data.

Roll: Well, I don't know, but..hee hee...Don't ever forget that'll always believe in you...

MegaMan: Hey, everybody!

Roll: They were all really nice people. Maybe we'll come back here and see them again!

MegaMan: Yeah!

Roll: OK, setting new course! Here we go!

AFTER CREDITS:

(Teisel watches the Flutter fly away from their make-shift boat)

Teisel: Well, there they go, not a care in the world. Hey, Tron! Can't

this thing go any faster!?

Tron: No, it can't! I had to gather up all the spare parts from everything he blew up to build this!

Servbot: That's right! That's right!

Teisel: We'll just have to rough it until we get to the next island! If we sell what we found, we'll get back what we lost and then some! We'll live like kings!

(shows back of the boat holding the Giant Refractor from the Central Gate)

Teisel: Who would've thought there was such a huge refractor down there, and all we had to do was just wander in and pick it up! I told you we'd have the last laugh! Ha-ha-ha-ha-ha...!

Tron: sigh...That's assuming we make it to the next island without sinking! Oh, well, at least he's in a good mood!

(boat rides off into the sunset towing the Giant Refractor and Bon Bonne)

Bon: Babuu...Babuu...Babuu...Babuu...

(to be continued...)

(Presented by CAPCOM Clear Time XX:XX:XX THANK YOU FOR PLAYING)

END OF TRANSCRIPT--FINALLY!!

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