

# Mega Man 64 FAQ/Walkthrough

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The FAQ/WALKTHROUGH for MEGAMAN 64, v0.9

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===== I. GENERAL INFORMATION =====

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1.1 A Brief History  
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Who does NOT know MegaMan? Created in 1986 to fight the evil Dr. Wily, MegaMan has gone from a simple human-like android to... a human-like android.

Ok, so MegaMan is still basically the same. But the various games he has starred in have gone through many game systems, plots, and even genres! Here is a brief history of the MegaMan games up to this point (The main ones. Hey, I said BRIEF history.)

MegaMan  
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"In the year 20XX..."

There isn't much to explain about these, really. MegaMan's constant mission is to fight robot masters created by Dr. Wily, a former assistant of MegaMan's creator, Dr. Light.

Along the way there are several run-ins with Protoman, Dr. Light's first robot creation and "older brother" of MegaMan, as well as assistance by MegaMan's faithful companion, Rush.

MegaMan 7 and 8 continued the NES series. Probably the most important addition to the series was the appearance of Bass, and his canine sidekick, Treble. They were Dr. Wily's attempt to create "evil" versions of MegaMan and Rush.

The final installment in the original MegaMan series was "MegaMan and Bass". This one gave you the option of playing as MegaMan or Bass, against Dr. Wily!

MegaMan X  
=====

"In the year 21XX..."

This series began the highly successful MegaMan X spin-off, though it is in fact the continuation of the original series. X was Dr. Light's last robot,

created to protect humanity in the future.

In the future, rogue robots come to be known as mavericks. X, together with his friend Zero, hunt down these mavericks and stop their evil plans. Sigma becomes the main enemy.

Starting with X3, you also get the option of playing as X or Zero. Then in X4, the series gets some updated graphics and kick ass animated cutscenes. It gets much deeper than the original series too, with the possible re-appearance of Dr. Wily!

In MegaMan X7, a third playable character by the name of Axl appears.

#### MegaMan Zero

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In an odd turn of events, Zero from the X series now gets his own! Zero has gone into a deep sleep to repair himself, and wakes up a hundred years later to find a world without MegaMan X! Or so it seems...

This new Zero must fight his way through the hordes of new mavericks to find out what really happened to X.

#### MegaMan Battle Network

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As always, this series takes place in a highly technological future. The Internet is intertwined with every technological innovation, and people carry devices known as PETs. Lan is a boy with a PET named MegaMan.EXE, and together they fight cyber enemies and real ones to protect the world from an evil organization known as World 3.

#### MegaMan 64

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Now we get to the Legends series, which is what this guide is all about. Far into the future the world has become covered by water, and the only patches of human existence live on small islands scattered around the planet.

Barrell Casket and his grand daughter Roll are diggers; people who dig for a source of energy called refractors. During these digs they discover a baby robot and name him MegaMan Volnutt. They also find a small monkey-like robot with him, and name him Data.

This series gets VERY deep, with stuff about the end of the world, mysterious ruins, and MegaMan's real past. It was also the first 3-D MegaMan series.

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## 1.2 The Legend Begins

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#### The official Introduction

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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 source of energy. 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 or refractor energy which has become a corner-stone of the emerging civilizations.

Originally, this was the Diggers' only purpose; to find refractors so that civilization could 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 running out of energy.

In search of the 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.

My brief Introduction

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Hey, have you seen Water World? Of course you have! Well, this is the same thing. Small groups of humans struggle to stay alive in a world nearly entirely covered by water. They dig in places called ruins, often having to fight ancient robots known as reaverbots.

What will they find in these ruins? Let's find out...

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1.3 Main Characters  
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MegaMan Volnutt

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Yea, don't ask me why they added Volnutt to his name. MegaMan was discovered 14 years ago by a digger named Barrell Casket, and his grand daughter Roll. Since then he has become a part of the family, and is the lead digger when they explore ruins.

MegaMan's past is a complete mystery, as is his small monkey-like companion known as Data. He has no memory before being discovered by Barrell and Roll, but exploring the ruins will hopefully yield some answers.

Roll Casket

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This 14 year old girl is Barrell Casket's granddaughter and MegaMan's best friend. Her parents disappeared during a dig when she was young, and it is this tragedy that lead to her being a digger.

She provides MegaMan with information and weapon upgrades as MegaMan explores the ancient ruins.

Barrell Casket

=====

Roll's grandfather and the man who found MegaMan, Barrell is a famous digger and researcher who is now retired. He has been like a father figure to both MegaMan and Roll, and will often use his vast knowledge of digging to help them.

Data

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A mysterious little monkey-like robot, Data was found along with MegaMan by Barrell Casket. All Data can mutter are tiny squeaks, and MegaMan is the only one who can understand them. Data's purpose is unknown.

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#### 1.4 Secondary Characters

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Teasel Bonne

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The eldest sibling in the Bonne family, Teasel Bonne is also the leader of a pirate organization who's sole purpose is to plunder refractors and make money.

Tron Bonne

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Tron Bonne is the mechanical genius of the Bonne family, at only 14 years of age! She is in charge of building and maintaining their many robotic creations.

Bon Bonne

=====

Though Bon Bonne is only a baby, his formidable size makes him adept at scouting and reconnaissance. His brute strength often makes up for his simple mind.

Servbots

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Servbots are small robotic servants created by Tron to help run the pirate operations. Though they are robots that follow orders, they can think on their own if necessary.

Mayor Amelia

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Unlike most politicians, the mayor of Kattelox is a kind and generous woman. She will often ask for MegaMan's assistance in tough situations.

Inspector

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The chief inspector is the head of the Police force on Kattelox Island. He seems able at handling small situations, but pirates and reaverbots may be a bit over his head.

MegaMan Juno

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MegaMan Juno is an ancient robot hidden deep in the ruins underneath the island of Kattelox. His main purpose is to "purify" the surface of "carbons", but MegaMan may have a thing or two to say about this.

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==== 2.0 THE BASICS =====

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2.1 Game Start

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New Game

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Duh, select this to start a new game.

Continue

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Select this, then the saved data to continue your saved game.

Option

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You can change various options here. Also remember that the options can be changed any time in the Pause menu.

Turn: You can choose to turn using Z and R, or the control stick and D-pad. I recommend the control stick.

Free Look: Choose reverse, or normal. Reverse means holding Down will make MegaMan look up, and normal is the opposite.

Sound: Stereo (two or more speakers), or mono (one speaker).

Map: Turn the map in the ruins on, or off. But why would you want the map to be off?

Lock-on: Holding C-right will cause MegaMan to lock onto the nearest enemy, but you can disengage that option of you want.

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2.2 Saving/Loading

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Saving

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It seems that little monkey has a point in this game. During the game you will often see Data standing around. To save, talk to Data and select Save Game.

Loading

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Select Continue at the title screen and the data you want to load.

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2.3 Status and Menu Screens

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## In-game Status

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As you play there will be a vertical bar on the left, and one on the right.

**Health:** In keeping with the style of the classic MegaMan games, the health is a vertical bar on the left. The lines will become smaller and vanish as MegaMan takes damage, but health can be refilled with health cubes or energy canteens, and can be protected by using items such as the helmet.

**Enemy Alert:** There is a small circle located under the health bar. When this circle turns red and it emits a buzz, it means an enemy has spotted you.

**Special Weapon Meter:** If MegaMan has a special weapon equipped, the bar on the right shows how much energy that weapon has.

## Pause Menu

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Press Start during the game to access several key features.

**Normal Items:** If an item isn't necessary to beat the game, it is a normal item. Many things will go in here, from pointless relics to defensive shields and camouflage armor. Sometimes the items can also be given to Roll to make weapons or just for her.

**Special Items:** Special items are usually acquired after a major event, and they are necessary to beat the game.

**Buster Parts:** You can equip a maximum of three buster parts here, and they are used to power up your buster gun. Try different combinations to get the best results to balance the Attack, Energy, Range, and Rapid.

**Special Weapons:** You can check special weapon status, and remove any special weapon you currently have.

**Options:** Adjust any options, just like the title screen options.

## Data Menu

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Talk to Data and you'll get a small menu.

**Energy Charge:** Data will recharge your health and special weapon energy.

**Save:** Save the game.

**Tell Me...:** If you're stuck in any part of the game, talk to Data and he'll give you clues about areas or people you should see. You can also get general information about other things.

## Support Car

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Go into the support car to talk to Roll or Data. Data's menu will be the same, but if you talk to Roll you get several options.

**Talk:** You can just talk to Roll to get clues about the next location, or to give her items. Check in with her often to see what's new.

**Special Weapons:** Here you can change special weapon, or enhance the special

weapons. Enhancing special weapons will cost you money, so be selective of which weapons you enhance.

Item Development: If you should find a normal item that seems to have no purpose, talk to Roll in the item development screen. She can check your items and perhaps create new items or weapons.

Support Car: Roll can drop you off in several parts of the island, so use this to get around quickly.

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## 2.4 Controls and Techniques

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### Basic Controls

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These shouldn't be hard to figure out.

D-pad / Control Stick: The D-pad and control stick are used to move MegaMan up, down, left, or right. The control stick can also be used to strafe left and right, depending on the configuration.

Start: Press Start to Pause the game and get access to the sub-menus. It is also used to start the game.

B button: Used to fire the buster gun, and cancel in the menus.

A button: Use this to jump, or to accept selections on the menus.

C-down button: Use this to search areas and items, as well as to inspect suspicious spots. Also used for the jet skates and to walk slowly.

C-left button: Use this to fire the special weapons.

C-right button: Hold C-right in battle mode to lock-on to the nearest enemy, or to look around freely.

C-up button: Open the map above ground and in the ruins.

L / R buttons: Strafe left and right. This is useful during battles.

Z button: Strafe left by default. Can be changed to turn MegaMan left.

### Techniques

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There are various advanced things you can do using the basic controls.

Investigating: There are holes in nearly all the ruins in this game. If you search along the walls, they are easy to spot and can yield anything from zenny to a part for a special weapon! garbage pails and boxes can also be investigated, and feel free to try everything else.

Walking: Hold C-down and then move to walk slowly.

Quick Turn: If you want to face a different direction, face that direction and press the C-down button. MegaMan will turn quickly.

Hanging: Hold Up when jumping near a ledge to grab on and climb up. Good



for jumping up to high places.

Rolling: If you're in a tight spot, hold left or right and press the A button to do a quick roll to the side. This is good for avoiding big blasts or quick enemies.

Jet Skating: Once you get the jet skates, you can hold the C-down button to move along much quicker than usual. Holding Up will make MegaMan go even faster, while holding Down will slow him down.

The Circle Method: This is probably the most important battle technique in the entire MegaMan Legends series. If MegaMan is facing off against a large enemy, use the L or R button to strafe and the control stick or D-pad to circle around the enemy.

The enemy MUST remain in MegaMan's view at all times. Once you can do this effectively, just hold the B button to begin firing. The idea behind this is that while MegaMan's shots will all hit, the enemy's will all miss.

It takes some time to master, but once you do this game will be a whole lot easier.

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## 2.5 Buster Gun/Special Weapons

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This is a quick overview of the buster gun and special weapon meters.

### Buster Gun

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The buster gun has four meters, all of which can be found in the Buster Parts sub-menu.

Attack (ATK): This is the attack strength of the buster gun. The higher it is, the more damage MegaMan's shots will take.

Energy (ENG): Energy determines how many shots MegaMan can fire in succession.

Range (RNG): How far can MegaMan's shots go? It depends on the length of this meter.

Rapid (RPD): Obviously the length of this meter determines how quickly MegaMan can shoot.

### Special Weapons

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The special weapons have five different meters, which can be viewed in the Special Weapons sub-menu, or in Roll's support car.

Attack: This is the attack strength. The higher it is, the more damage MegaMan's shots will take.

Energy: Energy determines how many shots MegaMan can fire in succession.

Range: The distance for each shot fired.

Rapid: This determines how quickly a weapon's shots can be fired.

Special: Each special weapon has a special ability, and this determines the level of the special ability.

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## 2.6 Common Items

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These items appear everywhere, all times of the day, in all kinds of places.

### Health Cubes

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When you kill an enemy, it will often drop small orange cubes. These cubes refill your health.

### Zenny

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What kind of RPGish game would this be without money? Not a very good one. Zenny is the official currency of Kattelox Island, and you can use it to buy items, parts, or even trinkets. That's right, trinkets.

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## 3.0 WALKTHROUGH

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### 3.01 The Tower

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#### Escape the tower

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So, I finally get to the guide. MegaMan's adventure begins in a desolate tower as he searches for a Blue Refractor deep within the labyrinth.

This is a tutorial stage, where Roll will talk to MegaMan through a mic and tell him what to do. Just listen to each of Roll's transmissions and you should get through just fine.

When you start there will be three reaverbots known as zakobans. You'll find them all over the place. They can shoot small bombs at you, or spin if you get too close. They're simple anyway, so shoot them and move on.

Roll will tell you to turn right up ahead, but ignore her and go straight. Destroy the two zakobans for some extra zenny, then go back to the path.

Roll will ask about a door, but ignore her again and shoot the three reaverbots in the dead-end ahead, then turn to the right. Turn right again at the next branch, and step on the button to fall into a trap.

Some worm reaverbots called mirumijeas will surround you, but they are extremely easy to kill. Get the extra zenny and run back to the door and enter.

Three zakobans will be waiting behind the pillars, but I mean come on. Destroy

all three easily and go through the next door.

A reaverbot will dash by quickly, but won't attack. Enter the tunnels and go to the right. Enter the first doorway on the right and destroy the large box to get zenny and a health cube, both of which are obviously useful.

Go back out to the main tunnel and keep going, and eventually you'll see a doorway with a large barrier in front of it. Ignore it for now and keep going to face a cannam.

Cannams are a spider-like reaverbot that can hang from the ceilings. If you get close it will drop down, then it will start to drop bombs from above. Just lock-on with C-right and shoot it a few times to finish it off.

Pick up your bounty and go into the next room. Shoot the two glowing rods to destroy the barrier, then go in there and open the chests for some zenny and the Power Raiser buster part. Equip the Power Raiser to increase your attack power by 1.

Go back out and to that entrance that had the barrier. Roll will warn you about a big reaverbot, but who listens to her anyway, right?

Boss: Hanmurudoll

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Go inside and you'll meet a large reaverbot called a hanmurudoll. It will only walk around and try to smash with it's one arm. Use the circle method (look in the Controls/Techniques section), and it should be easy.

After defeating this sorry excuse for a reaverbot, you'll finally escape the tower.

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3.02 Looking for Parts  
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Visit Apple Market

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After that rather dramatic landing, it will be up to you to find some civilization on Kattelox Island. But, first I suggest you talk to Data and save your game, and familiarize yourself with the controls if you're still a bit confused.

You can also press C-up and view the map for the entire island, just so you'll know what to expect as the game progresses.

Once you're ready, go toward the brown sign in the distance that says "TO TOWN". A Police car will come rushing through, so go back and talk to Barrell.

Barrell will leave with the Inspector, but he mentioned you could visit the shopping arcade. So off we go! Go back toward town, and talk to the guy that is standing near the igloo shaped building. This is called Portal 1, and it is one of the sub-ruins that can be found in the Side Quests section (well, mostly extra).

After that, approach the gray door with the N on it. You may notice a small ship floating nearby, as well as some small yellow guys. Talk to them if you like, but you'll meet them later on anyway.

You can look around at the Apple Market to meet some of the city residents. You can also visit all the different shops, and if you kick the yellow can into the Jetlag Bakery, you'll get 1000 zenny. WARNING: too much of that can turn MegaMan into a dark blue color. You can't go further into the city yet, so let's visit the Junk Shop once you're ready.

Talk to the Junk Shop lady and she'll ask you to go find her husband in the ruins.

Find the Junk Shop man

=====

Go back to the South door and enter Portal 1. Yes, the ruins you passed on your way to town.

Take the left path after entering and lay waste to the many zakobans that will appear. Straight ahead you should see a hole in the wall. Inspect it to get the mad zenny.

Go down the right path and destroy or ignore the mirumijees, then go to the left. Kill off all of these mirumijees and talk to the quivering Junk Shop man.

He will then leave, and normally you would too since this is a sub-ruin. But, there is a small part of the ruins that you might as well explore right now.

Go through the door on the left side of the room and you'll see a whole bunch of shekutens. They are small, pointy reaverbots that explode when you get near. You can shoot them from far away, or just run through to the tunnel.

There will be two zakobans in the tunnel, so shoot them and continue on. The next two rooms will have two types of reaverbots.

The satellite things are orudakoitans, and the ones that move around are arukoitans. The orudakoitans are like the alarm for the arukoitans, so if you shoot the orudakoitans the others will not move around.

Or, you can just avoid them. Go into the last room in this area and open the chest to get Rapid Fire. This buster part will increase the Rapid meter, making MegaMan's shots come out faster.

Well, that's it. Go back to the entrance and leave the ruins, then visit the Junk Shop. Talk to the Junk Shop couple and they will give you the Mine Parts Kit. They will also give you the abandoned support car outside the city gate, so get back to Roll who is near the support car.

Splash mines, a car, AND a citizen's card

=====

Talk to Roll and she'll be more than glad to create the Splash Mine special weapon. This special weapon lets you drop mines on the ground, and they will only explode if someone steps over them.

Talk to Roll about anything you want to know in the support car, then leave. A Police officer will approach you and hand over the Citizen's Card. This will give you access to the rest of the city.

Listen to everything the Police officer has to say, then get back into the city.

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### 3.03 Enter the Pirates

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Find Gramps!

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You heard Roll, you have to go find Gramps! Go up towards the North door, but you'll find three little punks blocking your way. To get past them, stand a bit far away and hold the C-down button to walk slowly.

That'll spook them and they'll run away. Now, let us visit Downtown!

As soon as you enter the little yellow guys will be there, as well as a thin brunette girl. Listen to their little plans, and they'll run off. Man, no one in this place likes a strange blue guy eaves dropping...

So, Downtown! A whole lot of stuff happens here, but for now let's explore a bit. If you walk around through all the buildings you'll find four garbage cans. Search them all to get some zenny, and the Broken Motor. The Broken Motor can be combined with other items later on to create the Vacuum Arm special weapon.

If you inspect the soda machines, you can pay 100 zenny to get a health refill. You could also kick the machines, but that'll turn MegaMan into the dark blue color.

Now, head toward the North door. Do you see that small rectangle sewer lid in the street? Inspect it to find a shortcut to the Portal 1 ruins, where the Junk Shop man was lost. You might also want to avoid the vehicles, as they can cause damage when they hit you. You can't go East or West yet, so go up to the North door.

Ah, City Hall. There is also a Bank and Police Station here, but there's no need to visit them now. Go up to the main building (wasn't that the same girl from before?), and talk to one of the guards to get inside.

Well, Barrell is fine. He will introduce you to Amelia, the mayor of Kattelox Island. It seems the pirate rumors are escalating, and everyone is in a ruckus. Leave to go check on Roll.

Doggie trouble for Tron

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Go back to see Roll outside the city. On your way to the South door you should see those nosy punks from the Apple Market. Enter the South door, and you will once again meet up with the girl in pink.

Talk to her, then talk to Paprika (the dog) to save her from the vicious dog attack (shyea right). The girl will get all misty-eyed, but she'll quickly recover her rude attitude and run away.

Did I sense a little spark there? Eh. Make your way to the South door.

Find Roll

=====

Now you'll be in the Apple Market. The Junk Shop is open for business, so stop by. You can buy better buster parts, or some important items. It would be a

good idea to pick up the Energy Canteen right now for 650 zenny, and maybe some extra Life Gauges and Extra Packs for the Energy Canteen.

If you still have some spare cash, invest in some buster parts. For more detail about items and buster parts, look below in the appropriate sections (refer to the Table of Contents for quick reference).

Go to the South door. The Servbots and Tron will take off in the small ship, and Roll will talk to you about the pirates, then they will fly overhead. A couple of big booms later, Roll will realize what we already know: the pirates are attacking the city!

Chase after Roll into Apple Market. Talk to Data and recharge all your energy, then save. Once you're set, enter the North door.

Boss: Blumbear Tanks

=====

Right, so now you have to take on these three tanks and get the key to the North door. Each tank has it's own abilities as well. Blue is built for speed, red is built for combat, and yellow is built for endurance. You'll notice these attributes during the battle. The tanks will be assisted by Draches during the battle, but they are hardly a threat.

As soon as you start you may notice that the tanks will only shoot you. Attack them in return to get them moving (which is what we want). Now, pay attention! Two of the tanks will open up and toss the key, so watch for the one with the key and start following!

There are two main ways to destroy the tanks. You can use your buster gun to shoot them, and you will probably have to with the speedy blue tank and bomb-happy red tank.

You can also use the Splash Mines that Roll just made for you. Press T to drop them and cause some major damage (especially with that yellow tank). Make sure to collect any zenny and energy cubes that come out of the destroyed tanks.

After destroying the tanks and getting the key, a cutscene will ensue.

Boss: Feldynaut

=====

Ah, so Tron herself has decided to take care of MegaMan. She'll be using the Feldynaut, a strange octopus robot with powerful attacks.

The Feldynaut has four attacks. The first attack is a stream of fire from her gatling gun. The second attack is a strange orange shockwave that can follow you, so heads up! The third attack has the Feldynaut throwing out bombs (it may be spinning), which can cause major damage. And the fourth attack is a simple ramming.

The best way to deal with the Feldynaut is to remain in the main street, and shoot it while running left and right to avoid attacks. If it runs toward you, move out of the way! You can't duck under the legs for some reason.

Now, I seriously mean stay in the main street. If you go too far to the sides it may destroy some of the surrounding buildings, and that will make the Good Samaritan side quest a whole lot harder. Refer to the Side Quests section for details.

Anyway, after defeating Tron she will fly off and leave you standing near Data. It would be a good idea to recharge your energy and save.

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### 3.04 Trouble at City Hall

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Protect... everything!

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As always it's up to MegaMan to vanquish all the bad guys, so roll up your sleeves and get ready for a long bout.

There will be two types of Maiberu Haagen tanks in the beginning. The red tanks will attack City Hall, while the yellow tanks will attack the closest object.

Those long-armed flying robots are Horunisse, and their purpose is to bring in more tanks after you've destroyed them. They also drop bombs.

Anyway, protect City Hall! City Hall is the main priority here, so destroy anything in that area first. Run around the whole building because a tank may sneak around the back.

The next objective here is destroy the Horunisse so they can't bring in any more tanks. Use C-right to lock-on as they approach and shoot them down with the buster gun. It can be a problem with all three of them flying around, so keep moving.

After the flyers have been taken down, finish off the all of the remaining tanks. They will most likely be spread out, so work quickly! It's best to save as many buildings as possible (see the Good Samaritan side quest).

If all the tanks have been destroyed, run up to City Hall.

Boss: Bon Bonne

=====  
This "baby" has three attacks. The first attack is a strong clap where he will use both hands to smash MegaMan. The second attack is a burst of six missiles that can cause major damage. The third attack is a tongue "rasberry" where a long streamer will come out to hit MegaMan.

The best way to defeat this guy is to keep circling him by using L or R, and the buster gun. You can also use the various trees and posts to distract him, then shoot him as he punches away.

Keep shooting and avoiding his attacks, but never stop. If he gets tired of attacking you he will resume the attack on City Hall.

If you're persistent this battle will be over quickly. Rejoice! You have just defeated the Bonne family.

Watch the cutscene and enjoy your brief victory.

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### 3.05 Digging up North

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Prepare for war

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Right, so now you have a Class B Digger's License, a support car, and some extra zenny from that battle (right?). Go to the front of City Hall and enter the support car.

Speak to Roll and she will go through all the new stuff the support car can do, including giving you rides to different parts of the island. You'll get a nifty Walkie-Talkie to call her with.

At this point we COULD go up to the Yass Plains up North, but I think you should stock up a few items. Talk to Roll again and select Support Car. Choose Downtown to get a quick lift to the Downtown area.

Search all the garbage pails to find a normal item called Blumebear Parts. This item can be shown to Roll later on to get the Machine Buster special weapon. Now go to the South door and visit the Junk Shop.

Now you have several options. You can buy parts to enhance your buster gun, Life Gauges and Extra Packs to boost health, or something like the Flak Jacket. The Flak Jacket is expensive, but will reduce damage.

I strongly recommend skipping the Flak Jacket for now. Just buy two of the most expensive buster parts, and any health boosts you can afford.

Once you've decided, go to the Support Car and head back up to City Hall. Before you exit do just two more things. First talk to Roll and select Item Development. She will use the Blumebear Parts to make the Machine Buster special weapon. This thing shoots a lot, but is very weak. I say stick to the Splash Mines for now.

Next talk to Data and save, and that's it! You're all set to face the perils through the North door.

Battle on the Yass Plains

=====

Yea, so now would be a good time to equip any new buster parts. The Power Raiser and Sniper Unit make for a powerful buster gun at this point, so equip 'em if you got 'em.

The Yass Plains are a huge chunk of the top of Kattelox Island, and at the moment they are covered with gray tanks called Leopordos. The Leopordos are easy enough to destroy. Simply use L and R to circle around them and shoot with the buster gun. You'll get zenny and health cubes for your troubles.

Destroy the first two Leopordos and enter the small house on the left. It seems the island's crack Police force (heh) has been overpowered, and they're trapped. Exit and continue shooting through the tanks while avoiding the bombs from the gun batteries on top of the hills. Jump up onto the hills and examine the box near the house to find a Safety Helmet. The Junk Shop people will be in there in case you need anything.

Head East from there to enter a cave and cross over to the other side.

South from that cave you'll find Portal 3 to the ruins (optional), and the Clozer Woods just to the right. Talk to Data in front of the cave to charge up and save, then enter the cave. Destroy the few Leopordos along the way and jump into the pit.



Boss: Marlwolf

=====  
All right, Teasel Bonne and his Marlwolf are quite an improvement over Tron and her goons in the city. First you have to shoot the treads to slow down the huge digging tank. It moves fairly slowly, so that shouldn't be a problem to stand there and shoot. It will fire some green orbs from it's hands, and the easiest way to avoid those is to press A and left or right on the stick to roll to the side. This works under default control settings.

Once you've taken out the treads then you can move on to higher ground and wait for the Marlwolf to pass by. There might be a few Leopordos on the way, but it's no big deal. Jump on top of the tank when it gets close enough and hold C-up to aim your shots at the gray hatch. Aim slightly up to shoot the bombs that come out before they get a chance to fly away and hit you, but they most likely will. It's when the Servbots come out that you really have a chance to do some damage. The Servbots will be carrying a single bomb, so keep on shooting when you see them.

Continue shooting at the hatch, and if you get knocked off you can also shoot from the high ground (the buster part Sniper Unit that I mentioned earlier should come in handy here). If you have an Energy Canteen then you should definitely use it when necessary.

The Marlwolf is good on offense, but extremely weak on defense. It won't take long to destroy it and send Teasel back to his ship. Climb out of the pit and Roll will call you. Agree to go to City Hall to continue.

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3.06 Exploration at Cardon Forest  
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Stock up on supplies

=====  
This part is pretty simple. Talk to Roll and select Item Development. Roll will take that Safety Helmet and turn it into the Helmet! Equip this through the Special Items to reduce the amount of damage you take and last longer in battles.

Now go to the Junk Shop and buy a couple of Extra Packs and Life Gauges. Your buster gun should be OK with the Sniper Unit and Power Raiser alpha, and keep the Splash Mine equipped. Once you're ready go talk to Roll and have her drive you to the Cardon Forest.

Convoy through Cardon Forest

=====  
Head South through Cardon Forest and ignore Portal 2 for now (small portal off to the side). Keep South and talk to the lady in front of the cave, then go inside.

You'll be given the option to retreat, but it's not that tough. Roll will also join in the fight as your back-up. If you run out of health and don't want to die, go inside the Support Car.

But seriously, it's too easy. Blow away all of the Leopordos and gun batteries to allow the Support Car through, and keep going until you reach the gate in front of the Cardon Forest Sub-Gate. Roll will go medieval on that gate and bust through it, allowing you to reach entrance. Now that you have a Class A

Diggers' licence you can open the gate and enter your first Sub-Gate ruins. The ruins are not at all like fights above ground, so get ready for battle!

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### 3.07 Cardon Forest Sub-Gate

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Find three starter keys

=====  
Head inside and go towards the yellow refractor at the end of the room. Inspect it twice to get some tips from Roll about the ruins and what you need to do to get the refractor. Notice the three holes in the console? So, guess how many keys you need to find...

Go through the door to enter a large room. There will be several nests that contain reaverbots called jakkos. These flying reaverbots blow up with one hit, but be sure not to get too close. Blow up the nest to get rid of them. If you fall in the pit you'll meet a green reaverbot called sharukarusu. These things dash at you with their pointed arms, but simple strafing with L and R will work to avoid them.

From the door you entered through, head straight and kill off any reaverbots. Make a right at the end and follow the path to get to that bridge. Shoot the green slab to knock it down and continue. Get to the raised area next to the wall and kill off the nest and jakkos. After they're destroyed you should see a small yellow key. Pick it up and that's one key down, two to go.

Head to the end of the raised area and enter the door that's in the wall. This should lead to a room full of floating reaverbots called fooroos. They float still until you get near, at which point they track you and explode. Shoot them from far away to avoid the blast.

Go inside and hit the yellow switch on the left to turn on the conveyor belt, then search the dark hole in the wall to find the Old Doll. Head through the tunnel at the end when all that is done. A chest on the left will reveal a Grenade Kit, and the right path will lead to an icy room with a chest in the middle. Jump to the chest (look out for the breakable platforms) and the chest will fall down to the conveyor belt. Turn on the switch in the wall to get the chest rolling through to the room at the end, where the crusher awaits. Kill all the floating fooroos and you'll automatically get the key when the chest is crushed. One more to go!

Inspect the hole in the wall for some zenny, then go through the next door. Inspect the hole across from that door to find even more zenny. Man, this place has tons of free cash. Head back to the room with the conveyor belt.

Go to the room with the breakable ice platforms and cross them to get to the other side. Enter that door and get the chest on the right side of the path to get the SpringSet, which Roll can use to help you jump higher. Get to the hole at the end of the path to find the Old Bone. Go into the door when you're ready.

A force field and three buttons... hmmm. Hit the green, then the orange, and finally the pink switch to turn off the field and QUICKLY pass through. The switches reset so you have to be fast. Get to the end of the hall to find the FINAL key. Is it me, or was that too easy...

Well, head through the door and back to the console. Lower the shield and... pick up the Yellow Refractor. That's it. Seriously. Head back to the surface

to finish your business at the Cardon Forest Sub-Gate.

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### 3.08 Welcome to Uptown

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#### New stuff

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Talk to Roll in the Support Car and go to Item Development. She'll use the Grenade Kit to create the Grenade Arm special weapon, and the SpringSet to create the Jump Springs! The Jump Springs are used to jump higher than before, but you can leave the Grenade Arm alone for now.

#### Explore Uptown

---

Now get Roll to drive you over to Downtown, and head West from there to go to Uptown. This is the nicest area on Kattelox Island, and there is certainly a lot to do.

Head to the hospital (big white building) and search the garbage pails to find some zenny and the Broken Propeller. You can also do stuff inside the hospital, but it's extra. There's a TV station at the other end where you can join in some game shows to win prizes. The final point of interest in the area would be the museum, but there's nothing to do there yet. Check for more info on these locations in the Side Quests section.

Now head up to the top of the hill and look for the door with the WILY'S BOAT sign. Go inside and talk to the girl in the yellow dress to find out what's going on. Also check the boxes for some zenny.

Get inside Wily's shop and talk to the guys to find out what you already know. Go out through the door next to the black-haired guy and talk to the Servbot (hmmm... why would a Servbot be hanging around?), then go through the other door to talk to the two repair guys outside. The guy nearest to the boat will mention your refractor, so go ahead and call Roll when you're asked to.

Roll will take care of the repairs and Wily will be kind enough to lend you his boat. It's sailin' time!

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### 3.09 Water Battle

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#### Yellow (and red) submarine

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Well, it looks like the pirates have been causing trouble at the Lake Jyun Sub-Gate. They left their submarines in the water around the Sub-Gate in case you decided to stop by.

Pay attention to the water as soon as you begin and look out for the missiles and torpedoes. The missiles will fly up through the air, and the torpedoes under the water. Shoot the submarines as much as possible while they're at the surface and they should easily blow up.

Keep blasting away and eventually some Draches will join the battle. Take them out quickly to return your attention to the submarines. Just keep circling and watching the water to take them all out.

Boss: Barukon Gelede

=====

Oy, now these guys come in with a massive floating robot! It'll be a tough fight, and if you want to survive it I suggest you retreat and come back with a fully energized boat.

Return to the lake when you're ready. Roll will take you through a small river as the Barukon gives chase. Shoot down all of the missiles as they appear from the top of the head. When you get to the small lake it's time to fight back. Shoot both of the arms and the guns behind the robot, and do your best to shoot the missiles as they approach. I still think it's best to concentrate on the arms and guns.

Once you take out those arms and guns Teasel will whip out the BIG gun. A orb weapon will appear behind the Barukon and begin to charge a green orb. However, if you shoot the charger, the weapon will stop. Aim your gun at the charger and keep a steady stream of shots directly at it. Blast the charger with each pass to destroy the robot and defeat the Bonnes once again.

Enter the Sub-Gate.

-----  
3.10 Sub-Gate at Lake Jyun  
-----

Find the three starter keys

=====

Head through the tunnels to meet a few zakobans. They're as slow as ever, so strafe with L and R and shoot to take them out. Search the two holes ahead to find some zenny, then move on and keep blasting the zakobans. Take a right when you get to the first big room to find a chest with the Old Hover Jets.

Turn back and enter the door on the other side. This will take you to a room full of Gurugurus. These crab reaverbots walk around slowly and charge when you get near. Keep shooting them to turn them upside down and shoot the unprotected underside.

Head to the left side of the guruguru room and enter the first tunnel on the left. Shoot the floating fooroos from far away to avoid the blast, and keep on destroying the gurugurus. Head straight to the end to find a chest with a Starter Key. Turn around and make a left into a gap to find a hole. Inspect it to get the Gatling Part.

Return to the main room and head into the tunnel on the other side. Check the gap along the way to find a hole and the Ring. Continue on through the tunnel and the door ahead.

This will lead to a large room filled with water. Head along the right and into the tunnel on the right to find a chest with another Starter Key. Run and jump across to the large entrance on the left side, but keep a look out for the cloaked sharukurusus and flying fooroos. I suggest you avoid the sharukurusus.

Head into the tunnel inside the entrance area and run left to find a chest with the final Starter Key. Then, inspect the hole behind the chest to get some more zenny. Head back out to the main room and run to the platform in the center. Open the chest at the top to get the Joint Plug. Now head to the

large door at the end of the room to continue.

This next hall will be paralleled by two walls of water. Beyond the walls are some crocodile-like enemies called firushudots. They will leap out of the water when you get near and shoot out waves of destruction. The easiest way to deal with them is to jump over.

Now, from here you can go into the two side tunnels to enter the extra ruins. If you go through the tunnel on the left you'll find a chest with the Rapid Striker buster part, and the tunnel on the right is closed. Continue to the end of the water hall once you've explored those side tunnels.

Walk into the room at the end and lower the shield to get the Red Refractor. Well hey, another easy one. Leave the room when you're ready.

Boss: Garudoriten

=====

Hah, not THAT easy. This huge bruiser isn't going to let you walk out with his shiny refractor, so it's clobberin' time! He'll begin by walking around the room and sliding at you. He can also jump up and release a huge shockwave when it lands.

Here is when you implement the circle method described in the Controls/Techniques section. Start by holding L or R to strafe, then press the control stick or D-pad in the opposite direction. So if you're holding L, hold the control stick Right. If you're holding R, run Left. Use this to circle around the garudoriten.

Once that is done it's time to jump and shoot. Keep jumping to avoid his slides and shockwaves, and if you shoot as you jump you can hit this guy's only weak spot: the head. Continue circling around the reaverbot, jumping to avoid attacks, and shooting the head to easily finish the battle.

Exit to the Sub-Gate elevator to leave.

-----  
3.11 Upgrade MegaMan  
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Fix the Flutter

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Ride the boat back to the boat shop and talk to Roll in the Support Car. She'll take you back to the Flutter so you can install the Red Refractor and get the Flutter up into the air again. This will allow you to fly to the Sub-Gate in the Clozer Woods, but don't go there yet!

Upgrade MegaMan

=====

All right, its time to upgrade MegaMan for the battles ahead. Talk to Roll and go to the R&D room, then select Item Development. She'll use the Broken Motor, Broken Propeller, and Broken Cleaner to make the Vacuum Arm special weapon. The Joint Plug will turn into the Adapter Plug, which allows you to equip up to three buster parts at a time. Try a combination of the Sniper Unit, Power Raiser, and Power Raiser alpha, since you should already have those. Check the Junk Shop for some expensive buster parts that can REALLY boost your Buster Gun.

Now, there's an item at the Cardon Forest Sub-Gate that you should get. Select the Support Car and go to the Cardon Ruins. Jump onto the elevated area next to the elevator and enter that door to go into some sub-ruins. Head straight across the room inside (ignore the mirocs) and into the smaller room ahead to open the chest and get the Rollerboard.

Take the Rollerboard back to Roll and go through Item Development. She'll take that and the Old Hover Jets to create the Jet Skates! Hold C-down to use these and move along MUCH quicker than before.

Finally, go to the Junk Shop and buy some more Life Gauges and Extra Packs. The Flak Jacket could be helpful if you can afford it, and check out the buster parts as well. Head back to the Flutter when you've purchased everything you need.

Go inside Gramps' office (the green door) and inspect the chest in the corner to get the Bomb Schematic. Talk to Roll to turn that into the Grand Grenade special weapon.

OK, that's it. Talk to Gramps in the living room to get some information about the Main Gate, and why the Sub-Gate at the Clozer Woods is so important. Go into Roll's room and Save, then talk to Roll and select Go to the Sub-Gate.

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### 3.12 Clozer Woods Sub-Gate

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Two ID cards and elevator power  
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Make sure you have the Grand Grenade special weapon equipped before you begin exploring this Sub-Gate.

Go down the elevator and head through the single door. This will lead to another room with a pit in the middle; jump inside. The power is off, so the elevator down there will not work. Go into the door that is off to the side to find a large computer and central console. Inspect the console (and sit through MegaMan's poor reading skills) to find out that you need three ID cards to access the console.

Head out to the elevator room and through the door in the middle. This will lead to a large room with three sharukarusus in it. Kill off all three of the green reaverbots, then fully explore the room and check your map with C-up. Note that there are four doors, and you came in through the top door.

Look at the map and enter the door on right. Kill off the one sharukarusu, then search the two holes in the walls to find zenny and the Tele-lens. Head back out to the room and enter the door on the left (left on the map).

This will lead to a room with a chest on it. Open the chest to find the Guidance Unit. DO NOT jump off the ledge yet. Go back to the main room and enter the door at the bottom, then jump into the pit. Head through the next door to find yourself in a large gray room with several mirocs (small gray reaverbots) and gorubeshus (stumpy reaverbots with shields). The mirocs die easily, but the gorubeshus will take a while to destroy. Keep hitting the shield to knock them out.

Walk around and destroy everything, then check the map. You entered this room through the bottom door, and the area on the left side is where you

found the Guidance Unit chest. Head to the left side and check the two gray platforms to find two holes. Check both holes to find the mad zenny, then go to the right side and check the two holes in those platforms. Those holes will reveal the Antique Bell and more zenny. Jump on the platforms and kill the gorubeshu on top, then open the chest for the first ID card.

Head to the top of the room and enter the door that leads into the center structure. Run left into the corridor and kill off the gorubeshu, then open the chest for the Target Sensor. Head in the other direction and DO NOT enter the door on the left. Head right and get to the door at the end.

You will now be in a HUGE room. Go to the left and open the chest to get the second ID card. Now go to the other end of the room approach the large machine with yellow buttons on it. Inspect the machine to activate it and turn on the power for all the elevators in the Sub-Gate.

Return to the room with the gray block platforms and enter the door at the very top. This will take you to a room with three cannams (spider reaverbots). Aim with C-right and shoot down all three of them, then aim up and look for a dark brown square. Use your Grand Grenade special weapon to blow the hole open and jump up to the top floor. Enter the door at the top.

Now you're at an elevator next to a fence. Activate the elevator to get to the lower floor.

Boss: Karumuna Bash

=====

These three wolf reaverbots will run around and try to crash into you, as well as breathe out fire. Start by strafing around them with L or R, and keep circling around the room. Turn towards the karumunas and fire as you circle around them. Keep firing and these three four-legged goons should go out without a problem.

Head to the door at the top to continue.

Final ID card

=====

You will now be at the top of the room with the generator. Enter the corridor and open the final chest to get the last ID card. Jump down from there and make your way back to the room with the computer and central console. Inspect the console to activate the Main Gate in the Old City part of Kattelox Island.

Now return to the Flutter... and prepare for battle.

-----  
3.13 Fight Aboard the Flutter  
-----

Get ready

=====

Talk to Roll and go to Item Development. The Guidance Unit will turn into the Active Buster special weapon, the Target Sensor and Tele-lens will turn into the Sniper Scope buster part.

Equip that Sniper Scope, so you should now have Sniper Scope, Power Raiser alpha, and any buster part you like. Try and get the buster gun as powerful as possible. Talk to Data and recharge all your energy and save, then talk to

Roll again and select Go back to forest.

#### Destroy the Draches

=====

Run to the rear of the ship and use C-right to aim and blast the Draches. Try and shoot them before they get any hits against the Flutter, and the easiest spot for that is the rear of the ship. Keep blasting them as they approach to easily destroy them all.

#### Boss: Gesellschaft

=====

Start by shooting the underside of the ship, then the wings, and then the cannons on the side. There isn't much to it other than use C-right to aim and keep shooting the entire time. If you cross the front of the ship just aim at one bomb at a time, starting from biggest to smallest.

Once the wings and underside have been destroyed you'll move on to the front of the ship. Aim at the skull and continue firing no matter what, and the ship will explode soon enough. But, it ain't over yet...

#### Boss: Fokkerwolf

=====

The Bonnes' final chance to destroy MegaMan will be the Fokkerwolf. This thing will fly around the ship and fire missiles, then fly overhead with its machine guns. Hold C-right to aim and shoot the Fokkerwolf as it flies around in circles, then blast it when it flies overhead. If you have a full Canteen it might be a good idea to use it here, and remember to simply keep hitting it.

Once you've destroyed the Fokkerwolf it will blow up, leaving MegaMan and Roll wondering if the Bonnes escaped with their lives...

-----  
3.14 The Main Gate  
-----

#### A sneak peek, then equip more stuff

=====

Leave the room and talk to Gramps, then enter Roll's room. You'll catch her in a compromising position and quickly get kicked out. Learn to knock, buddy!

Head back inside and talk to Data to recharge your energy and save. Now go to Roll and the R&D room, and select the Support Car. Go to Downtown and then visit the Junk Shop. First, make sure you have the Flak Jacket and the Kevlar Jacket if you can afford it. Then buy a good buster part if your attack is still low, and make sure to refill the Canteen. That should be about it, so head over to Old City and South to the Main Gate.

#### The Main Gate

=====

Approach the Main Gate and talk to the small cat near the gate to take it home. Now that you've kidnapped a cat you can enter.

Make your way down the tunnel and blast your way through Gorubeshus as you go along. Search the one hole on the right to find some zenny, and keep going until you get to the level with two doors. Enter the door on the right and



destroy the two gorubeshus, then open the chest for Buster Unit omega.

Leave this room and head down the tunnel to enter the next door. Look to the left side of this area to find a small computer console. Inspect the console and select Unlock Sub-Cities. Proceed from there and destroy the karumuna bash reaverbot by circling around it, much like the first time you fought against them. Check the map with C-up and go into the tunnels at the bottom to find two more of the wolf reaverbots. Lure them out to the open area and destroy them as well.

Now go into those tunnels and check all holes to find the Shiny Red Stone, Autofire Barrel, and some zenny. The chest at the end will contain the Blunted Drill.

Return to the open area and enter the door on the right. Go through a short section of ruins and climb the ladder to find yourself at a warehouse in Old City. Enter the warehouse.

---

### 3.15 The Bonnes' Final Stand

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Boss: The mighty Bruno!

=====  
Man, those Bonnes sure keep at it! Now that you've stumbled onto their secret weapon they're REALLY gonna let you have it. Of course they say that every time.

Bruno is a the biggest robot yet, so of course it will be pretty tough to beat. Bruno attacks with homing missiles, bombs, and the big green orbs you've seen several times before. It may seem tough, but all you have to do is hide behind the ruin entrances where the warehouse used to be. Wait for the green orbs and missiles to explode against the portals, then jump on top and shoot at Bruno. His gut is the weak area, but you can also blow up the missile and bomb turrets. Continue with the hide and shoot until Bruno blows up.

---

### 3.16 The Sub-Cities

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Get equipped

=====  
Call Roll by using the Walkie-Talkie in the Special Items, then go to Item Development. She'll turn the Blunted Drill into the Drill Arm special weapon. Get Data to recharge your energy and make sure to save. Now head over to the Junk Shop and buy any Kevlar Jackets that you can afford, then buy some Extra Packs or Life Gauges (if you haven't already bought them all).

Return to Old City and enter the portal in the rubble of the warehouse to enter Sub-City number 1.

Sub-City 1

=====  
So, here's how the Sub-Cities work. Your goal is to unlock a door to obtain one of the three keys needed to enter all the way into the Main Gate. This Sub-City contains the 'Watcher' Key.

Run inside and start blastin'! There will be some arukoitans, orudakoitans (the satellites), and some big stumpy guys called karubuns. Blast the orudakoitans on the roofs to disable the arukoitans, then destroy the karubuns by strafing with L or R and running around them in circles. The red karubuns last longer than the gray ones, but they blow up just as easily.

Destroy every single reaverbot to open the door of the main building at the bottom, then enter. Open the chest to get the 'Watcher' Key.

#### Sub-City 2

=====

Dash over to Downtown and enter the black portal in the Northern part to enter Sub-City 2. This is much like Sub-City 2, minus the arukoitans, plus some super-sized sharukarusu reaverbots. Again, lure them one at a time and use L and R to strafe around them and shoot. Destroy all the reaverbots and enter the big building at the end of the street to get the 'Sleeper' Key.

#### Sub-City 3

=====

Go to the Uptown area and enter the black portal near the entrance. This leads to Sub-City number 3; the final one.

That big reaverbot is called a gaineer tooren. It runs around the city and drops zakobans and sharukarusus from it's storage boxes, and if you let it go it will fill the place. Quickly run behind it and start shooting by aiming with C-right. Kill the reaverbots that come out if you like, but concentrate your fire on the storage boxes. Keep destroying the boxes until the gaineer tooren is destroyed, then blow up any remaining reaverbots.

Enter the large building to open the chest and get the 'Dreamer' Key. Well, that's it! You have all keys necessary to open the door at the bottom of the Main Gate.

-----

### 3.17 Return to the Main Gate

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#### Final upgrades (spend some damn money!)

=====

Head to the Apple Market and visit the Junk Shop. The battle ahead will be the toughest ever, so buy the best buster parts possible (focus on ATK and RNG) and any special items you may need. I highly suggest getting the Kevlar Jacket omega, buy all the Extra Packs (you should have at least 12 by now) and Life Gauges that you can afford, and take along a Shield Repair just in case. If you need cash go and kill the reaverbots in the sub-ruins around the city.

Return to the Support Car and talk to Roll. At this point a special weapon may come in handy, so I suggest taking the Active Buster with you to the Main Gate.

#### Going down...

=====

So then, back to the Main Gate! But this time you will be going all the way to the bottom floor. Skip all the doors along the way and destroy the gorubeshus until you reach the three large doors at the bottom. Inspect

each one to use the 'Watcher', 'Sleeper', and 'Dreamer' keys that you got from the Sub-Cities. Enter the room to meet an interesting character...

Stop MegaMan Juno!

=====  
Fight your way through the reaverbots, and open the chest along the way to get the Power Stream buster part. Equip this immediately! Use the remaining two slots to raise your RNG and any other stat you like.

Get to the room with the gigantic refractor, then continue on. Clear away the remaining reaverbots and use your pal Data at the end to recharge your energy and SAVE. WARNING: once you enter to fight Juno you will not be able to return to the city. You'll have to die or load the game you saved with Data to return to the surface.

Enter the door when you're ready.

Boss: MegaMan Juno Part 1

=====  
Well, here we come back to the Circle Method that is described in the Controls and Techniques section of this guide. It's at the top, look it up!

The main part of this fight is to continue circling around Juno and have your thumb on the fire button the ENTIRE time. Keep Juno in your view and fire your buster gun at all times in order to keep a steady stream going.

Juno's attacks are pretty much harmless as you circle around him. One attack is a charge through the air to hit you, but it can easily be avoided by jumping as he charges, and that same jump works when he flies up and slams down to send a shockwave through the ground. Wait for him to rise up and jump just before he hits the ground. Another easily avoided attack is the air laser attack where he launches his hands towards you. Keep running and they'll miss every time. The one attack that may hit you is a sweep of the room with the lasers in his arms. Just jump and hope that the two lasers miss you as they circle the room.

Towards the end some blue spheres will build up in the middle, but it's just another shockwave attack. Jump when you see him appear to avoid the shockwave. Once you've caused enough damage the battle will end.

Final Boss: MegaMan Juno Part 2

=====  
Damn, now watch as Juno transforms into a large, spiky brute with thrice the firepower that he had before. Tough stuff.

Juno 2's attacks are much like Juno 1's attacks, except they now cause a helluva lot more damage. He has the dash across the room, a sweep of the room with his arm (easily avoided by a jump), a large orange orb that gets launched towards you, and the shockwave. All four of these attacks will miss if you continue to circle around him, and remember to keep shooting as you circle around.

Once he gets into the danger zone he will switch his attack pattern by starting off with a shockwave. Jump over that thing and prepare to RUN, RUN, RUN!!! The rainbow lasers from the sky that follow the shockwave cause massive damage, so continue strafing and NEVER stop. The lasers will just barely miss you as you circle around.

That pretty much covers it. The key to everything is to circle around and never stop shooting.

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Well, that's it! You beat the game and saved Kattelox Island. For more details you can check out ReyVGM's excellent MegaMan endings guide, found at the link below:

<http://www.gamefaqs.com/console/nes/game/7926.html>

=====  
===== 4.0 SIDE QUESTS =====

Note: To make it easy, wait until you have opened the Main Gate to try these.

Good Samaritan

=====  
This one's easy to find, but hard to finish. During your fights at Downtown and City Hall the buildings may have obtained damage. In order to fix the buildings the mayor will ask you to make contributions. You can find her at the City Hall building.

The best spot to get zenny is through the door at the third level of the Main Gate. Fight the wolf reaverbots for massive zenny.

Bomb Squad

=====  
Make sure that you've fixed every building in the Good Samaritan side quest, then head to the City Hall area and enter the Police station. Enter the small office and talk to the Inspector, who will ask you to help him investigate a weird case about a yellow-faced kid and three things that he dropped in Downtown. So, go to Downtown.

It turns out the three things he dropped were bombs! One blows up right when you enter, but you still have to find two more. Run left and jump onto the roofs, then look for a bomb on a green roof. You'll also get the Plastique item from it.

Now look behind the green house near the library to find the other bomb near a garbage pail. You'll get the Bomb item from that one.

Detective

=====  
Return and talk to the Inspector to get a new assignment. Go out to the station lobby and talk to the guy in overalls. He lost his bag of cash and would like you to find it, and he gave you the first clue. Go visit the Staple Electrics Good Store in Apple Market.

Talk to the clerk and he'll mention that the person who had the bag wanted something to eat. Return to Apple Market and talk to the Lady at the Jetlag Bakery. "Something to look up" she says... go to Downtown and enter

the Library.

Chat with the librarian and she'll tell you that the guy went to get something to drink. Head to the North part of Downtown and look for a soda machine with a green in a green dress next to it. She'll say the guy had no bag... which means the bag must be in Downtown. The game is afoot!

Talk to the red-haired kid with a red shirt, who is standing near a trash can next to the Sub-City gate. Talk to him a few times and he'll talk about an old guy who dropped a bag, which is now in the garbage pail next to you. Inspect the can to finally find it.

Take it back to the guy at the Police station and he'll give you the Arm Supporter to show his gratitude.

#### Police Officer

=====

Make sure that you've fixed every building in the Good Samaritan side quest, then enter the Flutter and inspect the TV to see a news broadcast about a bank robbery in progress. Head to Downtown to catch the action!

The first thing you see will be a red car being chased by a Police cruiser. Jump onto the Police cruiser and use C-right to aim and shoot the red car. Once it's blown up the Servbots responsible will run off and leave the Trunk full of cash behind. Return it to the Inspector if you want to be a good guy and get 20000 zenny for your reward, or you can leave and keep the whole 200000 zenny. If you keep it you will shoot straight to the dark blue color, meaning you've been a very bad MegaMan.

#### Join the Gang

=====

Head North to the Yass Plains and stick to the right side. You'll find a small house tucked away behind a hill, and if you enter you'll meet those kids from Apple Market. They'll let you join the gang if you find all the stuff they need to fix up the base, and item number 1 is a pickax.

Go to City Hall and talk to a guy with a yellow hard-hat to get his Pick, then give it to Jim. Leave and wander around three or four areas of the city to give them time to fix the place, then return. The next thing they will need is a saw. Go talk to the same hard-hat guy in front of the Bank and he'll say he tossed his saw in Downtown. Head down there and search the garbage pail behind the green house on the center street to get the Saw, and go give it to Jim.

Wander around again and come back to find the place totally fixed up. They even built an addition to the place! Talk to Jim and he'll thank you by giving you the Marlwolf Shell from the pile of stuff. Not a bad gift.

But hey, we're not done. There are still a few more things you can give the fellas.

- Run to the house on top of a hill in the Yass Plains (the Junk Shop couple is inside) and pick up the red Comic Book from behind the house. Take it to Jim in exchange for the X Buster.

- Get to Portal 3 on the East side of the island and look under a tree across from the Portal. Pick up the brown Stag Beetle and take it to Jim for the Broken Circuits.

- Head down to the Cardon Sub-Gate and search on top of a hill nearby to find the Beetle under a tree. Take it to Jim for the Old Heater.

#### KTOX TV

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Enter KTOX TV in Uptown and talk to the receptionist to play three types of game shows:

#### Beast Hunter

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Beast Hunter is just you kicking a ball at a dog as it chases a man. Each Rank has a par, and you need to match the par or pass it to win. Press C-left to kick with your Right leg and B button to kick with your left leg. You can also turn left or right to aim the ball.

Hit the dog with a ball = 1 point  
Hit the dog with the small dog = 2 points  
Hit the flashing dog with a ball = 2 points  
Hit the flashing dog with a small dog = 3 points  
Hit the man with a ball = -1 point  
Hit the man with a small dog = -2 points

The trick to beating this easily is to save the small dogs for the flashing dog. Use up the balls you have and hit the normal dog, then waste one ball and save the small dog when it appears. Hit that flashing to get those 3 points, then keep kicking normal balls and waste one more to get another small dog. Hit the flashing dog again for another three points and you should have it in the bag.

Your reward for beating Rank A will be the Zetsabre.

#### Balloon Fantasy

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This one's simple. The game is to shoot all of the red balloons before the time runs out. It would help if you equip different buster parts to increase your RPD and RNG so that you can hit the balloons much easier. If you shoot the blue balloons you'll lose a second a piece.

If you beat Rank A your prize will be the Mystic Orb.

#### Street Racing

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Talk to the guy inside KTOX TV and he'll ask you to join his show. Make sure to have the Jet Skates or you can't enter this game show.

This one's a race through the marked red area. The yellow cones along the way are bonus cones that momentarily stop the time if you knock them over. Some of the courses get pretty tricky, so here are the basics to help you out:

Hold C-down to accelerate in the Jet Skates.  
Hold L or R to make a sharp turn in the respective direction.  
Holding Down will slow you down and allow you to make tight turns.  
Holding Up will increase your speed.

- Straight Course.

This one involves a dash straight to the end of the street. It's easy to make it through using simply L and R, but try to hit the yellow cones if you want to beat Rank A. You can also hold Up to go fast the entire time.

Your prize for Rank A in the straight course is the Music Box.

- Left Curve Course

Here you will have to make a sharp turn to the left and weave through some small markers points. Hold Up to speed through the first section, then quickly hold L and Down to make an extremely tight turn to the left. Get through the red markers while holding Up as much as possible, but use L and R to hit each marker. Also make sure to hit the two yellow cones on the left to get a few extra seconds.

Your prize here will be the Omni-Unit buster part.

- Technical Course

Oooh man, this one's tough. The beginning starts off just like the Straight Course, so hold Up to go fast and use L, R, and Down to make the turns. Hit the yellow cone on the right side along the way.

When you get to the turn make it tight by holding R and Down while turning Right. If it was a nice and tight turn you will also be able to hit the yellow cone that is just on the other side of the curve. Head through the next straight course while holding Up and easily hit the yellow cone at the end before hitting the curve with another L, Down, and Right combo.

Head through the final stretch and hit the yellow cone on the right, then watch out for that thin marker near the end. Hold L and Down as you turn after the thin one and enter the final markers to get to the end.

The item for getting Rank A on the Technical Course is the Giant Horn.

Museum

=====

Go to Uptown and talk to the painter chick at the dam. She'll mention that her painting could use more red... and that's your cue. Run to Apple Market and visit the Hip Bone dress store. Talk to the clerk to get the Lipstick and take it back to the painter. Next thing you know she'll take off to the Museum in the middle of Uptown. Go and pay her a visit.

Head upstairs and talk to the painter. She'll ask you to help her find artifacts in the ruins, and you just may be able to help. There are eight normal items that you can give to her. They are:

- Old Bone, "Ancient Digging Tool"
- Old Heater, "Fire pot"
- Old Doll, "Human Doll"

- Antique Bell, "Kattelox Bell"
- Giant Horn
- Shiny Object, "Crystal Fossil"
- Old Shield, "Antique Shield"
- Shiny Red Stone, "Reaverbot Eye"

Once you have given the painter all eight items a girl in green will appear on the top floor of the museum. Talk to her to get the Prism Crystal.

#### Hospital

=====

Head to the hospital in Uptown and talk to the girl in the wheelchair. She'll talk about her hopes for the future, then you can go and talk to the receptionist to check in and enter the room on the right. Talk to the nurse in there and she'll tell you about Ira's poor condition.

Well, I'm sure there's a way to get that girl some help. Go to City Hall and talk to Mayor Amelia. Mention the hospital equipment and give her the 15000 zenny that she needs to upgrade the equipment. Return to the hospital and talk to Ira to get the Flower Pearl.

#### Missing Wife

=====

Talk to the vegetable store guy at Apple Market and he'll talk about his missing wife. You'll find her down in Cardon Forest, just a short run South of the Flutter. Search the right side of the end of that thin path to find the pregnant woman in a green dress.

Take her to the hospital and leave, then enter and talk to the vegetable guy in the lobby. He'll give you the Sun-light to show his gratitude.

#### Cheer Up Roll

=====

There are a few items you can give Roll to cheer her up. They are:

- Flower
- Music Box
- Ring

You can find them in her room inside the Flutter after you've given them to her.

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### ===== 5.0 ITEMS AND WEAPON LISTS =====

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#### 5.1 Normal Items

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The normal items list is also the longest one. You will find all kinds of things throughout the game, and here I have listed them in alphabetical order.



Note: You will need the Drill Arm special weapon and Jump Springs special item to reach items in the sub-ruins.

- Ancient Book

=====

The Ancient Book is located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn right to find a large wall blocking the path. Use the Drill Arm special weapon to break through that wall, then break through the next wall. Now look to the right side and jump into the high tunnel to find a chest with the Ancient Book. Converted to Spread Buster special weapon.

- Antique Bell

=====

Enter the Clozer Woods' Sub-Gate (you need to use the Flutter). Jump into the hole and go through the door ahead to enter a large room. Turn right from the door and enter that door, then go through the door in that small room to enter a huge room with several platforms. Press C-up and check your map, then search the hole in the top-right platform. Given to the painter in the Museum side quest.

- Arm Supporter

=====

You'll get this after completing the Detective side quest. Converted to Spread Buster special weapon.

- Auto Fire Barrel

=====

Head to the Main Gate and run down until you get to the third level. There will be a door on the left. Head through that door and into a room with three of those wolf reaverbots. Go into the only path that isn't a door and then turn left. Search the hole at the very end to find it. Converted to the Auto Battery buster part.

- Bag

=====

You'll get the Bag at the end of the Detective side quest. Return it to the guy at the Police station.

- Beetle

=====

Head down to the Cardon Sub-Gate and search on top of a hill nearby to find the Beetle under a tree. Found during the Join the Gang side quest. Give it to Jim.

- Blumebear Parts

=====

Check all the garbage pails in Downtown after defeating the Blumebear Tanks to find this. Converted to the Machine Buster special weapon.

- Blunted Drill

=====

Head to the Main Gate and run down until you get to the third level. There will be a door on the left. Head through that door and into a room with three of those wolf reaverbots. Go into the only path that isn't a door and then turn left. Search the chest at the very end to find it. Converted to the Drill Arm special weapon.

- Bomb

=====

Head to the City Hall area and enter the Police station. Enter the small office and talk to the Inspector, who will ask you to help him investigate a weird case about a yellow-faced kid and three things that he dropped in Downtown. So, go to Downtown.

Head right and search behind the green house. The Bomb will be on the ground next to the garbage pail. Converted to the Power Blaster R buster part.

- Bomb Schematic

=====

Inspect the chest in Gramps' room at the Flutter to get it. Converted to the Grand Grenade special weapon.

- Broken Circuits

=====

Get the Stag Beetle during the Join the Gang side quest and take to Jim to get the Broken Circuits. Converted to Omni-unit omega buster part.

- Broken Cleaner

=====

Search all the garbage pails in Apple Market to find the Broken Cleaner. Converted to the Vacuum Arm special weapon.

- Broken Motor

=====

If you walk around through all the buildings in Downtown you'll find four garbage pails. Search them all to get some zenny, and the Broken Motor. Converted to the Vacuum Arm special weapon.

- Broken Propeller

=====

Head to the hospital (big white building) and search the garbage pails to find some zenny and the Broken Propeller. Converted to the Vacuum Arm special weapon.

- Cat

=====

Go to the Main Gate and look for a cat wandering around in front. Inspect it to adopt the cat, then enter the Flutter to release it.

- Cannon Kit

=====

The Cannon Kit is located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn left to find another door. Go through there and follow the path to a large room with a steel grating above. Look inside the chest on the elevated platform on the left to find it. Converted to the Powered Buster special weapon.

- Chameleon Net

=====

Buy it at the Junk Shop for 5000 zenny. It's camouflages MegaMan for a limited time.

- Comic Book

=====

Find this behind the house on a hill in the Yass Plains after building the

clubhouse for the gang (Join the Gang side quest). Take it to Jim to get the X Buster buster part.

- Defense Shield

=====

Buy it at the Junk Shop for 10000 zenny. Makes MegaMan invulnerable for a limited time.

- Flower

=====

Head through the N door above City Hall and follow the path as if you were going to Portal 3 on the East side of the island. Follow the grass that is across from the Portal 3 building and you should easily spot a bright flower on the edge. Inspect it to pick it up, then talk to Roll to give it to her.

- Flower Pearl

=====

Complete the Hospital side quest to get the Flower Pearl. Converted to the Gatling Gun buster part.

- Gatling Part

=====

Enter the Lake Jyun Sub-Gate and follow the tunnel until you get to a large room. Take the path on the left, then enter the left tunnel when you get to that long hall with the reaverbots. Search the hole in that tunnel to find it. Converted to the Gatling Gun buster part.

- Generator Part

=====

The Generator Part is located through the sub-ruins in Portal 1, just South of the city in Cardon Forest. Head through the doors ahead of the entrance and make a left to find a large wall. Use the Drill Arm to break it down, then head to the tunnel at the end and turn left to find it. Used for the Gatling Gun buster part.

- Giant Horn

=====

Beat Rank A of the Technical Course in the Street Racing game show at KTOX TV. Give it to the painter during the Museum side quest.

- Grenade Kit

=====

Enter the Cardon Forest Sub-Gate and proceed to the HUGE room with several raised platforms. Check your map with C-up and head straight to the door at the bottom-right corner. Go inside and hit the yellow switch on the left to turn on the conveyor belt, then head through the tunnel at the end.

A chest on the left will reveal the Grenade Kit. Converted to the Active Buster special weapon.

- Guidance Unit

=====

Enter the Clozer Woods' Sub-Gate (you need to use the Flutter). Jump into the hole and go through the door ahead to enter a large room. Turn right from the door and enter that door, then go through the door in that small room to find the chest on a ledge. Converted to the Active Buster special weapon.

- Hyper Cartridge

=====

Buy it at the Junk Shop for 3000 zenny. Used to recharge special weapons.

- Joint Plug

=====  
Enter the Lake Jyun Sub-Gate and follow the tunnel until you get to a large room. Take the path on the left, then go straight ahead when you get to that long hall with the reaverbots. This will lead to the large room with several raised platforms. You'll find the Joint Plug at the top of the middle platform. Converted to the Adaptor Plug special item.

- Lipstick

=====  
Talk to the clerk at the Hip Bone shop at Apple Market during the Museum side quest to get the Lipstick.

- Main Core Shard

=====  
The Main Core Shard is located through the sub-ruins in Portal 2, on the South side of the island in the Cardon Forest. Head inside and follow the path to a large room with pillars in the middle. Enter the door on the left side of the elevated area, then make a right inside the large room and follow that path. Go through the next door and turn left through some small doors. Use the Drill Arm to break through left sections of each of the walls ahead. The hole on the left side of the third wall will have the Main Core Shard. Converted to the Omni-Unit omega buster part.

- Marwolf Shell

=====  
You'll get this for completing part of the Join the Gang side quest. Converted to the Shield Arm special weapon.

- Mine Parts Kit

=====  
Rescue the Junk Shop man at the beginning of the game to get this. Converted to the Splash Mine special weapon.

- Music Box

=====  
Beat the Rank A in Straight Course at KTOX TV Street Racing to get the Music Box. Give it to Roll to cheer her up.

- Mystic Orb

=====  
Beat Rank A in the Balloon Fantasy game show at KTOX TV in Uptown. Converted to the Shield Arm special weapon.

- Old Bone

=====  
Enter the Cardon Forest Sub-Gate and proceed to the HUGE room with several raised platforms. Check your map with C-up and head straight to the door at the bottom-right corner. Go inside and hit the yellow switch on the left to turn on the conveyor belt, then head through the tunnel at the end. Go to the room with the breakable ice platforms and cross them to get to the other side. Enter that door and get to the hole at the end of the path to find the Old Bone. Give it to the painter during the Museum side quest.

- Old Doll

=====  
Enter the Cardon Forest Sub-Gate and proceed to the HUGE room with several raised platforms. Check your map with C-up and head straight to the door at

the bottom-right corner. Go inside and hit the yellow switch on the left to turn on the conveyor belt, then search the dark hole in the wall to find the Old Doll. Give it to the painter during the Museum side quest.

- Old Heater

=====  
Find the Beetle in the Join the Gang side quest and take it to Jim for the Old Heater. Give it to the painter during the Museum side quest.

- Old Hover Jets

=====  
Enter the Lake Jyun Sub-Gate and follow the tunnel until you get to a large room. Take the path on the right to find the chest. Converted to the Jet Skates special item.

- Old Launcher

=====  
The Old Launcher is located through the sub-ruins in Portal 2, on the South side of the island in the Cardon Forest. Head inside and follow the path to a large room with pillars in the middle. Enter the door on the left side of the elevated area, then make a right inside the large room and follow that path. Go through the next door and stick to the path on the right, which will lead to a Drill Arm wall. Break through and head straight to find a chest with the Old Launcher. Converted to the Spread Buster special weapon.

- Old Shield

=====  
The Old Shield is located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn right to find a large wall blocking the path. Use the Drill Arm special weapon to break through that wall, then break through the next two walls. Head straight to the door at the end and follow the path to a large room with swinging weights. Continue going straight up until you get to another door. Enter the next large room with raised platforms and look for a hole in the wall on the right side. Inspect the hole to find the Old Shield. Give it to the painter during the Museum side quest.

- Pen Light

=====  
The Pen Light is located through the sub-ruins in Portal 2, on the South side of the island in the Cardon Forest. Head inside and follow the path to a large room with pillars in the middle. Enter the door on the left side of the elevated area, then make a right inside the large room and follow that path. Go through the next door and turn left through some small doors. Enter the tunnel on the right side of this room to find the chest with the Pen Light. Converted to the Blade Arm special weapon.

- Pick

=====  
Get it from the yellow hard-hat guy in front of the Bank during the Join the Gang side quest. Give it to Jim to fix the base.

- Plastique

=====  
Head to the City Hall area and enter the Police station. Enter the small office and talk to the Inspector, who will ask you to help him investigate a weird case about a yellow-faced kid and three things that he dropped in Downtown. So, go to Downtown.

Head left and jump onto the roofs to find the bomb, which will get you the Plastique. Converted to the Power Blaster L buster part.

- Prism Crystal

=====  
Give all eight of the items necessary to complete the Museum side quest, then talk to the girl in a green dress in the museum to get it. Converted to the Shining Laser special weapon.

- Rapidfire Barrel

=====  
The Rapidfire Barrel is located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn right to find a large wall blocking the path. Use the Drill Arm special weapon to break through that wall, then break through the next two walls. Now look to the right side and jump into the high tunnel to find a chest with the Rapidfire Barrel. Converted to the Machine Gun buster part.

- Ring

=====  
Enter the Lake Jyun Sub-Gate and follow the tunnel until you get to a large room. Take the path on the left, then enter the right tunnel when you get to that long hall with the reaverbots. Search the hole along the right wall to find the Ring. Give it to Roll to cheer her up.

- Rollerboard

=====  
The Rollerboard is located through the sub-ruins in Portal 2, on the South side of the island in the Cardon Forest. Head inside and follow the path to a large room with pillars in the middle. Turn left and enter the elevated path to go to a room with steel grating floor. Run down under the steel grating and enter the room at the top to get the Rollerboard. Converted to the Jet Skates special item.

- Safety Helmet

=====  
Search the box next to the Junk Shop at the Yass Plains (on top of a hill) to find the Safety Helmet. Take it to Roll to get the Helmet special item.

- Saw

=====  
Get it from the garbage pail behind the green house in the center street during the Join the Gang side quest.

- Shield Repair

=====  
But it at the Junk Shop for 1000 zenny. Used to repair health bar when it is in red.

- Shiny Object

=====  
The Shiny Object is located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn right to find a large wall blocking the path. Use the Drill Arm special weapon to break through that wall, then break through the next two walls. Head straight to the door at the end and follow the path to a large room with swinging weights. Continue going straight up until you get to another door. Enter the next large room with raised platforms and head through the door at the top, then head straight to the end of that path to see a hole.

Inspect it for the Shiny Object. Give it to the painter during the Museum side quest.

- Shiny Red Stone

=====

Head to the Main Gate and run down until you get to the third level. There will be a door on the left. Head through that door and into a room with three of those wolf reaverbots. Go into the only path that isn't a door and then turn right and follow the path until you see a hole on the right. Inspect the hole to find it. Give it to the painter during the Museum side quest.

- SpringSet

=====

Enter the Cardon Forest Sub-Gate and proceed to the HUGE room with several raised platforms. Check your map with C-up and head straight to the door at the bottom-right corner. Go inside and hit the yellow switch on the left to turn on the conveyor belt, then head through the tunnel at the end. Go to the room with the breakable ice platforms and cross them to get to the other side. Enter that door and get the chest on the right side of the path to get the SpringSet. Converted to the Jump Springs special item.

- Stag Beetle

=====

During the Join the Gang side quest get to Portal 3 on the East side of the island and look under a tree across from the Portal. Pick up the Stag Beetle from under a tree near the Portal.

- Sun-light

=====

Complete the Missing Wife side quest and talk to the vegetable guy in the hospital lobby to get the Sun-light. Converted to the Omni-Unit omega buster part.

- Target Sensor

=====

Enter the Clozer Woods' Sub-Gate (you need to use the Flutter). Jump into the hole and go through the door ahead to enter a large room. Turn right from the door and enter that door, then go through the door in that small room to enter a huge room with several platforms. Enter the structure in the center of the room and make a left in the tunnel to find the chest. Converted to the Sniper Scope buster part.

- Tele-lens

=====

Enter the Clozer Woods' Sub-Gate (you need to use the Flutter). Jump into the hole and go through the door ahead to enter a large room. Turn left from the door and enter that door, then search the two holes to find the Tele-lens. Converted to the Sniper Scope buster part.

- Trunk

=====

You'll get this during the Police Officer side quest. Return it to the Inspector if you want to be a good guy and get 20000 zenny for your reward, or you can leave and keep the whole 200000 zenny. If you keep it you will shoot straight to the dark blue color, meaning you've been a very bad MegaMan.

- Weapon Plans

=====

The Weapon Plans are located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn right to find a large wall blocking the path. Use the Drill Arm special weapon, then enter the tunnel on the right side and inspect the hole to get the Weapon Plans. Converted to the Shining Laser special weapon.

- X Buster

=====  
Take the Comic Book to Jim at the clubhouse (Join the Gang side quest) to get this. Converted to the Shining Laser Special Weapon.

- Zetsabre

=====  
Beat Rank A in the Beast Hunter game show at KTOX TV to get this. Roll uses it for the Blade Arm special weapon.

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5.2 Special Items  
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- Energy Canteen

=====  
Buy it at the Junk Shop for 650 zenny. Buy Extra Packs to increase the max amount of energy.

- Helmet

=====  
Roll will turn the Safety Helmet normal item into the Helmet.

- Jet Skates

=====  
Find the Rollerboard and Old Hover Jets, then take them to Roll to create the Jet Skates. These provide a much faster way to get around on foot.

- Jump Springs

=====  
Give the SpringSet to Roll to get these. It increases your jumping ability.

- Flak/Kevlar/Kevlar omega Jackets

=====  
Buy these at the Junk Shop.

Flak Jacket = 9500 zenny - Reduce damage by 1/4  
Kevlar Jacket = 36000 zenny - Reduce damage by 1/2  
Kevlar Jacket omega = 120000 zenny - Reduce damage by 3/4

- Adapter Plug

=====  
Give Roll the Joint Plug normal item to get this. It allows you to equip an additional buster part.

- Blue Refractor

=====  
Found in the Tower at the beginning of the game.

- Yellow Refractor

=====  
Found at the end of the Cardon Forest Sub-Gate.



- Red Refractor

=====  
Found at the end of the Lake Jyun Sub-Gate.

- Citizen's Card

=====  
Obtained after saving the Junk Shop Man at the beginning of the game.

- Class A License

=====  
Given to MegaMan by Mayor Amelia after defeating the Marlwolf.

- Class B License

=====  
Given to MegaMan by Mayor Amelia after defeating the Bonnes in the city.

- Walkie-Talkie

=====  
Given to MegaMan by Roll after she builds the Support Car. Used to call Roll from almost anywhere on the island.

- Bonne Family Key

=====  
Obtained from the Blumbear Tanks and needed to open the door to City Hall.

- Cardon Forest Sub-Gate Key

=====  
Three keys needed to get the refractor at the Cardon Forest Sub-Gate.

- Lake Jyun Sub-Gate Key

=====  
Three keys needed to get the refractor at the Lake Jyun Sub-Gate.

- Clozer Woods Sub-Gate Key

=====  
Three ID cards needed to open the Main Gate.

- Sub-City Key

=====  
'Watcher', 'Dreamer', and 'Sleeper' keys that are found in the Sub-Cities and necessary to open the doors at the bottom of the Main Gate.

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5.3 Buster Parts  
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- Auto Battery

=====  
ENG MAX  
Give the Auto Fire Barrel and Generator Part to Roll.

- Blast Unit

=====  
ATK 1  
ENG 2  
Purchased at the Junk Shop.

- Blaster Unit omega

=====  
ATK 2

ENG 3

Purchased at the Junk Shop.

- Blaster Unit R

=====  
ATK 2

ENG 2

RNG 2

RPD 2

The Blaster Unit R is located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn right to find a large wall blocking the path. Use the Drill Arm special weapon, then enter the tunnel on the right side to find a chest with the Blaster Unit R.

- Buster Unit

=====  
ATK 1

RNG 2

The Buster Unit is located through the sub-ruins in Portal 2, on the South side of the island in the Cardon Forest. Head inside and follow the path to a large room with pillars in the middle. The Buster Unit is inside a chest on the far right side.

- Buster Max

=====  
ATK MAX

ENG MAX

RNG MAX

RPD MAX

Default buster part for Easy mode.

- Buster Unit omega

=====  
ATK 3

RNG 3

Head to the Main Gate and run down until you get to the third level. There will be a door on the right, and inside that door you'll find it.

- Gatling Gun

=====  
ATK 1

ENG 4

RNG 1

Give the Gatling Gun and Flower Pearl to Roll.

- Laser

=====  
ATK 4

Purchased at the Junk Shop.

- Machine Gun

=====  
ENG 3

RPD 1

Give the Rapidfire Barrel to Roll.

- Omni-Unit

=====  
ATK 1  
ENG 1  
RNG 1  
RPD 1

Get Rank A in the Left Turn Course of the Street Racing game show at KTOX TV. You can find KTOX TV in Uptown.

- Omni-Unit omega

=====  
ATK 2  
ENG 2  
RNG 2  
RPD 1

Give the Main Core Shard, Sun-light, and Broken Circuits to Roll.

- Power Blaster L

=====  
ATK 2  
RNG 1

Give the Plastique to Roll.

Power Blaster R

=====  
ATK 2  
RPD 1

Give the Bomb to Roll.

- Power Raiser

=====  
ATK 1

Starting at the large barrier that leads to the boss in the beginning of the game, head left. Head to the end of the path and go into the next room. Shoot the two glowing rods to destroy the barrier, then go in there and open the chest on the left for the Power Raiser.

- Power Raiser alpha

=====  
ATK 2

Purchased at the Junk Shop.

- Power Raiser omega

=====  
ATK 3

Purchased at the Junk Shop.

- Power Stream

=====  
ATK MAX

Head to the Main Gate and run down until you get to the bottom level. Use the 'Watcher', 'Dreamer', and 'Sleeper' keys to open the three large doors, then turn left to see the chest with the Power Stream straight ahead.

- Range Booster

=====  
RNG 1

Purchased at the Junk Shop.

- Range Booster alpha

=====  
RNG 2

Purchased at the Junk Shop.

- Range Booster omega

=====  
RNG 3

Purchased at the Junk Shop.

- Rapid Fire

=====  
RPD 1

The Rapid Fire is located through the sub-ruins in Portal 1, just South of the city in Cardon Forest. Make a left from the entrance and follow the path all the way to the end to find the chest.

- Rapid Striker

=====  
RPD 2

Enter the Lake Jyun Sub-Gate and get to the hall with water on both sides. If you go through the tunnel on the left you'll find a chest with the Rapid Striker buster part.

- Sniper Range

=====  
RNG 4

Purchased at the Junk Shop.

- Sniper Scope

=====  
ATK 1

RNG 5

Give the Target Sensor and Tele-lens to Roll.

- Sniper Unit

=====  
ENG 1

RNG 2

Purchased at the Junk Shop.

- Sniper Unit omega

=====  
ENG 2

RNG 3

Purchased at the Junk Shop.

- Triple Access

=====  
ENG 1

RNG 1

RPD 1

The Triple Access is located through the sub-ruins in Portal 3, on the East side of the island in the Clozer Woods. Enter and immediately turn left to find another door. Go through there and follow the path to a large room with a steel grating above. Enter the door on the raised platform to the left and head straight to find a room with four chests. The far chest in the top-left corner is where you'll find it.

- Turbo Battery

ENG 4

Purchased at the Junk Shop.

- Turbo Charger

ENG 1

Purchased at the Junk Shop.

- Turbo Charger alpha

ENG 2

Purchased at the Junk Shop.

- Turbo Charger omega

ENG 3

Purchased at the Junk Shop.

---

#### 5.4 Special Weapons

---

- Machine Buster

Give Roll the Blumebear Parts. A fast but weak machine gun.

- Powered Buster

Give Roll the Cannon Kit. Fire a high-powered cannon.

- Drill Arm

Give Roll the Blunted Drill. Equips MegaMan with a drill than can be used to destroy walls in the sub-ruins.

- Grenade Arm

Give Roll the Grenade Kit. Tosses grenades that bounce around.

- Spread Buster

Give Roll the Antique Book, Old Launcher, and Arm Supporter. Shoot out multiple bombs in one shot.

- Vacuum Arm

Give Roll the Broken Motor, Broken Propeller, and Broken Cleaner. Great for picking up zenny and energy cubes from destroyed enemies.

- Active Buster

Give Roll the Guidance Unit. Fires a homing missile that targets enemies.

- Blade Arm

Give Roll the Zetsabre and Pen Light. Used for close-range attacks.

- Grand Grenade

Give Roll the Bomb Schematic. Shoots an explosive that can cause massive close-range damage or destroy walls.

- Splash Mine

=====

Give Roll the Mine Parts Kit. Used to drop mines on the ground.

- Shield Arm

=====

Give Roll the Mystic Orb and Marlwolf Shell. Used to create a shield in front of MegaMan.

- Shining Laser

=====

Give Roll the X Buster, Weapon Plans, and Prism Crystal. Fires a single laser beam straight through any enemy.

=====

==== 6.0 ENEMY LISTS =====

Explanation of enemy lists

=====

This should be fairly easy to read. I list the enemies in order of appearance, the description, and the attack strategy. Any variations of each enemy will be within the description.

-----

6.1 Bonne Family

-----

Blumebear Tanks

=====

Description: There are three different Blumebear tanks. The red tank is built for combat, the blue tank is built for speed, and the yellow one is built for endurance.

Attack: All three tanks have the same attacks. They can shoot you with their gatling guns, or the Servbots inside can toss out bombs. They can also ram you if you get near. The buster gun is your best option, though the Splash Mines will be a big help.

Draches

=====

Description: Draches are those small air ships that the pirates use to escape and attack with. Some dark red ones will fight MegaMan at the first confrontation with Tron, but some gray ones also attack the Flutter at the Gesellschaft battle.

Attack: The Draches use gatling guns to shoot MegaMan as they fly by. Use R2 to lock-on and blast them quickly.

Feldynaught

=====  
Description: The Feldynaut is a strange red octopus robot that serves as Tron Bonne's first offensive against MegaMan.

Attack: The Feldynaut has four attacks. The first attack is a stream of fire from her gatling gun. The second attack is a strange orange shockwave that can follow you, so heads up!

The third attack has the Feldynaut throwing out bombs (it may be spinning), which can cause major damage. And the fourth attack is a simple ramming.

The best way to deal with the Feldynaut is to remain in the main street, and shoot it while running left and right to avoid attacks.

#### Maiberu Haagen Tanks

=====  
Description: The Maiberu Haagen tanks will only appear at the battle for City Hall. The red tanks will only attack the City Hall building, while the yellow tanks will attack the closest object.

Attack: These tanks will not attack MegaMan, just City Hall and the surrounding buildings. The buster gun and some Splash Mines will make their destruction an easy task.

#### Horunisse

=====  
Description: These three flying robots with long arms will appear at the battle for City Hall.

Attack: Their main purpose is to bring in more Maiberu Haagen tanks, but if there are enough tanks already the Horunisse will drop bombs on MegaMan. Use lock-on (C-right) and shoot them down with the buster gun.

#### Bon Bonne

=====  
Description: The youngest member of the Bonne family is also the largest. You will face Bon Bonne after defeating all the tanks at City Hall.

Attack: Bon Bonne has three main attacks. His first is a strong clap where he will use both hands to smash MegaMan. The second attack is a burst of six missiles that can cause major damage. The third attack is a tongue "rasberry" where a long streamer will come out to hit MegaMan.

The best way to defeat this guy is to keep circling him by using L or R, and the buster gun. Use the trees and poles as distractions.

#### Leopordo Tanks

=====  
Description: These gray battle tanks attack MegaMan on the Northern Yass Plains.

Attack: The Leopordos are pretty simple. They trudge along slowly and shoot out bombs, and only within close range of MegaMan. Use L and R to circle around them and shoot with the buster gun.

## Marlwolf

=====

Description: A large yellow digging machine that can also be used to attack. You fight the Marlwolf at the Clozer Woods Sub-Gate.

Attack: The Marlwolf can shoot green orbs, toss out bombs, and release flying bombs from the hatch at the top. You have to start by shooting the treads to slow it down, then get onto higher ground and shoot at the open hatch. Press A button and Left or Right to dodge the green orbs, and simply shoot the flying bombs. Keep shooting at the hatch and hope for a Servbot to appear so you can deal the most damage.

## Zuuf Gereido

=====

Description: These yellow and red submarines appear during the battle at Lake Jyun.

Attack: The yellow submarines fires missiles through the air, and the red submarines shoot torpedoes. Shoot the missiles and torpedoes before they hit the boat, then shoot the subs.

## Barukon Gelede

=====

Description: This large purple robot will attack MegaMan after the battle at Lake Jyun.

Attack: The missiles coming from the top of the head will not be a problem once you're entered the small lake, so don't worry about 'em. The first attacks will be bombs from the guns at the back. Destroy those by shooting them, and shoot at the arms as well. Once those parts have blown up you'll need to shoot the orb charger that appears at the back. Keep shooting to keep the orb from firing and destroy the robot.

## Gesellschaft

=====

Description: This large green ship will attack the Flutter after completing the Clozer Woods Sub-Gate.

Attack: The Gesellschaft is VERY well-armed.

## Fokkerwolf

=====

Description: A red flying machine with wings that also serve as guns. This is the Bonne's final stand in the sky after destroying the Gesellschaft.

Attack: The Fokkerwolf will fly around the ship and fire missiles, then it will fly by and use a machine gun to blast both you and the Flutter. Just use C-right to aim and keep firing at all times.

## Bruno

=====

Description: A huge, long-armed robot that the Bonnes have hidden in an old warehouse in Old City.

Attack: Bruno is a the biggest robot yet, so of course it will be pretty



tough to beat. Bruno attacks with homing missiles, bombs, and the big green orbs you've seen several times before. It may seem tough, but all you have to do is hide behind the ruin entrances where the warehouse used to be. Wait for the green orbs and missiles to explode against the portals, then jump on top and shoot at Bruno. His gut is the weak area, but you can also blow up the missile and bomb turrets. Continue with the hide and shoot until Bruno blows up.

---

## 6.2 Reaverbots

---

### Zakobon

---

Description: These are the most common type of reaverbot, and can be found in nearly all the ruins. They're about the size of a garbage pail with a pointy head, and wobble around on four stubby legs.

Attack: They can fire a small bomb to attack, or spin if you get too close. A few shots from the buster gun should take care of them easily.

### Mirumijee

---

Description: Mirumijees are small worm-like reaverbots who crawl around and ignore you for the most part.

Attack: The mirumijees will mostly ignore you, but sometimes they may try to attack. You can easily shoot them before they even get a chance.

### Cannam

---

Description: Cannams are a spider-like reaverbot that can hang from the ceilings.

Attack: These will drop on you if you walk under them, and if you are spotted they can drop bombs. Just use R2 to lock-on and shoot them.

### Hanmurudoll

---

Description: There are only two of these large reaverbots in the game. They have large arms (the one in The Tower will only have one arm), and run around on six metal stumps.

Attack: The hanmurudoll in The Tower will only walk around and try to smash with it's arm. Use the circle method (look in the Controls/Techniques section), and it should be easy.

The hanmurudoll in the sub-ruins will run around in a hall, shooting it's arms and trying to crash into you. It can be killed by shooting it in the long part of the hall, though it will take a while.

### Shekuten

---

Description: Small yellow reaverbots that will activate and glow red as you approach them.

Attack: The only attack is a self-destruct after they begin to glow red. Shoot them from far away to prevent the explosion.

#### Orudakoitan

=====

Description: It has no real body, just a constantly spinning head. It's eye will glow green when it spots you.

Attack: Orudakoitans do not attack, but they will wake up the arukoitan nearby if you are spotted. Shoot them from far away to prevent that.

#### Arukoitan

=====

Description: Medium-sized reaverbots with no arms. They move around very quickly, and their eyes glow green when they have been alerted to your presence.

Attack: If an orudakoitan has alerted the arukoitan, it will walk around quickly and shoot red orbs at you. Run around to avoid the orbs, or better yet shoot the orudakoitan nearby to keep the arukoitan from waking up.

#### Jakko

=====

Description: Small, bug-like reaverbots that fly around. They emerge from nests, and are first encountered in the Cardon Forest Sub-Gate.

Attack: One shot should blow them up, but stay away to avoid the explosion. Destroy the nest to stop them from emerging.

#### Sharukarusu

=====

Description: Large reaverbots with large clawed arms. They are first found in the Cardon Forest Sub-Gate. Cloaked versions appear at the Lake Jyun Sub-Gate, and giant red versions appear in the Sub-Cities.

Attack: Sharukarusu will dash at MegaMan and try to hit him with their clawed arms. Avoid them by strafing with L or R, and shooting as you strafe around them.

#### Fooroo

=====

Description: Small floating reaverbots with a single red eye. Meet them for the first time at the Cardon Sub-Gate.

Attack: These guys float still until you get near, then they track you and explode. Shoot them from far away to avoid the blast.

#### Guruguru

=====

Description: These flat crab reaverbots first appear at the Lake Jyun Sub-Gate.

Attack: Gurugurus walk around slowly and charge when you get near. Keep

shooting them to turn them upside down and shoot the soft belly.

#### Firushudot

=====

Description: These crocodile-like reaverbots appear inside the water walls at the Lake Jyun Sub-Gate.

Attack: They'll burst out of the water and fire waves at MegaMan. Simple shooting with the buster gun will take them out, though it is much easier to avoid them by jumping.

#### Garudoriten

=====

Description: This HUGE yellow reaverbot will stand between MegaMan and escape from the Lake Jyun Sub-Gate.

Attack: This behemoth will walk around and perform two attacks. One is a slide across the ground in your direction, and the other is a slam on the ground that sends out a shockwave. Use the circle method (L or R to strafe, and circle around the enemy) and keep jumping to avoid his attacks. Aim and shoot for his head with each jump and you should have no problem taking him out.

#### Miroc

=====

Description: The small gray reaverbots float around and are first seen in the Clozer Woods Sub-Gate.

Attack: These guys float along the ground and try to bump into you. Take them out with one shot.

#### Gorubeshu

=====

Description: Stumpy reaverbots with pointy hats and shields. They are first found in the Clozer Woods Sub-Gate.

Attack: Gorubeshus are slow, but have a high defense with that shield. They will lower the shield to fire some red orbs every once in a while. Keep attacking the shield to knock them out and attack.

#### Karumuna Bash

=====

Description: These wolf-like reaverbots will first appear at the Clozer Woods Sub-Gate. They also appear in the ruins beneath the warehouse in Old City.

Attack: They will run around and try to crash into you, as well as breathe fire. Start by strafing around them with L or R, and keep circling around the room. Turn towards the karumunas and fire as you circle around them. Keep firing and these three four-legged goons should go out without a problem.

#### Karubun

=====

Description: Large stumpy reaverbots with big mouths. They appear both gray

and red, though the red ones last a bit longer. They are found in the Sub Cities.

Attack: Karubuns open their mouths and toss out a barrage of bombs, or shoot a stream of blasts. Attack them by holding L or R to strafe, then circle around them and shoot.

Gainee Tooren

=====  
Description: A large, multi-section reaverbot that is found in the Sub-City in Uptown.

Attack: This guy just walks around the Sub-City and releases other reaverbots from the storage boxes behind it. Shoot the boxes as they open up to damage them and destroy them one by one until the gainee tooren blows up.

MegaMan Juno

=====  
Description: MegaMan Juno is a beauracratc Purifier model, created to handle all matters on Kattelox Island, including purifying the island of carbons, AKA humans. You'll fight this guy in a chamber deep within the Main Gate.

Attack:

MegaMan Juno Part 1

-----  
Well, here we come back to the Circle Method that is described in the Controls and Techniques section of this guide. It's at the top, look it up!

The main part of this fight is to continue circling around Juno and have your thumb on the fire button the ENTIRE time. Keep Juno in your view and fire your buster gun at all times in order to keep a steady stream going.

Juno's attacks are pretty much harmless as you circle around him. One attack is a charge through the air to hit you, but it can easily be avoided by jumping as he charges, and that same jump works when he flys up and slams down to send a shockwave through the ground. Wait for him to rise up and jump just before he hits the ground. Another easily avoided attack is the air laser attack where he launches his hands towards you. Keep running and they'll miss every time. The one attack that may hit you is a sweep of the room with the lasers in his arms. Just jump and hope that the two lasers miss you as they circle the room.

Towards the end some blue spheres will build up in the middle, but it's just another shockwave attack. Jump when you see him appear to avoid the shockwave. Once you've caused enough damage the battle will end.

MegaMan Juno Part 2

-----  
Damn, now watch as Juno transforms into a large, spiky brute with thrice the firepower that he had before. Tough stuff.

Juno 2's attacks are much like Juno 1's attacks, except they now cause a helluva lot more damage. He has the dash across the room, a sweep of the room with his arm (easily avoided by a jump), a large orange orb that gets launched towards you, and the shockwave. All four of these attacks will miss if you continue to circle around him, and remember to keep shooting as you

circle around.

Once he gets into the danger zone he will switch his attack pattern by starting off with a shockwave. Jump over that thing and prepare to RUN, RUN, RUN!!! The rainbow lasers from the sky that follow the shockwave cause massive damage, so continue strafing and NEVER stop. The lasers will just barely miss you as you circle around.

That pretty much covers it. The key to everything is to circle around and never stop shooting.

=====

===== 7.0 POINTS OF INTEREST =====

Apple Market

=====

Apple Market is right at the entrance to the city, and also has a lot of cool stuff to see and buy. Remember to check the boxes and garbage pails for stuff.

Books Folio: This shop sells books, though you can't actually buy anything. Inspect the three different book shelves to find out what they sell here. Dirty magazines?!

Dressmaker Hip Bone: It's a girlie dress shop. You'll be stopping by when you're completing the Museum side quest.

High Necked Record Shop: Here you can check out a few records, though ya can't listen to them in the N64 version. Weak sauce, I know.

Staple Electric Goods Store: Check out house-hold appliances. Awesome!!!

Akbar Toystore: Check this place for a bit of in-game advertising.

Jetlag Bakery: If you kick the yellow can near the garbage pail into the bakery, you'll get 1000 free zenny! But, this will also turn MegaMan into the dark blue MegaMan.

Junk Shop: This is THE place to buy buster parts, normal items, and special items that will help MegaMan along the way. Here's what some of the stuff in there costs:

Energy Canteen = 650 zenny

Extra Packs---- Life Gauges----

- |            |           |
|------------|-----------|
| 1 = 400    | 1 = 500   |
| 2 = 800    | 2 = 1000  |
| 3 = 1200   | 3 = 3000  |
| 4 = 1800   | 4 = 5000  |
| 5 = 2400   | 5 = 10000 |
| 6 = 3000   |           |
| 7 = 4000   |           |
| 8 = 5000   |           |
| 9 = 6000   |           |
| 10 = 7500  |           |
| 11 = 10000 |           |

12 = 12500  
13 = 15000  
14 = 17500  
15 and on = 20000

Flak Jacket = 9500 - Reduce damage by 1/4.  
Kevlar Jacket = 36000 - Reduce damage by 1/2.  
Kevlar Jacket omega = 120000 - Reduce damage by 3/4.  
Shield Repair = 1000 - Repair damaged life shield (red health bar).  
Hyper Cartridge = 3000 - Recharges special weapons.  
Chameleon Net = 5000 - Camouflage for limited time.  
Defense Shield = 10000 - Invulnerable for a limited time.

#### Downtown

=====  
Library: Read up on many interesting subjects, including Digging and stories about the legendary disaster.

Servbot Restaurant: Appears after the Police Officer side quest, behind the Library.

#### Uptown

=====  
KTOX TV: You can participate in game shows, and earn fabulous prizes!

Museum: Look at rare artifacts and very interesting paintings.

Hospital: Pay a visit to those who need cheering up.

#### City Hall

=====  
Bank: Stop by to make sure everything is as it should be.

Police Station: The cops are hard at work nowadays, so pay 'em a visit to see if they need any help.

City Hall: The mayor could also use some help on the top floor.

=====  
=====  
===== 8.0 FAQ =====

- Q: Why did MegaMan go from light blue to dark blue?!

- A: Because you kicked the yellow can into the Jetlag Bakery, stole some money from the Police, kicked some soda machines, or destroyed the KTOX air ship. It doesn't affect anything in this game, so don't worry about it. Besides, he looks cool in the dark blue armor.

- Q: How does this fit with the other MegaMan games?

- A: Officially, it doesn't fit anywhere. MegaMan Legends/64 and the related

games (MegaMan Legends 2 and The Misadventures of Tron Bonne), are their own story.

But, there are numerous theories that state otherwise. Go to any MegaMan Legends message board to ask about them.

- Q: Can I do anything in the power plant North of Old City?

- A: Nope. It's just there to show that this is an actual city with a power supply, I guess.

- Q: I heard you can see Roll and Tron naked...

- A: Wrong game, ya pervert. See MegaMan Legends 2.

- Q: Hey dude, why did you spell all the names wrong?!

- A: Hey dude, shut up. Seriously though, the people at Capcom USA are idiots. The names in the game manual are spelled differently from the ones in the game. I use the spelling from the game.

=====  
===== 9.0 CODES AND SECRETS =====

Easy and Hard Modes

=====  
Complete normal mode to unlock Hard mode, then complete Hard mode to unlock Easy mode.

Kick the Can for Cash

=====  
Kick the yellow can at Apple Market into the Jetlag Bakery for 1000 zenny. If you do it too much MegaMan will start to turn dark blue.

=====  
===== 10.0 LEGAL / MISC. =====

-----  
10.1 Version History  
-----

Version 0.9: November 21, 2004  
-----

It looks complete, but there's always mistakes to fix.

---

## 10.2 Guide Credits

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1. Of course I have to start by thanking Capcom. They have good stuff out there, even if they're seriously laggin' it with MegaMan Legends 3. Hurry the hell up, Capcom!
2. Nintendo comes next for creating the Nintendo 64, and Sony for creating the Playstation, which is what I first played MegaMan Legends on.
3. Next, thanks to Warhawk for holding onto the guide until I could muster the motivation to finish it. Thanks dude!
4. Though I'm a resourceful guy, I couldn't discover everything there is to know about this game. Thanks to VirgilKX for supplying the official names for the enemies and locations of some items.
5. Starfighters76 gets a huge thanks for his kick ass maps. They made finding stuff a whole lot easier.
6. Shout-outs to CMoriarty, Meowthnum1, and MetroidMoo for their various MegaMan FAQs. They helped out with some much needed MegaMan history.
7. Though I don't know her personally, I want to thank Liz from (now defunct) [www.rockmandash.com](http://www.rockmandash.com). Best MegaMan Legends site, EVER.

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## 10.3 Contact Information

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So, the address is: [subsane@gmail.com](mailto:subsane@gmail.com)

The issue of too many e-mails isn't a problem, so I'll most likely respond to any questions (for now). But, I do delete e-mails without a subject. Put something like "MegaMan 64 guide" to be sure I read it.

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## 10.4 Legal Stuff

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