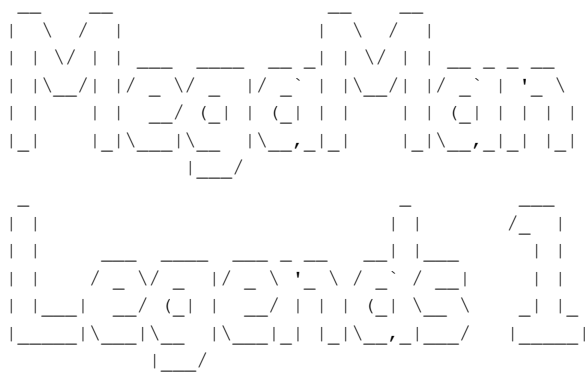


# Mega Man Legends FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Mar 14, 2013



- **Games:** MegaMan Legends 1 / MegaMan 64
- **Consoles:** PlayStation, PC, Nintendo 64
- **File Type:** Formatted FAQ/Walkthrough
- **Author:** KeyBlade999 (a.k.a. Daniel Chaviers)
- **Version:** Final
- **Time of Update:** 2:41 AM 3/13/2013
- **File Size:** 215 KB

## Donations

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and they are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. **Thank you so very much for at least considering this!!**

**Donation/Contact E-mail**  
keyblade999.faqs@gmail.com

## Introduction

Hello, and welcome to what used to be my first FAQ.

Some years ago, back in 2008, I wrote my first FAQ/Walkthrough. It was for this game, MegaMan Legends. If you had read that version, which was posted through mid-2011, you'd have thought that guide to be **BEYOND** crappy, and not a single person would blame you.

Since then, I have written about 60 other FAQs and greatly improved my skills at writing in general, FAQs especially. Looking back through my guides, I decided that I seriously needed to remake this one.

And then, over the course of another year, I continued adding on more and more, as another hundred FAQs flew by. With the help of the FAQ Contributors' Boards and the MegaMan Legends message boards, I was finally able to deem this FAQ complete almost 15 years after its release, making it likely to be the most comprehensive FAQ for it on GameFAQs.

I sincerely hope you enjoy this FAQ!!

## Main Walkthrough

### Table of Contents

1. Donations
2. Introduction
3. Main Walkthrough
  1. Mystery Ruins
  2. Arrival on Kattlelox
  3. Portal 1
  4. Pirates!?
  5. Exploring Portal 2
  6. The Yass Plains, Part 1
  7. Portal 3
  8. Yass Plains, Part 2
  9. The Cardon Sub-Gate
  10. Some Jump Springs Item Searching!
  11. The Lake Jyun Sub-Gate
  12. The Clozer Woods Sub-Gate
  13. The Aerial Battles
  14. The Main Gate, Part 1
  15. Drill Arm Item Search
  16. The Sub-Cities
  17. Main Gate, Part 2
4. Speed-Run Walkthrough (Easy Difficulty)
  1. Some Notes (READ!)
  2. Mystery Ruins
  3. Arrival on Kattlelox
  4. Portal 1
  5. Pirates!?
  6. The Yass Plains
  7. The Cardon Sub-Gate
  8. The Lake Jyun Sub-Gate
  9. The Clozer Woods Sub-Gate
  10. The Aerial Battles
  11. The Main Gate, Part 1
  12. The Sub-Cities
  13. Main Gate, Part 2
5. Speed-Run Walkthrough (Normal/Hard Difficulties)
  1. Some Notes (READ!)
  2. Mystery Ruins
  3. Arrival on Kattlelox
  4. Portal 1
  5. Pirates!?
  6. The Yass Plains
  7. The Cardon Sub-Gate
  8. The Lake Jyun Sub-Gate
  9. The Clozer Woods Sub-Gate
  10. The Aerial Battles
  11. The Main Gate, Part 1
  12. The Sub-Cities
  13. Main Gate, Part 2
6. Sidequests
  1. Jim's Hideout
  2. Uptown KTOX Minigames
  3. Hospital Sidequest
  4. Police Quest: Bomb Diffusing
  5. Police Quest: Stolen Cash!
  6. The Pregnant Woman
  7. Museum Artifact Hunting
  8. The Robbery
7. Enemy Bestiary
8. Boss FAQ/Walkthrough
9. Item Listings
  1. Normal Items
  2. Special Items

## Mystery Ruins

^11|A map of the first dungeon.

From where you start, head forward. You'll be given a tutorial on how to use the Mega Buster (press Square). Continue forward and a Reavearbot will pop out of the wall. Shoot at it a few times to defeat it, and do so with the other two.

You see those crystalline objects they dropped? These are refractor shards. They, when picked up, are automatically converted to Zenny, the monetary unit of this game, similar to Gil in Final Fantasy, or Rupees in the Legend of Zelda.

Continue forward and, at the fork, go right. Continue forward and, at the next fork, go left and destroy a few more Reavearbots.

Return to the fork and, assuming that you are currently facing the orange/brown square (a door), go left, and then right at the fork. Ignore the message from Roll and continue to the right and down the path. Step on the switch and you'll cause six worm-like Reavearbots to fall from the ceiling. Defeat them and return to the location of the door.

Face the door and get close to get a tutorial on opening doors (press Circle). Open the door and, in the next room, defeat the two or three Reavearbots here. Go through the door on the other side of the room.

Here, go up the incline and approach the ledge to get a tutorial on jumping. Press X, get on the ledge, and go into the small hallway. After the three Reavearbots pass by, go into the hallway and go to the right. Turn left when you can, then go into the small room on the right. You'll find some large cube-like object. Shoot at it several times to destroy it, blasting lots of refractors and energy cubes (the red cubes; they heal one cube of the HP bar on the left).

Anyhow, leave the room and continue down the unseen part of the hall. Turn left at the corner and then right when possible to find an energy barrier. We'll be removing this obstacle in a bit. Continue down the hall for now.

When you emerge in the small room, you'll find a spider-like Reavearbot above you. Press R2 to lock-on to it, then Square to shoot. Pick up the refractor shards and stuff, then go into the nearby room. There, get to the small towers and kick them (press Triangle). This removes the energy field both here and the other one from earlier. Go into the area blocked by the now-gone energy field to find two chests. One contains 560 Zenny; the other, a Power Raiser. The Power Raiser is a Buster Part that increases its power - be sure to equip it.

Return to the first energy field's location to find that it has gone. Go forward some to find that you are losing the radio connection with Roll. Continue through the door, and you'll find your first boss.

3. Buster Parts
10. Special Weapons' Data
  1. Key
  2. Normal Arm
  3. Splash Mine
  4. Machine Buster
  5. Powered Buster
  6. Vacuum Arm
  7. Grenade Arm
  8. Grand Grenade
  9. Active Buster
  10. Shield Arm
  11. Shining Laser
  12. Spread Buster
  13. Drill Arm
  14. Blade Arm
  15. Total Maxing Out Cost
11. Junk Shop Data
12. Miscellaneous Stuff
  1. Difficulty Information
  2. MegaMan Ethics
  3. Various Tips
  4. Glitches and Similar Oddities
  5. Money Values
13. Credits
14. Version History
15. Legalities

### BOSS

- **Name:** Club Reavearbot.
- **HP Values:**
  - *Easy Difficulty HP:* 1,024.
  - *Normal Difficulty HP:* 1,024.
  - *Hard Difficulty HP:* 2,048.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** First dungeon.
- **Attacks:** Slam its arm into the ground to create an explosion.
- **Recommended Buster Combo:** Power Raiser + (nothing).
- **Recommended Special Weapons:** None are possible.
- **Strategy:** Run around it and fire your buster. Nothing else to it!

## Arrival on Kattlelox

After the boss, you'll leave the ruins. Outside, you'll admire the blue sky before wondering where Roll went. As you do, the Club Reavearbot from earlier creeps up behind you. You slowly back up, until you almost fall off. An awkward silence and you suicidally jump off - onto the Flutter. The Club Reavearbot has no power over you now, and you fly off into the distance.

You then climb back into the main cabin, where Roll is piloting the ship. The Flutter encounters some engine problems and you set course for Kattlelox, an island about 100 miles southwest of your location.

You end up crash-landing on the island. Once you regain control, speak with the monkey-thing and save. Head along the path to the north. As you do, a police car will come. Return to the crash site and speak with the professor.

After THAT scene, head along the path you were going on earlier. When you reach the door with the "N" on it, press Circle to get into Apple Market.

There, examine the trash cans near the "S" and "N" doors to find 60 Zenny altogether. Check the box beside the electronics shop for a Broken Cleaner, and the one beside the junk shop for 100 Zenny. Go into the Junk Shop and speak with the woman inside. Select to go check on her husband. He is in the weird dome-shaped building you passed on the way here.

## Portal 1

(That is what they call it.)

^12|A map of all of the in-game dungeons. This one covers Ruins #1.

When you enter, turn left and go along this hallway. As you pass the ledge on the left, you'll find some enemies atop it. Destroy them if you wish -- you'll be lucky to get the Zenny anyhow -- and continue forward. A Reaverbot may dash out from the side hallway at you. Destroy it and go to the dark hole on the wall. Examine to find 2,600 Zenny.

Go down the side hallway and down the incline. Destroy the Reaverbot that dashes out at you. Continue into the rather large empty room, then go into the room on the right. Destroy all of the worm-like Reaverbots there. Jump onto the ledge and speak with the man to have him return to the Junk Shop.

Instead of leaving, go through the doors nearby. Go down the incline and the hallway on the left. There will be four enemies in here. Destroy the standing ones first (they can shoot fireballs) if you want extra Zenny, then destroy the sitting ones. Open the chest in the room to obtain a Rapid Fire, which speeds up your rate of fire.

Now, go back through the hallway, up the incline, and through the doors. Go right, left, and up the incline. Go left and down the hallway, then go right. Examine the blue-green thing to exit.

## Pirates!?

Outside of the ruins, go back into Apple Market and into the junk shop. Speak with the woman for a cutscene, during which you'll get the Mine Parts Kit and permission to use their old Spotter Car.

Return outside and speak with Roll. She'll take you inside the car and fix up the Mine Parts Kit to get you the Splash Mine. This is a land mine that will explode eventually or upon contact. You only have a limited amount of them, though, and cannot yet upgrade it.

Once you exit the car, a policeman will come and give you your Citizen's Card, which will let you through the various city gates (the "N/E/S/W" ones). After the cutscene, go north into Apple Market. There, the north gate is blocked by some kids. Hold Circle and walk up to them to have them leave. Then head north again into Downtown for a scene, after which you'll regain control.

After you regain control, in the eastern block, between some of the buildings, you'll find some trash cans. One yields 10 Zenny; another contains a Broken Vacuum. Go through the north gate here to City Hall. There, go into the large central building, City Hall. Upstairs, you will find Professor Barrel and the mayor, Amelia.

After the short cutscene with them, exit City Hall and you'll find the girl from earlier, Tron Bonne, being chased by a dog. Leave City Hall through the south gate back into Downtown.

There, you'll find Tron clinging to a light pole, with the dog nearby. Speak with Tron, and then the dog for a cutscene. After this, go back through the south gate twice to be in the Cardon Forest. There, speak with Roll. During this cutscene, some pirate ships -- this particular variety are called Draches -- will fly overhead. Roll then flees to find Prof. Barrel.

You should head north into Apple Market. There, stop by the Junk Shop. There, buy a Power Raiser Alpha (the weird circle thing is the Greek letter alpha) and, with all your spare money, buy some Life Gauge (max health increase) and Energy Canteen/Packs. Leave the shop and speak with Data. Recharge your energy and ask him about the Junk Shop to get a Shield Repair. Save and go through the north gate.

During the cutscene, Roll will be blocked by some policemen, who say that the situation is currently too dangerous for her to go further. The pirates' robots have locked and blocked the gate, and the cops' weapons are too weak. MegaMan then runs off to fight them. After the scene, a boss begins!

### BOSS

- **Names:** Blumebear mecs (there are three - red, blue, and yellow); two Draches.
- **HP Values:**
  - *Easy Difficulty HP:* 768 (Blue mec); 896 (Red mec); 1,856 (Yellow mec); 192 (Draches).
  - *Normal Difficulty HP:* 768 (Blue mec); 896 (Red mec); 1,856 (Yellow mec); 192 (Draches).
  - *Hard Difficulty HP:* 1,536 (Blue mec); 1,792 (Red mec); 3,712 (Yellow mec); 384 (Draches).
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 10,000 Zenny per enemy (0 ~ 50,000 for all enemies).
  - *Normal Difficulty Refractors:* 0 ~ 2,500 Zenny per enemy (0 ~ 12,500 for all enemies).
  - *Hard Difficulty Refractors:* 0 ~ 2,500 Zenny per enemy (0 ~ 12,500 for all enemies).
- **Location:** Downtown.
- **Attacks:** The mecs can shoot at you and run you over. The Draches can shoot from above.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser/Range Booster Alpha.
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** Immediately after the fight begins, run up to the nearest Blumebear mec (usually the yellow one) and start pressing Triangle to release mines at it. Excepting Hard difficulty, you'll usually defeat the mec before it can run off. After they do run off, look around for the Draches in the air and shoot them down by locking onto them. As for the remaining mecs, you'll have to hunt them down and chase them. Shoot them as you go and dodge as needed. The blue mec specializes in speed - you'll really want to try cutting corners and taking alleyways with it. Whenever you grab the Bonne Family Key, this battle ends.

---

After this battle and a cutscene, you'll fight another robot, commanded by Tron.

---

#### BOSS

- **Name:** Feldynaught.
- **HP Values:**
  - *Easy Difficulty HP:* 4,096.
  - *Normal Difficulty HP:* 4,096.
  - *Hard Difficulty HP:* 8,192.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Downtown.
- **Attacks:** It can fire bombs or embers either directly at you or in a circular motion. It can also put its front legs together to unleash a wave of fire, or generally run at you.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser/Range Booster Alpha.
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** The strategy itself is simple. Dodge the attacks and shoot at the legs. Whenever it puts its legs together for the fire wave, get near and unleash mines on it.

---

After this battle, Tron will flee in a Drache. Head to the skull-marked gate and speak with Data. Recharge your health and weapon ammo, then speak with him. Ask him one of the questions -- not sure which -- and say "no" to his question about having range-boosting Buster Parts. He'll give you the Range Booster Alpha. Tell him "yes", he's a good boy (he'll take it away otherwise), and then save. Go through the gate.

After the cutscene there, you'll now have to fight some tanks that are destroying the buildings of City Hall.

---

#### BOSS

- **Names:** Maiberu Haagen mecs (red/yellow tanks); Horunisse (red/blue/orange carriers).
- **HP Values:**
  - *Easy Difficulty HP:* 768 (yellow tanks); 384 (red tanks); 576 (the Horunisse).
  - *Normal Difficulty HP:* 768 (yellow tanks); 384 (red tanks); 576 (the Horunisse).
  - *Hard Difficulty HP:* 1,536 (yellow tanks); 768 (red tanks); 1,152 (the Horunisse).
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 10,000 per enemy.
  - *Normal Difficulty Refractors:* 0 ~ 2,500 per enemy.
  - *Hard Difficulty Refractors:* 0 ~ 2,500 per enemy.
- **Location:** City Hall.
- **Attacks:** The tanks can ram you or the buildings. The yellow ones focus on the nearest object, while the red ones focus solely on City Hall. The carrying bots (red, orange, and blue) can fire bombs at you; otherwise, they are bringing in some more tanks.
- **Recommended Buster Combo:** Power Raiser Alpha + Range Booster Alpha.
- **Recommended Special Weapon:** Splash Mine (it's the only one you can have).
- **Strategy:** Begin by focusing on the flying robots. Lock-on to them and shoot at them. The bombs, although aimed at you, rarely hit, so you'll be fine in that aspect. Your goal is to shoot down all three - otherwise, they'll bring in more and more tanks. After this, go around the area and blow up the tanks. You can shoot them, or use mines. Whenever they are all done, you can proceed.

---

After this battle, a scene occurs and another boss fight ensues!

---

#### BOSS

- **Name:** Bon Bonne.
- **HP Values:**
  - *Easy Difficulty HP:* 2,496.
  - *Normal Difficulty HP:* 2,496.
  - *Hard Difficulty HP:* 4,992.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** City Hall.
- **Attacks:** He can shoot some homing missiles - run toward him to avoid them. He can also use a party blower or something - just roll to the side. He finally will also try to slap you. Just go away to avoid it.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser.
- **Recommended Special Weapon:** Splash Mine (though it's useless).

- **Strategy:** Simply shoot at him and dodge the attacks.

## Exploring Portal 2

After defeat Bon Bonne, he'll be flown off by a Drache. You and Roll proceed to into City Hall to check up on Barrel. He seems to be okay. Amelia then gives you the Class B License, which lets you into Portal 2 (Cardon Forest) and Portal 3 (Yass Plains, east portion). After this, the investigator runs in, saying that the pirates are digging up the forest in an attempt to get at the treasure. Anyhow, leave the building.

Outside, Roll will tell you that the Support Car is now fixed all up! Go inside it and speak with Data to recharge your health and ammo, then speak with Roll to learn about the Car and to get the Walkie-Talkie. This thing can call Roll to you from most -- not all -- places. Leave and go Downtown. Go into the northwestern block of Downtown and check the trash cans - one hold the Blumebear Parts. Go into the van to create the Machine Buster. For most of the rest of the game, this will be the weapon I recommend you use. Build it up some and head to the Cardon Forest. Exit the car and go south. When you emerge in the clearing, go to the left to find another dome-shaped building. This is Portal 2 - go inside.

^13|A map of all the game's ruins. Portal 2's currently-accessible parts are Ruins #2-4.

When you enter, go through the doors and hallways to a room. There, defeat the two Reaverbots and go into the hallway on the left. There, you'll find some more Reaverbots and little else. Continue along the hallway and through the door.

When you go on through, go into the hallway/incline in front of you and across the bridge, avoiding the spinning towers as you go. In the next room, the square room, go left. Destroy the cubes and collect the Zenny/energy cubes. Continue along it to find an enemy not unlike that from the first dungeon, except it has two arms. Try defeating it in a similar manner - it uses the same attacks. Once you're done, leave through the door that was to the right of the one you entered through.

Defeat the two Reaverbots here and go past the spinning towers. Go through the hallway, defeating another Reaverbot or two as you go. In the next room, defeat the three enemies like those from the entrance, and three immobile ones. Open the chest to find 2,280 Zenny. The one on the higher ledge is unreachable. Continue into the next room.

Here, investigate a hole on the right side of the room to find an Old Shield. Then go to the northeastern corner of the room, through three doors.

Here, go to the right and open the chest -- it is trapped, so you'll need to blast and defeat it. After that, go to the opposite side of the ledge and open that chest for a Buster Unit, a good substitute for the Power Raiser or the Range Booster Alpha. Also destroy the nearby cubes for Zenny. Then exit the ruins.

## The Yass Plains, Part 1

Outside Portal 2, call Roll using the Walkie-Talkie and speak to Data to recharge your health and ammo. Then go to City Hall. Exit the car and go through the northern gate to the Yass Plains.

Here, you'll encounter several tanks. The way to defeat them is simply get on them or on their side and fire your weapon. Go to the hill on the east side, where you can see the cave, and defeat the nearby tank. Then jump to the nearby ledge. Up here, you'll find some bomb launchers - defeat these immobile enemies by shooting them. Jump to the ledge with the building atop it. Here, you can go inside to buy Junk Shop items - the Flak Jacket (9,500 Zenny) is a must. Exit the building and examine the box nearby to get a Safety Helmet. Then go through the tunnel.

On this side, defeat the tank in front of you. Then go across the bridge and towards the dome-shaped building, Portal 3. As you do, defeat the two tanks along the way and grab the Flower to give to Roll later. Then go into the building.

## Portal 3

^14|Map of the game's ruins. Portal 3 is in Ruins #6 (eastern chunk) and #7.

When enter, go through the doors in front of you, then left. Open the chest to find 1,780 Zenny. Go through the door to the left and up the incline. Go right and open this trapped chest. Defeat it and examine the nearby hole in the wall for 1,510 Zenny. Do a 180, go forward, and through the door on left.

Here, go to the northeastern corner of the room's lower portion to find a hallway/incline. Go up it and across the bridge. On the other side, turn to the right and go against the wall. Jump to the chest to the south and open it for a Cannon Kit. Defeat any enemies and leave the ruins the way you came in.

## Yass Plains, Part 2

Now, if you want, you can return to Roll to...

- Give her the Flower ("Talk" to her).
- Develop a Powered Buster (from the Cannon Kit).
- Develop a Helmet (from the Safety Helmet).

This is optional, though. Continue to the tunnel that is seeing distance from the Portal 3; this tunnel has Data nearby. Recharge your health and ammo, then save. Go through the tunnel.

Here, you'll first fight three or four tanks, as before. Defeat them and get near the hole the Bonne's have dug and you'll fight another boss!

## BOSS

- **Name:** Marlwolf.
- **HP Values:**
  - *Easy Difficulty HP:* 1,536.
  - *Normal Difficulty HP:* 1,536.
  - *Hard Difficulty HP:* 3,072.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Yass Plains, outside the Clozer Woods Sub-Gate entrance.
- **Attacks:** It can shoot shield-destroying lasers, homing and non-homing. The Servbots inside can also bring out bombs, some of which are kamikazes.
- **Recommended Buster Combo:** Power Raiser Alpha + Buster Unit.
- **Recommended Special Weapon:** Machine Buster or Powered Buster.
- **Strategy:** When the battle begins, run forward in hopes of dodging the lasers. After this portion, begin to shoot (with your Buster) at the treads on the bottom of the Marlwolf. Once they begin to smoke and the thing slows down, get onto the ledges. I tend to use the ones directly across from the entrance and defeat the tank on it. From here, wait until the Marlwolf comes around towards you (shoot at its open hatch on the back if possible). When it gets close enough to jump on back, do so. Whenever the hatch opens, shoot your Special Weapon at it to deal damage. Continue this to defeat it.

After this, Teasel Bonne will be lifted up to the Gesselshaft. You, for now, should go up the ledges nearby. You'll get a radio call from Roll, telling you to come back to City Hall.

## The Cardon Sub-Gate

Once you return to City Hall, you'll be given the Class A Digger's License. This allows you to enter the Sub-Gates on Kattlelox Island. One such Sub-Gate is in the Cardon Forest.

For now, though, go to Downtown. Leave through the west gate. Here, in Uptown, go near the hospital and open the two trash cans. One has the Broken Propeller. Now call Roll and develop the Vacuum Arm. Build it all the way and you suck the Zenny in the room of a dungeon from nearly anywhere almost instantly. Generally, it is a good weapon to keep on hand if you know you aren't going to fight a boss or strong enemy - for example, in the next Sub-Gate.

Anyhow, go to the Cardon Forest and south, near Portal 2, but keep going south to the tunnel. After the quick cutscene, go on through for another. Here, you'll simply have to destroy all of the tanks in the way of the Support Car - nothing too tough. Get inside the car if you get in trouble. The car itself can be used as a shield.

Anyhow, once the tank near the Sub-Gate and the fence is destroyed, Roll will proceed to ram and destroy the fence. After the fence is destroyed, go into the Sub-Gate.

^15|A map of the Cardon Sub-Gate.

When you get off the elevator, go to the left and you'll see a barrier and Roll will speak with you. Go further forward for another speech, then examine the podium-like console. The Starter Keys aren't here; as such, you'll be unable to lower the shield and grab the refractor until you do so. Go through the nearby doorway.

Here, you'll find three wasp nest-like things around the area. It is best to deal with these from a distance, as enemies pop out of these when you're too close. The one directly in front of comes first. Destroy it and the resulting enemies, then grab some Zenny using the Vacuum Arm. Jump to the ledge and find the green object. Shoot it to lower it, creating a bridge to the next ledge. Destroy the nest-thing on the other ledge, and its enemies, then get on the ledge. Find the yellow object and walk over. This is one starter key.

Get back to the previous ledge, then get onto the other unused one. Destroy the nearby nest-thing and shoot down the bridge. Finally, get on the floor and destroy the Reaverbot down there, then go to the northwest corner of the room on the floor. Examine the hole to find 2,300 Zenny. Now, return to the ledge nearby, go across, then left to another ledge, and go across this drawbridge and through the door.

Here, destroy the enemies nearby. Get on the left wall and activate the switch to start the conveyor belt. Examine the hole in the wall to find an Old Doll, then go into the hallway across from where you started. Go left to find a Grenade Kit, then up the incline. Here, try to jump from solid platform to solid platform (the blue things break) to find the chest. Get onto the chest's platform and let the conveyor carry it on. While it does, continue along to the room with the compactor thing. Destroy the enemies in here and examine the hole in the wall to find 300 Zenny. Then just wait for the chest to get down here. When it hits the compactor, grab the yellow thing that drops out - it's another Starter Key!

Now, return to the room you originally entered, go into the hallway and up the incline, then jump across the platforms to the other side of the room. Go through the door.

On this HIGH ledge, open the chest to find the Spring Set. Go towards the door on the other side. Examine the nearby hole in the wall to find an Old Bone. Then go through the door. In this next room, quickly step on each switch (from the closest to the farthest from the door) to get rid of the three barriers blocking your progress. Once you do, grab the yellow thing (the last Starter Key), and go through the door.

Drop to the floor and go up the ramp in the northwestern corner, then jump across the ledge you were first off this whole and return to the refractor room.

Here, examine the console and lower the shield to have MegaMan grab the yellow refractor. Then return aboveground.

---

## Some Jump Springs Item Searching!

---

Aboveground, enter the Support Car and speak with Data to recharge your health and ammo. Then speak with Roll and have her develop the Grenade Arm and the Jump Springs, the latter of which is **REQUIRED** for completing the game. Now, we are going to search for some items.

---

---

### Portal 2

---

---

^16|A map of all the game's ruins.  
(This deals with Ruins #2-5.)

When you enter and get to the room with the two walking Reaverbots, defeat them. Get onto the shorter of the ledges (the one that you couldn't get onto last time), which you can now do if you've equipped the Jump Springs. Defeat the enemy up here, then open the chest to find 1,180 Zenny. Go into the room nearby and defeat the enemies there. Examine the two holes on the upper level to find a total of 10,060 Zenny. On the lower level, go into the room to open the chest (Rollerboard). The greenish door only takes you to the Cardon Sub-Gate.

Now, go into the room with the other three walking enemies (the same room with Chests F and G on the provided map) and get onto the higher ledge to open the chest to get 2,840 Zenny. Go through the small doorway, avoid the spinning towers, and get onto the nearby ledge. Examine the two holes nearby to find about 5,300 Zenny altogether.

Destroy the two cubes nearby and go past them and the spinning towers, defeating the green thing as you go. Then go through the doorway at the bottom of the incline. Go forward some and look up and left. Jump onto this ledge and open the visible chest to find a Rapidfire Barrel.

Now, go back to room from earlier (the F/G Chests) and go through the doorway. Then go forward to the high ledge with the chest. Open it to find 1,620 Zenny. Go along the platform and through the doorway on the left. Here, defeat the spider-thing on the left and examine the hole it seemingly was protecting to find a Shiny Object. Go past the spinning towers, and go along the path, defeating all of the spiders as you go. Then go through the doorway at the end. Here, go left and through two doors, then go to the small room on the right to find a Pen Light.

You can now exit Portal 2.

---

---

### Portal 3

---

---

^17|A map of all the game's ruins. Portal #3 is in Ruins #6-7.

From here, go to the room where you found the Cannon Kit. Get onto the higher southern ledge and go through the doorway here. Get onto the ledge and open the chest for 1,960 Zenny. Then go into the room itself and destroy all of the enemies. Open the chests to find trapped ones; defeat them. Only the northwestern chest isn't trapped - it contains the Triple Access.

That's it. Now, let's go to Uptown.

---

---

## The Lake Jyun Sub-Gate

---

Once you're finished looking around, go to Uptown and to its highest point. Go through the doorway up here to find the boat shop. Once you enter the main building, go through the door to the left of the man behind the counter. Trying only gets a speech; try to again to get outside. Speak with one of the construction workers to opt to get Roll to work on the boat.

After the cutscene, you can now get onto the boat. First, though, switch to the Machine Buster if you need to, then save with Data. Get onto the boat. After the cutscene, you'll have to fight some of the Bonnes' water tanks.

The path itself is predetermined, though the tanks seem to pop up randomly. All I can mention, really, is this: if the gauge in the upper-left (the boat's health) empties, it is a Game Over. You can prevent this by shooting the missiles/torpedos shot by the tanks. Eventually, though, you'll watch a scene between the Bonnes and another boss begins!


---

---

#### BOSS

- **Name:** Barukon Gelede.
- **HP Values:**
  - *Easy Difficulty HP:* 576 (cannons); 1,024 (arms); 1,866 (core); 5,066 (total (two cannons and two arms)).
  - *Normal Difficulty HP:* 576 (cannons); 1,024 (arms); 1,866 (core); 5,066 (total (two cannons and two arms)).
  - *Hard Difficulty HP:* 1,152 (cannons); 2,048 (arms); 3,732 (core); 10,132 (total (two cannons and two arms)).
- **Reflector Appraisals:**
  - *Easy Difficulty Reflectors:* None.
  - *Normal Difficulty Reflectors:* None.
  - *Hard Difficulty Reflectors:* None.
- **Location:** Lake Jyun.
- **Attacks:** It can only fire missiles at you, though later it will fire bombs and lasers.
- **Recommended Buster Combo:** Laser + Power Raiser Omega/Sniper Range.

- **Recommended Special Weapon:** Machine Buster.
- **Strategy:** During the start of the fight, all you can do is shoot at the missiles to prevent damage. When the chance arises, opt to leave the fight (the boat will come back with filled health), then return. Continue to shoot at the missiles and you'll eventually be pulled into a canal. Continue shooting the missiles. When you get into the lake, begin to use the Special Weapon on the boss's arms and back cannons. Ignore the attacks at this point - you'll be unlucky if you take enough damage to lose by now. Once all four parts are done, begin to attack the laser shooter on the back. This hits the boss's HP. Once it's gone, the boss is done.

After the battle and a cutscene, you'll be on the same island as the Sub-Gate. Speak with Data to recharge and save, then enter the Sub-Gate. 

When you enter, go through the two doors in front of you. Examine the two holes nearby to get 1,460 Zenny altogether, then go to the left, defeating the fire-blasting Reaverbots as you go. In the relatively-large room, go to the right and down this hall to find a chest. Open it to find the Old Hoverjets. Return to the big room and go across it and up the ledge, then through the door.

Here, destroy the metallic spiders, then return to the entrance. Go to the left and down this hall, destroying some enemies as you go. In the mini-room where the spider was, examine the hole to find a Gatling Part. Open the nearby chest to find a Starter Key. Return to the main part and go down the hall on right side, examining the hole in the alcove as you go to find a Ring to give Roll later on. Defeat the nearby spider and go through the hallway and the doorway at its end.

Here, go onto the ledge in front of you and go into the room on the right. Open the chest there to find another Starter Key. Now, go onto the ledge in the southernmost point of the room as according to the map. Go down the side path, then jump to the ledge and into another room. Open the chest for the third Starter Key, then check the nearby hole for 5,130 Zenny.

Return to the open part of the room and you'll be able to see a chest. Go to and open it to find a Joint Plug. Finally, jump the ledges on the northern side of the room and go through the doorway.

Here, beware of the alligator-like enemies because **THEY WILL HURT**. When you reach the two side hallways, go down the left one. In this area, go to the room blocked by walls and down the left hallway to find a chest with the Rapid Striker in it. **DO NOT CONSULT THE MAP FOR THIS - IT IS NOT MARKED.**

After you grab the Rapid Striker, return to the Sub-Gate and go to the unused doorway opposite the original entrance. In this room, go through the doorway on the other and you'll find a red refractor and a console. Place the starters into the console and lower the shield, then you'll grab the refractor. Return to the previous room to find a boss.

#### BOSS

- **Name:** Garudoriten.
- **HP Values:**
  - *Easy Difficulty* HP: 2,048.
  - *Normal Difficulty* HP: 2,048.
  - *Hard Difficulty* HP: 4,096.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 48,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 12,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 12,000 Zenny.
- **Location:** Lake Jyun Sub-Gate.
- **Attacks:** It can do a sliding tackle, a jump-shockwave, and it will kick if you get too close.
- **Recommended Buster Combo:** Laser + Power Raiser Omega.
- **Recommended Special Weapon:** Machine Buster.
- **Strategy:** The main point is to jump and shoot the thing in the face while avoiding the attacks. It'll take a while, but it'll work.

After the battle, the enemy will drop a whole load of Zenny (about 10,000 ~ 40,000). Grab it and leave the whole place.

## The Clozer Woods Sub-Gate

After you exit the Lake Jyun Sub-Gate, speak with Data to recharge and save. Get onto the boat to return to the mainland. Go back to the main part of Uptown and call Roll. Speak with her to return to the Flutter. During the ensuing cutscene, the Flutter can now be flown.

In the Flutter, leave Roll's room and go into the leftmost of the rooms, Barrel's. Go to the back and examine the antique ornate chest to find a Bomb Schematic. Leave the room and go to the TV room. Speak with Barrel. Then go into Roll's room and speak with her. Go to the R&D Room to develop the Grand Grenade with the Bomb Schematic, the Jet Skates with the Rollerboard and Old Hoverjets, and the Adapter Plug from the Joint Plug. The first is required for the next ruins, so equip it. The last one will let you have a third Buster Gun Attachment.

Whenever you're ready, speak with Roll outside the R&D Room to go to the Clozer Woods Sub-Gate.





If you haven't yet done so, equip the Grand Grenade. This weapon is a requirement of this Sub-Gate to finish it.

Once you enter, go through the door in front of you. In the next room, you'll find a hole in the floor. Jump down into the room, which has an elevator like that of the previous two Sub-Gates, but is currently inactive. If you do a 180 so the northeastern door is on the right of your facing, you'll find a door. Go into it to find the control room and a speech from Roll.

Return to the previous room and take the other door. Here, you'll find three or so of the green enemies from the Cardon Sub-Gate. Defeat them and go through the eastern of the doors here. Examine the holes in the wall to find a Tele-Lens and 450 Zenny. Return to the previous room and go through the western door, and the door in that room.

Open the chest up here to get a Guidance Unit. Jump down and examine the holes in these western pillars to find 3,040 Zenny altogether. Defeat the shield Reaverbots here (shoot from behind or when they move the shield) and go to the eastern pillars. Examine the holes there to find 920 Zenny and an Antique Bell. Jump onto the pillars and onto the eastern ledge to find a chest; open it to get an ID Card. Then exit through the central door on the north side of the big pillar in the center of the room.

In this hall, go left and into the small room to find a Target Sensor in a chest. Return to the door and go along the other hall. Go into the door on the left to arrive in the ruins. Use the Jump Springs while in the hall to get onto the ledge to the right of the doors; an Ancient Book is in the chest. Return to the Sub-Gate and go to the other side of the area and through two doors. To your right is the generator; examine and activate it. Go into the western mini-room to find a chest with another ID Card. Now, return to the big room with the four pillars. Here, exit through the northernmost door.

In this room, defeat the spider Reaverbots and look on the ceiling. On the IN-GAME map, it'll be marked by four dots. This square in the ceiling is weak; throw a Grand Grenade at it to crumble it. Jump into the above room and use the nearby door.

Here, in this next room, you'll find an elevator, which is now usable since the generator is on. Get on it and listen to Roll as you descend. Once you hit the ground, you'll have to do some fighting.

#### BOSS

- **Names:** Karumuna Bash (three varieties: red, blue, gray).
- **HP Values:**
  - *Easy Difficulty HP:* 1,728 (each); 5,184 (altogether).
  - *Normal Difficulty HP:* 1,728 (each); 5,184 (altogether).
  - *Hard Difficulty HP:* 3,456 (each); 10,368 (altogether).
- **Reflector Appraisals:**
  - *Easy Difficulty Reflectors:* 0 ~ 16,000 (each); 0 ~ 48,000 (altogether).
  - *Normal Difficulty Reflectors:* 0 ~ 4,000 (each); 0 ~ 12,000 (altogether).
  - *Hard Difficulty Reflectors:* 0 ~ 4,000 (each); 0 ~ 12,000 (altogether).
- **Location:** Clozer Woods Sub-Gate.
- **Attacks:** Fire stream (or Flamethrower, for Pokemon players), and the general dog-like tackle.
- **Recommended Buster Combo:** Laser + Power Raiser Omega + Sniper Range.
- **Recommended Special Weapon:** Grand Grenade (you'll need it to get here for the Clozer Woods encounter).
- **Strategy:** As the dogs get nearer the elevator, just begin using all of your Grand Grenades -- they are actually powerful enough to destroy the bosses in about a set of the starting ammo. Should this fail, GET OUT OF THE ELEVATOR and begin blasting your Buster at them. The attacks themselves are easy enough to avoid - just roll to the side.

After the battle, exit through the door to the north.

Here, you'll be in the generator room once more. Go along the ledge and go into the mini-room with the chest. Open it to receive the third and final ID Card. Jump to the ground, then go along the hallway to the big four-pillared room. Jump onto the western ledge and go through the door. Go through this next door, then go into the north-central door.

Go into the control room (northeastern door) and examine the computer thing to insert the ID Cards. This now opens the Main Gate. Return to the previous room, go up using the elevator, then go through the door up here. Go back up the elevator into the Flutter.

## The Aerial Battles

After you open up the Main Gate and then return to the Flutter, go into Roll's room. Speak with Data first and recharge your ammo and health (and probably your shield). Speak with Roll and go to the R&D Room. You should be able to make the Sniper Scope (a great alternative to the Sniper Range) and the Active Buster.

Anywho, equip your better weapon. The Machine Buster is just fine, but if you *somehow* had the 1,000,000+ Zenny to max build the Active Buster, that'll be the best weapon for the whole game. Literally.

Save and tell Roll you want to return to the crash site. During the flight, you get some entertainment - the Bonnes come and attack!

#### BOSS

- **Name:** Gray Draches (x5).
- **HP Values:**
  - *Easy Difficulty HP:* 512 (each); 2,560 (total)

- *Normal Difficulty HP:* 512 (each); 2,560 (total)
- *Hard Difficulty HP:* 1,024 (each); 5,120 (total)
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* None. (They drop some typically, but it cannot be gotten in this instance.)
  - *Normal Difficulty Refractors:* None. (They drop some typically, but it cannot be gotten in this instance.)
  - *Hard Difficulty Refractors:* None. (They drop some typically, but it cannot be gotten in this instance.)
- **Location:** Airs above Kattlelox.
- **Attacks:** Fiery embers rained upon the Flutter.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** *Please note that throughout this, and the next two battles, that if either your or the Flutter's health empties, it is a Game Over. The health is carried from battle to battle.* The main idea is to lock-on when possible to the enemies and shoot at them. I can't really say much else.

Then you need to fight the Gesselshaft.

#### BOSS

- **Name:** Gesselshaft.
- **HP Values:**
  - *Easy Difficulty HP:* 1,280 (wing); 1,024 (hull); 1,600 (skull marking); 272 (cannons); 6,816 (total (with two wings and six cannons)).
  - *Normal Difficulty HP:* 1,280 (wing); 1,024 (hull); 1,600 (skull marking); 272 (cannons); 6,816 (total (with two wings and six cannons)).
  - *Hard Difficulty HP:* 2,560 (wing); 2,048 (hull); 3,200 (skull marking); 544 (cannons); 13,632 (total (with two wings and six cannons)).
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Airs above Kattlelox.
- **Attacks:** Bombs; lasers.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** Throughout this battle, you will be shooting at the various weak points of the ship - the hull, the two wings, and the skull marking. You'll first fly under the ship. You will not be hurt during this time. When you can see the obvious black-ringed square, begin to blast it. You'll soon move to the right wing. Assuming the Flutter has at least 1/2 health, ignore the cannons and blast the wing. If you have spare time after destroying it, then yes, go after the cannons/bombs. You'll then move to the other wing and be attacked the same manner. You'll rotate through this order until you destroy all three. Eventually, you'll be moved to the front of the ship, in front of the skull marking. When it becomes obvious, begin blasting it, as it will shoot lasers. Defeat it to finish this part.

Then Tron summons her own robotic beast.

#### BOSS

- **Name:** Fokkerwolf.
- **HP Values:**
  - *Easy Difficulty HP:* 2,048.
  - *Normal Difficulty HP:* 2,048.
  - *Hard Difficulty HP:* 4,096.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Airs above Kattlelox.
- **Attacks:** Missiles; machine gun blasts; fiery embers.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** The only thing I can say is to lock-on whenever possible to the opponent and shoot. It will sometimes fly over the ship (sometimes in a hover), so it is really open then. If your weapon is strong enough, and the Flutter has about 1/2 health left, you'll need not worry too much.

## The Main Gate, Part 1

After you defeat the Bonnes (again) and watch the cutscene, you'll be in the same spot as the Flutter crashed in. You can now access the Main Gate. I see nothing to do on the side, except some side quests, so let's go to Downtown. Exit the area to the east.

Here, try to avoid the dogs and exit to the south, I think.

Here, you'll be at the entrance to the Main Gate. Pick up the cat outside and go on in.

^110|A map of the Main Gate.

When you enter, all I can say is that it spirals down for a bit. As you go down, you'll fight some beefed-up versions of the shield Reaverbots from the Clozer Sub-Gate. Eventually, you will find a hole in the wall. EXAMINE IT - you will get a whopping 10,000 Zenny! Continue along the spiral and you'll find a door on the right. Go inside and open the chest to find a Buster Unit Omega. Leave and continue down the spiral just a bit more to find another door on the right. Go on in.

Go forward and around the corner. Go to the alcove on the left and mess with the computer to unlock the Sub-Cities, which we will do shortly. For now, we'll do a bit more searching. Continue further along into the room and you'll find the three dog-like Reaverbots from the Clozer Woods. Defeat them and move on. Ignore the western door and now go through the eastern door. Go forward some and into the eastern alcove. Open the chest to get a Generator Part. Return to the previous room and go south into the halls.

As you go along the first hallway, check the hole in the wall on the right to get 2,170 Zenny. Continue into the rectangular western hallway and check the southwestern corner for a hole, in which is a Shiny Red Object. Go through the halls as far east as possible. Open the chest for a Blunted Drill and the nearby hole for an Autofire Barrel.

Now, return to the three-dog room and go through the western door. Go through some doors and up the ladder. Make sure your health and ammo is full -- come back later if you need to. Go into the Building 88 and watch the scene. Then...

### BOSS

- **Name:** Bruno.
- **HP Values:**
  - *Easy Difficulty* HP: 8,128.
  - *Normal Difficulty* HP: 8,128.
  - *Hard Difficulty* HP: 16,256.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Old City.
- **Attacks:** Missiles; bombs; machine gun blasts; lasers; general stomping around.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Unit Omega.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** Firstly, you'll always want to attack from the back. The attacks themselves can be avoided by staying away and going behind various structures for shielding (the Sub-City and Main Gate entrances are indestructible). You'll want to attack the skinny part in the center; anything else will destroy the weapons (which isn't that bad in itself). For the most part, just get behind and shoot.

## Drill Arm Item Search

After defeating Bruno, it is now true that the Sub-Cities are opened. However, I'm going to do an item hunt; skip to the next section for the Sub-Cities.

Anyhow, once you beat Bruno, call Roll. If you got the correct treasure from the Main Gate, you can get a Drill Arm (from the Blunted Drill) and an Auto Battery (Generator Part and Autofire Barrel).

Assuming you have the Drill Arm, equip it and head to Portal 3. We'll start here and work our way around.

^111|A map of all the game's ruins. We'll go through Ruins #6, 3, 4, and 5.

When you enter Portal 3, go through the two doors and face right. Use the Drill Arm on this cracked wall -- it will crumble away! That is the power of the "mighty" Drill Arm. Get onto the ledge on the right. Open the chest (Blaster Unit R) and examine the hole in the wall (Weapon Plans). Drop down and break through the next two walls (plunder the treasures in their ledges if you haven't done so) and go through the door.

Go up this long incline and defeat the green Reaverbot as you do. Go past the spinning towers and destroy the cubes. Collect the loot and go into the next room, then the one after that. Defeat the enemies there and go through the door. Then go to the northernmost part of that room and go through the doorway. Go through the hallway and defeat the metallic spider enemies as you go. Go through the door at the end.

Go forward and use the Drill Arm on this wall. Go forward into the next room, and the one north of it. Open the chest to get an Old Launcher. Return to the previous room and travel east into a room, then destroy the wall to the north. Go into the room and east into the hall. Go south and, in the room, open the chests. (Two are trapped; one has 5,600 Zenny). Then go back to the place where you entered this area from.

Go through the doors to the west and then north to grab the Pen Light from the chest, if you haven't done so. Then destroy all of the nearby pillars and examine the hole hidden by them to find 920 Zenny. Continue along and do the same with the other two sets of pillars and check those holes (660 Zenny; Main Core Shard). Go grab the Rapid Striker if needed, then exit the ruins. We're going to do the Sub-Cities now.

---

## The Sub-Cities

---

### Old City

---

This Sub-City is found near the place where Building 88 is/was. It is a mere black cube. Go to the entrance and enter.

This place is filled with enemies, though I see no need to mention much. The only new thing is the green enemies -- larger versions of those you found in the Sub-Gates.

Anyhow, defeat all of the enemies in here and go to the largest of the buildings. It is now unlocked, because you defeated the enemies. Open the chest to get the Watcher Key and exit.

---

### Downtown

---

This Sub-City is within sight of the northern gate to City Hall. Go into this black cube.

Again, it is filled with enemies, including the larger green Reaverbot. As before, defeat them all and enter the large building. Because you defeated all of the enemies, it is now unlocked. Go inside and open the chest for the Sleeper Key, then leave.

---

### Uptown

---

This Sub-City is within sight of the entrance. Just go inside... for a boss!

---

#### BOSS

- **Name:** Gai-nee Tooren.
- **HP Values:**
  - *Easy Difficulty HP:* 768.
  - *Normal Difficulty HP:* 768.
  - *Hard Difficulty HP:* 1,536.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Uptown Sub-City.
- **Attacks:** Drops Reaverbots; plows through anything in its way.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Unit Omega.
- **Recommended Special Weapon:** Machine Buster, Active Buster, or Shining Laser.
- **Strategy:** During the course of this battle, this train-like boss will drop Reaverbots from its ... caboose. Ignore them unless they cause trouble. Your main goal is to first catch up with the back of the train and shoot at the open hatch when it opens. Once it loses 1/3 of its health, it will speed up temporarily, then return to normal speed. Continue this strategy until the boss dies. Kill any other enemies nearby.

---

After the boss is dealt with, go and kill any leftover enemies and the large building will open. Again, go into it and you'll get the Dreamer Key, the last key, assuming you did the other two. Finally, we can finish the game!

---

## Main Gate, Part 2

---

After you have gotten the Watcher, Sleeper, and Dreamer Keys, it may be a good idea to consider doing some sidequests. Anyhow, when ready, enter the Main Gate once more.

^112|A map of the Main Gate.

This time, when you travel, just go all of the way down the spiral. Eventually, you'll come to a door. Go into the room.

This room has three doors just to your right. Using the Watcher, Sleeper, and Dreamer Keys, you can unlock these doors and go through. After you do, go forward some more for a rather lengthy and plot-revealing scene.

After this scene, in this hallway, defeat the enemy and go left. At the end is the Power Stream. Go into the other hallway and ... well, just go along it, defeating any idiot enemy that dares get into your way.

You'll eventually walk into a room with ... **OMGWTFBQQ!** LOOK AT THE SIZE OF THAT REFRACTOR!! The sad part about all of this is that you cannot take it. Ever. (At least in this game. As for MML2, I'm not sure.)

Anyhow, go through the other door and just go along the hallway and defeat some more enemies. You'll soon come to some doors. Go through them and you'll find Data. Speak with him to recharge and save. Go through the door.

After some more scenes, you'll fight the final boss!

#### FINAL BOSS, Part 1

- **Name:** MegaMan Juno.
- **Location:** Main Gate.
- **Attacks:** I think he had a rainbow beam (jump over that). He also could do a flying tackle and a jump-shockwave (jump over both, if possible). He also has a move where he creates an explosion cloud then creates a shockwave.
- **Recommended Buster Combo:** Power Stream + Auto Battery + Sniper Scope.
- **Recommended Special Weapon:** Shining Laser, Active Buster, or Machine Buster.
- **Strategy:** The strategy... practically doesn't exist. This is one of those dodge-and-shoot kinda fights. Although, there won't be much dodging if you have a maxed Active Buster!

A scene, and the second part begins...

#### FINAL BOSS, Part 2

- **Name:** MegaMan Juno.
- **Location:** Main Gate.
- **Attacks:** I think he could punch you, do some jump-shockwaves, and maybe had a fire stream. As you can guess, I forgot to take notes during the fight. =(
- **Recommended Buster Combo:** Power Stream + Auto Battery + Sniper Scope.
- **Recommended Special Weapon:** Shining Laser, Active Buster, or Machine Buster.
- **Strategy:** Another shoot-and-dodge kinda fight.

After this, you'll see some scenes and can guide yourself through the rest.

**CONGRATULATIONS! YOU HAVE BEATEN MEGAMAN LEGENDS!**

## Speed-Run Walkthrough (Easy Difficulty)

### Some Notes (READ!)

The below is a list of notes concerning this I have compiled; within the walkthrough, remember that all of these are entirely implied unless stated otherwise!

- First and foremost, this Speed-Run walkthrough will apply solely to the Easy difficulty, as the Normal/Hard difficulties have different circumstances surrounding them.
- In correlation with the above, all boss data shown is **solely for Easy mode**.
- **All non-necessary battles are to be skipped unless your health depends on that one energy cube.**
- Next, I must address how extremist this Speed-Run Walkthrough is. It is best for only veterans to do this, despite it being Easy mode. Why? Well, consider that we are getting no treasures, no shopping, and only two special weapons (the required ones). No optional inventions whatsoever, and you only get the initial five health cubes. No sidequesting for money. I think you get the idea.
- Use the Start Button to skip every single cutscene. Use the Triangle button to speed up all text conversations.
- Outside of the ruins, use Roll to transport you from place-to-place when possible.
- This walkthrough is somewhat more specific. It helps to follow this in a somewhat word-for-word manner to minimize time played.
- You'll want to master the "art" of diagonal running. What is this? Well, consider you have a square. You're at one corner, with your destination at the other, with no obstacles in-between. It is approximately 1.414 times faster to go diagonally than around to it. This benefit will change, of course, depending on the triangle formed by you, the destination, and the intersection of those lines, but it **is always a benefit**.
- Time Expectancy: 45 ~ 60 minutes.
- Personal Record: 40 minutes, 36 seconds.

## Mystery Ruins

^13|A map of the first dungeon.

Upon beginning, immediately equip the Buster Max and the Jet Skates. Exit the menu and Jet Skate forward and take a right at the intersection. Go down this hall and, when you see the door, stop and go into it. In the next room, Jet Skate to the other side of the room and go through the door.

Here, Jet Skate up the ramp, jump onto the ledge, then Jet Skate towards the hallway. After the quick cutscene, Jet Skate all of the way down the hall, taking **none** of the side paths. You'll find that large spider-like Reaverbot. Shoot it down and approach the room nearby. **From a distance**, shoot down the two towers. Turn around and Jet Skate down the hall. At the first opportunity, go left. You'll watch a conversation between MegaMan and Roll, after which you should into the room nearby via the door.

You'll fight a boss.

#### BOSS

- **Name:** Club Reaverbot.
- HP: 1,024.
- Refractors: None.
- **Location:** First dungeon.
- **Attacks:** Slam its arm into the ground to create an explosion.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapons:** None are possible.
- **Strategy:** Stand still and continually shoot at the boss.

## Arrival on Kattlelox

Skip the two scenes following the boss.

Once you regain control, head along the path to the north. As you do, a police car will come; skip this cutscene. Return to the crash site and speak with the professor, then skip the scene.

Afterward, Jet Skate along the path you were going on earlier. When you reach the door with the "N" on it, press Circle to get into Apple Market.

There, go into the Junk Shop and speak with the woman inside. Select to go check on her husband. He is in the weird dome-shaped building you passed on the way here.

## Portal 1

^14|A map of all of the in-game dungeons. This one covers Ruins #1.

When you enter, turn around and Jet Skate down the hallway on the left, ignoring the enemies. You'll soon reach a hallway on your right. Continue skating and go down the incline, then into the nearby room. Start blasting all of the worm-like Reaverbots nearby. After doing so, get onto the ledge and speak with the man. Press Start to skip the cutscene, then leave the way you came, ignoring the enemies as you go.

## Pirates!?

Outside of the ruins, go back into Apple Market and into the junk shop. Speak with the woman for a cutscene, during which you'll get the Mine Parts Kit and permission to use their old Spotter Car.

Return outside and speak with Roll. She'll take you inside the car and fix up the Mine Parts Kit to get you the Splash Mine. This is a land mine that will explode eventually or upon contact. You only have a limited amount of them, though, and cannot yet upgrade it.

Once you exit the car, a cutscene occurs; skip it. Go north into Apple Market. There, the north gate is blocked by some kids. Hold Circle and walk up to them to watch a scene. Skip it and take the nearby gate for another. Skip that one.

After you regain control, Jet Skate north to the "N" gate to reach the City Hall area. Go up to the building and speak with one of the cops. Skip the two ensuing scenes and leave via the door behind you, then through the door to the outside.

You'll watch another cutscene; skip it. Leave City Hall through the south gate back into Downtown.

There, you'll find Tron clinging to a light pole, with the dog nearby. Speak with Tron, and then the dog for a cutscene (there is a delayed skip in this one). After this, go back through the south gate twice to be in the Cardon Forest. After skipping the cutscene there, speak with Roll. Skip THIS cutscene.

You should head north into Apple Market. Go through the north gate. Skip the cutscene, then you'll fight a boss.

#### BOSS

- **Names:** Blumebear mecs (there are three - red, blue, and yellow); two Draches.
- HP: **768 (Blue mec)**; 896 (Red mec); 1,856 (Yellow mec); 192 (Draches).
- Refractors: 0 ~ 10,000 Zenny per enemy (0 ~ 50,000 for all enemies).

- **Location:** Downtown.
- **Attacks:** The mecs can shoot at you and run you over. The Draches can shoot from above.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** Immediately after the fight begins, starting blasting the blue mec (the reason it was bolded above). It is, in fact, the weakest and should be holding the key (it always does for me, for some reason). After the mec is destroyed, it should drop the Bonne Family Key. Whenever you grab the Bonne Family Key, this battle ends.

After this battle and a skipped cutscene, you'll fight another robot, commanded by Tron.

#### BOSS

- **Name:** Feldynaught.
- HP: 4,096.
- Refractors: None.
- **Location:** Downtown.
- **Attacks:** It can fire bombs or embers either directly at you or in a circular motion. It can also put its front legs together to unleash a wave of fire, or generally run at you.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** Shoot repeatedly at the leg with the exposed metal underneath what used to be armor. You'll be continually flinching it (if you're lucky), and therefore kill it within seconds.

After this battle, skip the cutscene. Go through the northern gate.

After the cutscene there, you'll now have to fight some tanks that are destroying the buildings of City Hall.

#### BOSS

- **Names:** Maiberu Haagen mecs (red/yellow tanks); Horunisse (red/blue/orange carriers).
- HP: 768 (yellow tanks); 384 (red tanks); 576 (the Horunisse).
- Refractors: 0 ~ 10,000 per enemy.
- **Location:** City Hall.
- **Attacks:** The tanks can ram you or the buildings. The yellow ones focus on the nearest object, while the red ones focus solely on City Hall. The carrying bots (red, orange, and blue) can fire bombs at you; otherwise, they are bringing in some more tanks.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine (it's the only one you can have).
- **Strategy:** Begin by focusing on the flying robots. Lock-on to them and shoot at them. The bombs, although aimed at you, rarely hit, so you'll be fine in that aspect. Your goal is to shoot down all three - otherwise, they'll bring in more and more tanks. After this, go around the area and blow up the tanks. You can shoot them, or use mines. Whenever they are all done, you can proceed.

After this battle, a scene occurs and another boss fight ensues!

#### BOSS

- **Name:** Bon Bonne.
- HP: 2,496.
- Refractors: None.
- **Location:** City Hall.
- **Attacks:** He can shoot some homing missiles - run toward him to avoid them. He can also use a party blower or something - just roll to the side. He finally will also try to slap you. Just go away to avoid it.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine (though it's useless).
- **Strategy:** Simply shoot at him and dodge the attacks.

## The Yass Plains

After defeating Bon, skip the ensuing scenes and leave the building. After the scene outside, get into the van to obtain the Walkie-Talkie. Then exit and go north to the Yass Plains.

Here, you'll be able to leave unscathed by simply Jet Skating between the tanks and ignoring them. Work your way to the eastern side of the area and head through the tunnel.

On the other side, you'll be able to see another tunnel from where you enter. Jet Skate towards it, ignoring the enemies as usual, then go through the tunnel.

On the other side, Jet Skate amongst the tanks and go towards the incline to start another boss.

#### BOSS

- **Name:** Marwolf.
- HP: 1,536.
- Refractors: None.
- **Location:** Yass Plains, outside the Clozer Woods Sub-Gate entrance.
- **Attacks:** It can shoot shield-destroying lasers, homing and non-homing. The Servbots inside can also bring out bombs, some of which are kamikazes.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** When the battle begins, Jet Skate rapidly around the tower in hopes of dodging the lasers. After this portion, begin to shoot (with your Buster) at the treads on the bottom of the Marwolf. Once they begin to smoke and the thing slows down, get onto the ledges. I tend to use the ones directly across from the entrance and defeat the tank on it. From here, wait until the Marwolf comes around towards you (shoot at its open hatch on the back if possible). When it gets close enough to jump on back, do so. Whenever the hatch opens, shoot your Buster at it to finish it.

Skip the scene. Afterwards, go up the ledges nearby. You'll get a radio call from Roll, telling you to come back to City Hall.

### The Cardon Sub-Gate

Skip the scene upon returning to City Hall. Exit and call Roll; go to the Cardon Forest. Go south from the Flutter towards the tunnel. Skip the cutscene, go through the tunnel, and skip the next cutscene. Here, you'll simply have to destroy all of the tanks in the way of the Support Car - nothing too tough. Get inside the car if you get in trouble. The car itself can be used as a shield.

Anyhow, once machines and the fence are destroyed, Roll will proceed to ram and destroy the fence. After the fence is destroyed, go into the Sub-Gate.

^115|A map of the Cardon Sub-Gate.

When you get off the elevator, go to the left and you'll see a barrier and Roll will speak with you. Go further forward for another speech, then examine the podium-like console. The Starter Keys aren't here; as such, you'll be unable to lower the shield and grab the refractor until you do so. Go through the nearby doorway.

Here, you'll find three wasp nest-like things around the area. Immediately blast them to their death -- they'll become an utter nuisance otherwise. Go to the platform opposite the entrance and shoot down the bridge. Go to the platform on its opposite side, then proceed forward to the next one.

Get back to the previous ledge, then get onto the other unused one. Shoot down the bridge. Go across this drawbridge and through the door.

Here, destroy the enemies nearby. Get on the left wall and activate the switch to start the conveyor belt. Go into the hallway across from where you started. Go up the incline. Here, try to jump from solid platform to solid platform (the blue things break) to find the chest. Get onto the chest's platform and let the conveyor carry it on. While it does, continue along to the room with the compactor thing. Destroy the enemies in here and examine the hole in the wall to find 300 Zenny. Then just wait for the chest to get down here. When it hits the compactor, grab the yellow thing that drops out - it's another Starter Key!

Now, return to the room you originally entered, go into the hallway and up the incline, then jump across the platforms to the other side of the room. Go through the door.

On this HIGH ledge, open the chest to find the Spring Set. Go towards and through the door on the other side. In this next room, quickly step on each switch (from the closest to the farthest from the door) to get rid of the three barriers blocking your progress. Once you do, grab the yellow thing (the last Starter Key), and go through the door.

Drop to the floor and go up the ramp in the northwestern corner, then jump across the ledge you were first off this whole and return to the refractor room.

Here, examine the console and lower the shield to have MegaMan grab the yellow refractor. Then return aboveground.

### The Lake Jyun Sub-Gate

Aboveground, enter the Support Car and speak with Roll and have her develop the Jump Springs, which is **REQUIRED** for completing the game. Now, drive to Downtown, then head west into Uptown.

Go to its highest point, atop the western ledges. Go through the doorway up here to find the boat shop. Once you enter the main building, go through the door to the left of the man behind the counter. Trying only gets a speech; try to again to get outside. Speak with one of the construction workers to opt to get Roll to work on the boat.



After the cutscene, you can now get onto the boat. Get onto the boat and skip the cutscene.

Afterwards, you'll begin to fight those water tanks the Bonnes developed. The path itself is predetermined, though the tanks seem to pop up randomly. All I can mention, really, is this: if the gauge in the upper-left (the boat's health) empties, it is a Game Over. You can prevent this by shooting the missiles/torpedos shot by the tanks. Eventually, though, you'll watch a scene between the Bonnes and another boss begins!

#### BOSS

- **Name:** Barukon Gelede.
- HP: 576 (cannons); 1,024 (arms); 1,866 (core); 5,066 (total (two cannons and two arms)).
- Refractors: None.
- **Location:** Lake Jyun.
- **Attacks:** It can only fire missiles at you, though later it will fire bombs and lasers.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine (don't use it - it will damage you!).
- **Strategy:** During the start of the fight, all you can do is shoot at the missiles to prevent damage. When the chance arises, opt to continue the fight. Continue to shoot at the missiles and you'll eventually be pulled into a canal. Continue shooting the missiles. When you get into the lake, begin to use the Mega Buster on the boss's arms and back cannons. Ignore the attacks at this point - you'll be unlucky if you take enough damage to lose by now. Once all four parts are done, you'll probably still be dealing with the Bonnes' conversations. Press Start a few times to get the back laser to rise up on your next revolution. Once it rises, begin to attack the laser shooter on the back. This hits the boss's HP gauge. Once it's gone, the boss is done.

After the battle and a skipped cutscene, you'll on the same island as the Sub-Gate. Enter the Sub-Gate.  
^16|A map of the Lake Jyun Sub-Gate.

When you enter, you'll pretty much be somewhat free to Jet Skate along the path. Except for the enemies. In this place, it is actually better to walk around and destroy the enemies, but don't waste time to pick up any prizes. The path is very linear. Once you reach the big open room, go up the ledge on the left.

Jet Skate to the left and down this hall, and go directly for the chest. Open the nearby chest to find a Starter Key. Return to the main part and go down the hall on right side, ignore the nearby spider and go through the hallway and the doorway at its end.

Here, go onto the ledge in front of you and go into the room on the right. Open the chest there to find another Starter Key. Now, go onto the ledge in the southernmost point of the room as according to the map. Go down the side path, then jump to the ledge and into another room. Open the chest for the third Starter Key. Then jump atop the ledges on the northern side of the room and go through the doorway.

Here, beware of the alligator-like enemies because **THEY WILL HURT**. Jet Skating through here is sufficient, usually, for self-preservation. Simply go through the opposite doorway.

In this room, go through the doorway on the other and you'll find a red refractor and a console. Place the starters into the console and lower the shield, then you'll grab the refractor. Return to the previous room to find a boss.

#### BOSS

- **Name:** Garudoriten.
- HP: 2,048.
- Refractors: 0 ~ 48,000 Zenny.
- **Location:** Lake Jyun Sub-Gate.
- **Attacks:** It can do a sliding tackle, a jump-shockwave, and it will kick if you get too close.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine (not exactly easy to use, though).
- **Strategy:** The main point is to jump and shoot the thing in the face while avoiding the attacks. It'll take a while, but it'll work.

Leave the whole place after the battle.

## The Clozer Woods Sub-Gate

After you exit the Lake Jyun Sub-Gate, get onto the boat to return to the mainland. Go back to the main part of Uptown and call Roll. Speak with her to return to the Flutter. Skip the ensuing cutscene, after which the Flutter can now be flown.

In the Flutter, leave Roll's room and go into the leftmost of the rooms, Barrel's. Go to the back and examine the antique ornate chest to find a Bomb Schematic. Leave the room and go to the TV room. Speak with Barrel. Then go into Roll's room and speak with her. Go to the R&D Room to develop the Grand Grenade with the Bomb Schematic. It is required for the next ruins, so equip it.

Speak with Roll outside the R&D Room to go to the Clozer Woods Sub-Gate.

^117|A map of the Clozer Woods Sub-Gate.

If you haven't yet done so, equip the Grand Grenade. This weapon is a requirement of this Sub-Gate to finish it.

Once you enter, go through the door in front of you. In the next room, you'll find a hole in the floor. Jump down into the room, which has an elevator like that of the previous two Sub-Gates, but is currently inactive. If you do a 180 so the northeastern door is on the right of your facing, you'll find a door. Go into it to find the control room and a speech from Roll.

Return to the previous room and take the other door. Here, you'll find three or so of the green enemies from the Cardon Sub-Gate. Defeat the one nearest you (it usually will be the first to try to attack you, and it is quite close), then go through the door opposite the one you entered through.

Go to the eastern side of the room. You'll find two pillars and a high ledge here. Jump up the higher of the two pillars, then jump to the ledge and open the chest to find an ID Card. Then go to the northernmost portion of the room and take the door on the south side.

Go right and go along the hall. When you reach the next intersection, go right and down the incline. To your right is the generator; examine and activate it. Go into the western mini-room to find a chest with another ID Card. Now, return to the big room where you found your first ID Card. Here, exit through the northernmost door.

In this room, defeat the spider Reaverbots and look on the ceiling. On the IN-GAME map, it'll be marked by four dots. This square in the ceiling is weak; throw a Grand Grenade at it to crumble it. Jump into the above room and use the nearby door.

Here, in this next room, you'll find an elevator, which is now usable since the generator is on. Get on it and listen to Roll as you descend. Once you hit the ground, you'll have to do some fighting.

#### BOSS

- **Names:** Karumuna Bash (three varieties: red, blue, gray).
- **HP:** 1,728 (each); 5,184 (altogether).
- **Refractors:** 0 ~ 16,000 (each); 0 ~ 48,000 (altogether).
- **Location:** Clozer Woods Sub-Gate.
- **Attacks:** Fire stream (or Flamethrower, for Pokemon players), and the general dog-like tackle.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Grand Grenade (you'll need it to get here for the Clozer Woods encounter).
- **Strategy:** After the immediate start, start shooting dead forward towards one dog and exit the elevator. Jump over it and start shooting at it again. After it dies, continue to defeat the other. A dodge-and-shoot fight, yes.

After the battle, exit through the door to the north.

Here, you'll be in the generator room once more. Go along the ledge and go into the mini-room with the chest. Open it to receive the third and final ID Card. Jump to the ground, then go along the hallway to the big four-pillared room. Jump onto the western ledge and go through the door. Go through this next door, then go into the north-central door.

Go into the control room (northeastern door) and examine the computer thing to insert the ID Cards. This now opens the Main Gate. Return to the previous room, go up using the elevator, then go through the door up here. Go back up the elevator into the Flutter.

## The Aerial Battles

After you open up the Main Gate and then return to the Flutter, go into Roll's room.

Tell Roll you want to return to the crash site. During the flight, you get some entertainment - the Bonnes come and attack!

#### BOSS

- **Name:** Gray Draches (x5).
- **HP:** 512 (each); 2,560 (total)
- **Refractors:** None. (They drop some typically, but it cannot be gotten in this instance.)
- **Location:** Airs above Kattlelox.
- **Attacks:** Fiery embers rained upon the Flutter.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** *Please note that throughout this, and the next two battles, that if either your or the Flutter's health empties, it is a Game Over. The health is carried from battle to battle.* With the proper reaction time, you can simply walk backwards, to the ship's front, and hold Square to easily destroy them all.

Then you need to fight the Gesselshaft.

## BOSS

- **Name:** Gesselshaft.
- HP: 1,280 (wing); 1,024 (hull); 1,600 (skull marking); 272 (cannons); 6,816 (total (with two wings and six cannons)).
- Refractors: None.
- **Location:** Airs above Kattlelox.
- **Attacks:** Bombs; lasers.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** Throughout this battle, you will be shooting at the various weak points of the ship - the hull, the two wings, and the skull marking. You'll first fly under the ship. You will not be hurt during this time. You'll be firstly most able to attack the two wings on either side. Destroy them and you'll have time to destroy the hull as well. You'll then simply go up to the skull marking. Walk back as far as possible, then start blasting it. The Flutter may take a hit, but at least you won't!

Then Tron summons her own robotic beast.

## BOSS

- **Name:** Fokkerwolf.
- HP: 2,048.
- Refractors: None.
- **Location:** Airs above Kattlelox.
- **Attacks:** Missiles; machine gun blasts; fiery embers.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** The only thing I can say is to lock-on whenever possible to the opponent and shoot. It will sometimes fly over the ship (sometimes in a hover), so it is really open then. If your weapon is strong enough, and the Flutter has about 1/2 health left, you'll need not worry too much. Oh, and be sure to jump over or shoot the missiles - they'll damage the hell out of you.

## The Main Gate, Part 1

After you defeat the Bonnes (again) and skip the cutscene, you'll be in the same spot as the Flutter crashed in. You can now access the Main Gate. Have Roll drive you to the Main Gate. Go on in.

^18|A map of the Main Gate.

When you enter, all I can say is that it spirals down for a bit. As you go down, you'll find some beefed-up versions of the shield Reaverbots from the Clozer Sub-Gate; you'll be able to Jet Skate around these. Continue along the spiral and you'll find a door on the right. Ignore it and go into the next door you see.

Go forward and around the corner. Go to the alcove on the left and mess with the computer to unlock the Sub-Cities, which we will do shortly. Go forward into the next room and go through the door on your left. Go through some doors and up the ladder. Go into the Building 88 and skip the scene. Then...

## BOSS

- **Name:** Bruno.
- HP: 8,128.
- Refractors: None.
- **Location:** Old City.
- **Attacks:** Missiles; bombs; machine gun blasts; lasers; general stomping around.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** Firstly, you'll always want to attack from the back. The attacks themselves can be avoided by staying away and going behind various structures for shielding (the Sub-City and Main Gate entrances are indestructible). You'll want to attack the skinny part in the center; anything else will destroy the weapons (which isn't that bad in itself). For the most part, just get behind and shoot.

After this boss, we can now complete the Sub-Cities.

## The Sub-Cities

---

---

## Old City

---

---

This Sub-City is found near the place where Building 88 is/was. It is a mere black cube within the rubble. Go to the entrance and enter.

This place is filled with enemies, though I see no need to mention much. The only new thing is the green enemies -- larger versions of those you found in the Sub-Gates.

Anyhow, defeat all of the enemies in here and go to the largest of the buildings. It is now unlocked, because you defeated the enemies. Open the chest to get the Watcher Key and exit.

---

---

## Downtown

---

---

This Sub-City is within sight of the northern gate to City Hall. Go into this black cube.

Again, it is filled with enemies, including the larger green Reaverbot. As before, defeat them all and enter the large building. Because you defeated all of the enemies, it is now unlocked. Go inside and open the chest for the Sleeper Key, then leave.

---

---

## Uptown

---

---

This Sub-City is within sight of the entrance. Just go inside... for a boss!

---

### BOSS

- **Name:** Gai-nee Tooren.
- HP: 768.
- Refractors: None.
- **Location:** Uptown Sub-City.
- **Attacks:** Drops Reaverbots; plows through anything in its way.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** During the course of this battle, this train-like boss will drop Reaverbots from its ... caboose. Ignore them unless they cause trouble. Your main goal is to first catch up with the back of the train and shoot at the open hatch when it opens. Once it loses 1/3 of its health, it will speed up temporarily, then return to normal speed. Continue this strategy until the boss dies. Kill any other enemies nearby.

---

After the boss is dealt with, go and kill any leftover enemies and the large building will open. Again, go into it and you'll get the Dreamer Key, the last key, assuming you did the other two. Finally, we can finish the game!

---

## Main Gate, Part 2

---

After you have gotten the Watcher, Sleeper, and Dreamer Keys, it may be a good idea to consider doing some sidequests. Anyhow, when ready, enter the Main Gate once more.

^119|A map of the Main Gate.

This time, when you travel, just go all of the way down the spiral. Slide between the single silver-shielded enemies; as for the duos, shoot them and jump over them. Eventually, you'll come to a door. Go into the room.

This room has three doors just to your right. Using the Watcher, Sleeper, and Dreamer Keys, you can unlock these doors and go through. After you do, go forward some more for a rather lengthy and plot-revealing scene. \*cough\* Skip it. \*cough\*

After this scene, in this hallway, Jet Skate along the hallway. Fairly linear and easy to follow.

You'll eventually walk into a room with ... **OMGWTFBQ!** LOOK AT THE SIZE OF THAT REFRACTOR!! The sad part about all of this is that you cannot take it. Ever.

Anyhow, go through the other door and just Jet Skate along the hallway You'll soon come to some doors. Go through them and you'll find Data. Speak with him to recharge (this seriously will be needed if you're damaged whatsoever). Go through the door.

After skipping a scene, you'll fight the final boss!

---

### FINAL BOSS, Part 1

- **Name:** MegaMan Juno.
- **Location:** Main Gate.
- **Attacks:** I think he had a rainbow beam (jump over that). He also could do a flying tackle and a jump-shockwave (jump over both, if possible). He also has a move where he creates an explosion cloud

then creates a shockwave.

- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** The strategy is a bit more complicated here. Okay, fine, it still remains a dodge-and-shoot thing, but you have to be EXTREMELY WARY here. This guy can take off a good 60% of your health in one hit if you're doing the extremist method. Don't worry about time here so much as you should worry over actually surviving.

Another skipped scene, and the second part begins...

#### FINAL BOSS, Part 2

- **Name:** MegaMan Juno.
- **Location:** Main Gate.
- **Attacks:** I think he could do some jump attacks, a fire stream, an attack where he'd yell and throw down rainbow punches, a speeding tackle, and a fireball.
- **Recommended Buster Combo:** Buster Max + (none).
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** Another shoot-and-dodge kinda fight. Be EXTREMELY WARY here. In two hits, I was in that weird near Game Over limbo state (you know, your health gauge is empty, but you aren't dead). That was without being hit in the first fight.

After this, you'll see some scenes and can guide yourself through the rest.

## Speed-Run Walkthrough (Normal/Hard Difficulties)

### Some Notes (READ!)

The below is a list of notes concerning this I have compiled; within the walkthrough, remember that all of these are entirely implied unless stated otherwise!

- First and foremost, this Speed-Run walkthrough will apply solely to the Normal/Hard difficulties, as the Easy difficulty has different circumstances surrounding it.
- In correlation with the above, all boss data shown is solely for Normal/Hard modes, although it is noted in the strategies.
- **All non-necessary battles are to be skipped unless your health depends on that one energy cube.**
- Next, I must address how extremist this Speed-Run Walkthrough is. It is best for only veterans to do this. Why? Well, consider that we are getting few treasures, very little shopping, and only two special weapons. A couple of inventions only, and only the initial five health cubes. No sidequesting for money. Very few Buster Parts (those that won't take but a few seconds to grab). On Hard, enemies has double health and deal double damage. I think you get the idea.
- Use the Start Button to skip every single cutscene. Use the Triangle button to speed up all text conversations.
- Outside of the ruins, use Roll to transport you from place-to-place when possible.
- This walkthrough is somewhat more specific. It helps to follow this in a somewhat word-for-word manner to minimize time played.
- You'll want to master the "art" of diagonal running. What is this? Consider you have a square. You're at one corner, with your destination at the other, no obstacles in-between. It is approximately 1.414 times faster to go diagonally than around to it. This benefit will change, of course, depending on the triangular angle formed by you, the destination, and the intersection of the lines, but it **is always a benefit**.
- Time Expectancy: 75 ~ 90 minutes. This one is more dependent on how extremist you go. This one is less extremist than the one for Easy mode, because I think you'd be fighting bosses for longer if you went that extremist, so I helped with a few decent Buster Parts. Of course, go more extremist if you want.
- Personal Record: 49 minutes, 16 seconds on Normal; 59 minutes, 31 seconds on Hard.

## Mystery Ruins

^|20|A map of the first dungeon.

Upon beginning, go forward and take a right at the intersection. Go down this hall and, when you see the door, stop and go into it. In the next room, head to the other side of the room and go through the door.

Here, go up the ramp, jump onto the ledge, then Jet Skate towards the hallway. After the quick cutscene, run all of the way down the hall, taking **none** of the side paths. You'll find that large spider-like Reaverbot. Shoot it down and approach the room nearby. **From a distance**, shoot down the two towers. Get onto the ledge and open the right of the chests for a Power Raiser. Go back down the hall. At the first opportunity, go left. You'll watch a conversation between MegaMan and Roll, after which you should into the room nearby via the door.

You'll fight a boss.

#### BOSS

- **Name:** Club Reaverbot.
- **HP Values:**
  - *Normal Difficulty* HP: 1,024.
  - *Hard Difficulty* HP: 2,048.

- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** First dungeon.
- **Attacks:** Slam its arm into the ground to create an explosion.
- **Recommended Buster Combo:** Power Raiser + (nothing).
- **Recommended Special Weapons:** None are possible.
- **Strategy:** Run around it and fire your buster. Nothing else to it!

## Arrival on Kattlelox

Skip the two scenes following the boss.

Once you regain control, head along the path to the north. As you do, a police car will come; skip this cutscene. Return to the crash site and speak with the professor, then skip the scene.

Afterward, go along the path you were going on earlier. When you reach the door with the "N" on it, press Circle to get into Apple Market.

There, go into the Junk Shop and speak with the woman inside. Select to go check on her husband. He is in the weird dome-shaped building you passed on the way here.

## Portal 1

^121|A map of all of the in-game dungeons. This one covers Ruins #1.

When you enter, turn around and head down the hallway on the left, ignoring the enemies. You'll soon reach a hallway on your right. Continue skating and go down the incline, then into the nearby room. Start blasting all of the worm-like Reaverbots nearby. After doing so, get onto the ledge and speak with the man. Press Start to skip the cutscene, then leave the way you came, ignoring the enemies as you go.

## Pirates!?

Outside of the ruins, go back into Apple Market and into the junk shop. Speak with the woman for a cutscene, during which you'll get the Mine Parts Kit and permission to use their old Spotter Car.

Return outside and speak with Roll. She'll take you inside the car and fix up the Mine Parts Kit to get you the Splash Mine. This is a land mine that will explode eventually or upon contact. You only have a limited amount of them, though, and cannot yet upgrade it.

Once you exit the car, a cutscene occurs; skip it. Go north into Apple Market. There, the north gate is blocked by some kids. Hold Circle and walk up to them to watch a scene. Skip it and take the nearby gate for another. Skip that one.

After you regain control, go north to the "N" gate to reach the City Hall area. Go up to the building and speak with one of the cops. Skip the two ensuing scenes and leave via the door behind you, then through the door to the outside.

You'll watch another cutscene; skip it. Leave City Hall through the south gate back into Downtown.

There, you'll find Tron clinging to a light pole, with the dog nearby. Speak with Tron, and then the dog for a cutscene (there is a delayed skip in this one). After this, go back through the south gate twice to be in the Cardon Forest. After skipping the cutscene there, speak with Roll. Skip THIS cutscene.

You should head north into Apple Market. Take a few seconds to go into the Junk Shop and buy a Power Raiser Alpha, if possible. Afterwards, go through the north gate. Skip the cutscene, then you'll fight a boss.

### BOSS

- **Names:** Blumebear mecs (there are three - red, blue, and yellow); two Draches.
- **HP Values:**
  - *Normal Difficulty HP:* **768 (Blue mec)**; 896 (Red mec); 1,856 (Yellow mec); 192 (Draches).
  - *Hard Difficulty HP:* **1,536 (Blue mec)**; 1,792 (Red mec); 3,712 (Yellow mec); 384 (Draches).
- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* 0 ~ 2,500 Zenny per enemy (0 ~ 12,500 for all enemies).
  - *Hard Difficulty Refractors:* 0 ~ 2,500 Zenny per enemy (0 ~ 12,500 for all enemies).
- **Location:** Downtown.
- **Attacks:** The mecs can shoot at you and run you over. The Draches can shoot from above.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser.
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** Immediately after the fight begins, starting blasting the blue mec (the reason it was bolded above). It is, in fact, the weakest and should be holding the key (it always does for me, for some reason). After the mec is destroyed, it should drop the Bonne Family Key. Whenever you grab the Bonne Family Key, this battle ends.

After this battle and a skipped cutscene, you'll fight another robot, commanded by Tron.

#### BOSS

- **Name:** Feldynaught.
- **HP Values:**
  - *Normal Difficulty HP:* 4,096.
  - *Hard Difficulty HP:* 8,192.
- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Downtown.
- **Attacks:** It can fire bombs or embers either directly at you or in a circular motion. It can also put its front legs together to unleash a wave of fire, or generally run at you.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser.
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** Shoot repeatedly at the leg with the exposed metal underneath what used to be armor. You'll be continually flinching it (if you're lucky), and therefore kill it.

After this battle, skip the cutscene. Go to Data. Ask him one of the questions -- not sure which -- and say "no" to his question about having range-boosting Buster Parts. He'll give you the Range Booster Alpha. Tell him "yes", he's a good boy (he'll take it away otherwise), and then go through the gate. After the cutscene there, you'll now have to fight some tanks that are destroying the buildings of City Hall.

#### BOSS

- **Names:** Maiberu Haagen mecs (red/yellow tanks); Horunisse (red/blue/orange carriers).
- **HP Values:**
  - *Normal Difficulty HP:* 768 (yellow tanks); 384 (red tanks); 576 (the Horunisse).
  - *Hard Difficulty HP:* 1,536 (yellow tanks); 768 (red tanks); 1,152 (the Horunisse).
- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* 0 ~ 2,500 per enemy.
  - *Hard Difficulty Refractors:* 0 ~ 2,500 per enemy.
- **Location:** City Hall.
- **Attacks:** The tanks can ram you or the buildings. The yellow ones focus on the nearest object, while the red ones focus solely on City Hall. The carrying bots (red, orange, and blue) can fire bombs at you; otherwise, they are bringing in some more tanks.
- **Recommended Buster Combo:** Power Raiser Alpha + Range Booster Alpha.
- **Recommended Special Weapon:** Splash Mine (it's the only one you can have).
- **Strategy:** Begin by focusing on the flying robots. Lock-on to them and shoot at them. The bombs, although aimed at you, rarely hit, so you'll be fine in that aspect. Your goal is to shoot down all three - otherwise, they'll bring in more and more tanks. After this, go around the area and blow up the tanks. You can shoot them, or use mines. Whenever they are all done, you can proceed.

After this battle, a scene occurs and another boss fight ensues!

#### BOSS

- **Name:** Bon Bonne.
- **HP Values:**
  - *Normal Difficulty HP:* 2,496.
  - *Hard Difficulty HP:* 4,992.
- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** City Hall.
- **Attacks:** He can shoot some homing missiles - run toward him to avoid them. He can also use a party blower or something - just roll to the side. He finally will also try to slap you. Just go away to avoid it.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser.
- **Recommended Special Weapon:** Splash Mine (though it's useless).
- **Strategy:** Simply shoot at him and dodge the attacks.

## The Yass Plains

---

After defeating Bon, skip the ensuing scenes and leave the building. After the scene outside, get into the van to obtain the Walkie-Talkie. Then exit and go north to the Yass Plains.

Here, you'll be able to leave unscathed by simply running between the tanks and ignoring them. Work your way to the eastern side of the area and head through the tunnel.

On the other side, you'll be able to see another tunnel from where you enter. Run towards it, ignoring the enemies as usual, then go through the tunnel.

On the other side, run amongst the tanks and go towards the incline to start another boss.

### BOSS

- **Name:** Marlowf.
- **HP Values:**
  - *Normal Difficulty HP:* 1,536.
  - *Hard Difficulty HP:* 3,072.
- **Reflector Appraisals:**
  - *Normal Difficulty Reflectors:* None.
  - *Hard Difficulty Reflectors:* None.
- **Location:** Yass Plains, outside the Clozer Woods Sub-Gate entrance.
- **Attacks:** It can shoot shield-destroying lasers, homing and non-homing. The Servbots inside can also bring out bombs, some of which are kamikazes.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser.
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** When the battle begins, run rapidly around the tower in hopes of dodging the lasers. After this portion, begin to shoot (with your Buster) at the treads on the bottom of the Marlowf. Once they begin to smoke and the thing slows down, get onto the ledges. I tend to use the ones directly across from the entrance and defeat the tank on it. From here, wait until the Marlowf comes around towards you (shoot at its open hatch on the back if possible). When it gets close enough to jump on back, do so. Whenever the hatch opens, shoot your Buster at it to finish it. Repeat as needed if you get knocked off.

Skip the scene. Afterwards, go up the ledges nearby. You'll get a radio call from Roll, telling you to come back to City Hall.

## The Cardon Sub-Gate

---

Skip the scene upon returning to City Hall. Exit and call Roll; go to the Cardon Forest. Go south from the Flutter towards the tunnel. Skip the cutscene, go through the tunnel, and skip the next cutscene. Here, you'll simply have to destroy all of the tanks in the way of the Support Car - nothing too tough. Get inside the car if you get in trouble. The car itself can be used as a shield.

Anyhow, once machines and the fence are destroyed, Roll will proceed to ram and destroy the fence. After the fence is destroyed, go into the Sub-Gate.

^122|A map of the Cardon Sub-Gate.

When you get off the elevator, go to the left and you'll see a barrier and Roll will speak with you. Go further forward for another speech, then examine the podium-like console. The Starter Keys aren't here; as such, you'll be unable to lower the shield and grab the refractor until you do so. Go through the nearby doorway.

Here, you'll find three wasp nest-like things around the area. It is implied that you defeat them when they are near enough to you to do so -- they'll become an utter nuisance otherwise. Go to the platform opposite the entrance and shoot down the bridge. Go to the platform on its opposite side, then proceed forward to the next one.

Get back to the previous ledge, then get onto the other unused one. Shoot down the bridge. Go across this drawbridge and through the door.

Here, destroy the enemies nearby. Get on the left wall and activate the switch to start the conveyor belt. Go into the hallway across from where you started. Go up the incline. Here, try to jump from solid platform to solid platform (the blue things break) to find the chest. Get onto the chest's platform and let the conveyor carry it on. While it does, continue along to the room with the compactor thing. Destroy the enemies in here and examine the hole in the wall to find 300 Zenny. Then just wait for the chest to get down here. When it hits the compactor, grab the yellow thing that drops out - it's another Starter Key!

Now, return to the room you originally entered, go into the hallway and up the incline, then jump across the platforms to the other side of the room. Go through the door.

On this HIGH ledge, open the chest to find the Spring Set. Go towards and through the door on the other side. In this next room, quickly step on each switch (from the closest to the farthest from the door) to get rid of the three barriers blocking your progress. Once you do, grab the yellow thing (the last Starter Key), and go through the door.

Drop to the floor and go up the ramp in the northwestern corner, then jump across the ledge you were first off this whole and return to the refractor room.

Here, examine the console and lower the shield to have MegaMan grab the yellow refractor. Then return aboveground.



## The Lake Jyun Sub-Gate

Aboveground, enter the Support Car and speak with Roll and have her develop the Jump Springs, which is **REQUIRED** for completing the game.

Now, we're going to do some SLIGHT sidequesting. Go back into the Cardon Sub-Gate and turn left. Jump onto the ledge and go along the path to the door. Go through to Portal 2, then go into the room directly across from you to receive the Rollerboard. Go upstairs and examine the two holes for over 10,000 Zenny total (remember to, later on, buy a Flak Jacket with this, and any Energy Canteen units, or a Laser and Sniper Range/Power Raiser Omega, but only do this if you're not too confident in your abilities). Go out to the main room and onto the opposite ledge. In the chest that should be farthest from you (southernmost part of the room) is a Buster Unit. Now, leave and have Roll drive you to Uptown.

Go to its highest point, atop the western ledges. Go through the doorway up here to find the boat shop. Once you enter the main building, go through the door to the left of the man behind the counter. Trying only gets a speech; try to again to get outside. Speak with one of the construction workers to opt to get Roll to work on the boat.

After the cutscene, you can now get onto the boat. Get onto the boat and skip the cutscene.

Afterwards, you'll begin to fight those water tanks the Bonnes developed. The path itself is predetermined, though the tanks seem to pop up randomly. All I can mention, really, is this: if the gauge in the upper-left (the boat's health) empties, it is a Game Over. You can prevent this by shooting the missiles/torpedos shot by the tanks. Eventually, though, you'll watch a scene between the Bonnes and another boss begins!

### BOSS

- **Name:** Barukon Gelede.
- **HP Values:**
  - *Normal Difficulty HP:* 576 (cannons); 1,024 (arms); 1,866 (core); 5,066 (total).
  - *Hard Difficulty HP:* 1,152 (cannons); 2,048 (arms); 3,732 (core); 10,132 (total).
- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Lake Jyun.
- **Attacks:** It can only fire missiles at you, though later it will fire bombs and lasers.
- **Recommended Buster Combo:** Laser + Power Raiser Omega/Sniper Range.
- **Recommended Special Weapon:** Splash Mine (don't use it - it will damage you!).
- **Strategy:** During the start of the fight, all you can do is shoot at the missiles to prevent damage. When the chance arises, opt to continue the fight. Continue to shoot at the missiles and you'll eventually be pulled into a canal. Continue shooting the missiles. When you get into the lake, begin to use the Mega Buster on the boss's arms and back cannons. Ignore the attacks at this point - you'll be unlucky if you take enough damage to lose by now. Once all four parts are done, you'll probably still be dealing with the Bonnes' conversations. Press Start a few times to get the back laser to rise up on your next revolution. Once it rises, begin to attack the laser shooter on the back. This hits the boss's HP gauge. Once it's gone, the boss is done.

After the battle and a skipped cutscene, you'll on the same island as the Sub-Gate. Enter the Sub-Gate.

^123|A map of the Lake Jyun Sub-Gate.

When you enter, you'll pretty much be somewhat free to run along the path. Except for the enemies. In this place, it is actually better to walk around and destroy the enemies, but don't pick up any prizes. The path is very linear. Once you reach the big open room, go into the small room on the right to find the Old Hoverjets. Go back to the big room and west into the next room.

Run to the left and down this hall, and go directly for the chest. Open the nearby chest to find a Starter Key. Return to the main part and go down the hall on right side, ignore the nearby spider and go through the hallway and the doorway at its end.

Here, go onto the ledge in front of you and go into the room on the right. Open the chest there to find another Starter Key. Now, go onto the ledge in the southernmost point of the room as according to the map. Go down the side path, then jump to the ledge and into another room. Open the chest for the third Starter Key. Then jump atop the ledges in the central part of the room to find the Joint Plug, then jump on the northern ledges of the room and go through the doorway.

Here, beware of the alligator-like enemies because **THEY WILL HURT**. Running through here is sufficient, usually, for self-preservation. Simply go through the opposite doorway.

In this room, go through the doorway on the other and you'll find a red refractor and a console. Place the starters into the console and lower the shield, then you'll grab the refractor. Return to the previous room to find a boss.

### BOSS

- **Name:** Garudoriten.
- **HP Values:**
  - *Normal Difficulty HP:* 2,048.
  - *Hard Difficulty HP:* 4,096.
- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* 0 ~ 12,000 Zenny.

- *Hard Difficulty Refractors*: 0 ~ 12,000 Zenny.
- **Location**: Lake Jyun Sub-Gate.
- **Attacks**: It can do a sliding tackle, a jump-shockwave, and it will kick if you get too close.
- **Recommended Buster Combo**: Laser + Power Raiser Omega.
- **Recommended Special Weapon**: Splash Mine (not exactly easy to use, though).
- **Strategy**: The main point is to jump and shoot the thing in the face while avoiding the attacks. It'll take a while, but it'll work.

Leave the whole place after the battle.

---

## The Clozer Woods Sub-Gate

---

After you exit the Lake Jyun Sub-Gate, get onto the boat to return to the mainland. Go back to the main part of Uptown and call Roll. Speak with her to return to the Flutter. Skip the ensuing cutscene, after which the Flutter can now be flown.

In the Flutter, leave Roll's room and go into the leftmost of the rooms, Barrel's. Go to the back and examine the antique ornate chest to find a Bomb Schematic. Leave the room and go to the TV room. Speak with Barrel. Then go into Roll's room and speak with her. Go to the R&D Room to develop the Grand Grenade with the Bomb Schematic, as well as the Jet Skates (immediately equip) and the Adapter Plug. The first one required for the next ruins, so equip it. As for the Adapter Plug, we'll fill in the third slot later.

Speak with Roll outside the R&D Room to go to the Clozer Woods Sub-Gate.

^|24|A map of the Clozer Woods Sub-Gate.

If you haven't yet done so, equip the Grand Grenade. This weapon is a requirement of this Sub-Gate to finish it.

Once you enter, go through the door in front of you. In the next room, you'll find a hole in the floor. Jump down into the room, which has an elevator like that of the previous two Sub-Gates, but is currently inactive. If you do a 180 so the northeastern door is on the right of your facing, you'll find a door. Go into it to find the control room and a speech from Roll.

Return to the previous room and take the other door. Here, you'll find three or so of the green enemies from the Cardon Sub-Gate. Defeat the one nearest you (it usually will be the first to try to attack you, and it is quite close), then go into the room on your left and examine one of the holes for the Tele-Lens. Afterwards, go through the door opposite the one you initially entered through.

Go to the eastern side of the room. You'll find two pillars and a high ledge here. Jump up the higher of the two pillars, then jump to the ledge and open the chest to find an ID Card. Then go to the northernmost portion of the room and take the door on the south side.

Go left to find a Target Sensor in the chest. Return to the entrance, then go right and go along the hall. When you reach the next intersection, go right and down the incline. To your right is the generator; examine and activate it. Go into the western mini-room to find a chest with another ID Card. Now, return to the big room where you found your first ID Card. Here, exit through the northernmost door.

In this room, defeat the spider Reaverbots and look on the ceiling. On the IN-GAME map, it'll be marked by four dots. This square in the ceiling is weak; throw a Grand Grenade at it to crumble it. Jump into the above room and use the nearby door.

Here, in this next room, you'll find an elevator, which is now usable since the generator is on. Get on it and listen to Roll as you descend. Once you hit the ground, you'll have to do some fighting.

---

### BOSS

- **HP Values**:
  - *Normal Difficulty HP*: 1,728 (each); 5,184 (altogether).
  - *Hard Difficulty HP*: 3,456 (each); 10,368 (altogether).
- **Refractor Appraisals**:
  - *Normal Difficulty Refractors*: 0 ~ 4,000 (each); 0 ~ 12,000 (altogether).
  - *Hard Difficulty Refractors*: 0 ~ 4,000 (each); 0 ~ 12,000 (altogether).
- **Location**: Clozer Woods Sub-Gate.
- **Attacks**: Fire stream (or Flamethrower, for Pokemon players), and the general dog-like tackle.
- **Recommended Buster Combo**: Laser + Power Raiser Omega + (none).
- **Recommended Special Weapon**: Grand Grenade (you'll need it to get here for the Clozer Woods encounter).
- **Strategy**: After the immediate start, start shooting dead forward towards one dog and exit the elevator. Jump over it and start shooting at it again. After it dies, continue to defeat the other. A dodge-and-shoot fight, yes.

---

After the battle, exit through the door to the north.

Here, you'll be in the generator room once more. Go along the ledge and go into the mini-room with the chest. Open it to receive the third and final ID Card. Jump to the ground, then go along the hallway to the big four-pillared room. Jump onto the western ledge and go through the door. Go through this next door, then go into the north-central door.

Go into the control room (northeastern door) and examine the computer thing to insert the ID Cards. This now opens the Main Gate. Return to the previous room, go up using the elevator, then go through the door up here. Go back up the elevator into the Flutter.

## The Aerial Battles

After you open up the Main Gate and then return to the Flutter, go into Roll's room. Go into the R&D Room to make the Sniper Scope, a good thing to equip. Make a Laser/Buster Unit/Sniper Scope combination.

Afterwards, tell Roll you want to return to the crash site. During the flight, you get some entertainment - the Bonnes come and attack!

### BOSS

- **Name:** Gray Draches (x5).
- **HP Values:**
  - *Normal Difficulty HP:* 512 (each); 2,560 (total)
  - *Hard Difficulty HP:* 1,024 (each); 5,120 (total)
- **Reflector Appraisals:**
  - *Normal Difficulty Reflectors:* None. (They drop some typically, but it cannot be gotten in this instance.)
  - *Hard Difficulty Reflectors:* None. (They drop some typically, but it cannot be gotten in this instance.)
- **Location:** Airs above Kattlelox.
- **Attacks:** Fiery embers rained upon the Flutter.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** *Please note that throughout this, and the next two battles, that if either your or the Flutter's health empties, it is a Game Over. The health is carried from battle to battle.* With the proper reaction time, you can simply walk backwards, to the ship's front, and hold Square to easily destroy them all.

Then you need to fight the Gesselshaft.

### BOSS

- **Name:** Gesselshaft.
- **HP Values:**
  - *Normal Difficulty HP:* 1,280 (wing); 1,024 (hull); 1,600 (skull marking); 272 (cannons); 6,816 (total (with two wings and six cannons)).
  - *Hard Difficulty HP:* 2,560 (wing); 2,048 (hull); 3,200 (skull marking); 544 (cannons); 13,632 (total (with two wings and six cannons)).
- **Reflector Appraisals:**
  - *Normal Difficulty Reflectors:* None.
  - *Hard Difficulty Reflectors:* None.
- **Location:** Airs above Kattlelox.
- **Attacks:** Bombs; lasers.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** Throughout this battle, you will be shooting at the various weak points of the ship - the hull, the two wings, and the skull marking. You'll first fly under the ship. You will not be hurt during this time. You'll be firstly most able to attack the two wings on either side. Destroy one of them and you'll probably have time to destroy the hull as well. You'll then want to focus on the other wing. Afterwards, you'll eventually and simply go up to the skull marking. Walk back as far as possible, then start blasting it. The Flutter may take a few hits, but at least you won't!

Then Tron summons her own robotic beast.

### BOSS

- **Name:** Fokkerwolf.
- **HP Values:**
  - *Normal Difficulty HP:* 2,048.
  - *Hard Difficulty HP:* 4,096.
- **Reflector Appraisals:**
  - *Normal Difficulty Reflectors:* None.
  - *Hard Difficulty Reflectors:* None.
- **Location:** Airs above Kattlelox.

- **Attacks:** Missiles; machine gun blasts; fiery embers.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** The only thing I can say is to lock-on whenever possible to the opponent and shoot. It will sometimes fly over the ship (sometimes in a hover), so it is really open then. If your weapon is strong enough, and the Flutter has about 1/2 health left, you'll need not worry too much. Oh, and be sure to jump over or shoot the missiles - they'll damage the hell out of you.

---

## The Main Gate, Part 1

---

After you defeat the Bonnes (again) and skip the cutscene, you'll be in the same spot as the Flutter crashed in. You can now access the Main Gate. Have Roll drive you to the Main Gate. Go on in.

^125|A map of the Main Gate.

When you enter, all I can say is that it spirals down for a bit. As you go down, you'll find some beefed-up versions of the shield Reaverbots from the Clozer Sub-Gate; you'll be able to Jet Skate around these. Continue along the spiral and you'll find a door on the right. Go through it and grab the Buster Unit Omega, then leave and go into the next door you see.

Go forward and around the corner. Go to the alcove on the left and mess with the computer to unlock the Sub-Cities, which we will do shortly. Go forward into the next room and go through the door on your left. Go through some doors and up the ladder. Go into the Building 88 and skip the scene. Then...

### BOSS

- **Name:** Bruno.
- **HP Values:**
  - *Normal Difficulty HP:* 8,128.
  - *Hard Difficulty HP:* 16,256.
- **Refractor Appraisals:**
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Old City.
- **Attacks:** Missiles; bombs; machine gun blasts; lasers; general stomping around.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Scope/Sniper Unit Omega.
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** Firstly, you'll always want to attack from the back. The attacks themselves can be avoided by staying away and going behind various structures for shielding (the Sub-City and Main Gate entrances are indestructible). You'll want to attack the skinny part in the center; anything else will destroy the weapons (which isn't that bad in itself). For the most part, just get behind and shoot.

---

After this boss, we can now complete the Sub-Cities.

---

## The Sub-Cities

---

### Old City

---

This Sub-City is found near the place where Building 88 is/was. It is a mere black cube within the rubble. Go to the entrance and enter.

This place is filled with enemies, though I see no need to mention much. The only new thing is the green enemies -- larger versions of those you found in the Sub-Gates.

Anyhow, defeat all of the enemies in here and go to the largest of the buildings. It is now unlocked, because you defeated the enemies. Open the chest to get the Watcher Key and exit.

---

### Downtown

---

This Sub-City is within sight of the northern gate to City Hall. Go into this black cube.

Again, it is filled with enemies, including the larger green Reaverbot. As before, defeat them all and enter the large building. Because you defeated all of the enemies, it is now unlocked. Go inside and open the chest for the Sleeper Key, then leave.

---

### Uptown

---

This Sub-City is within sight of the entrance. Just go inside... for a boss!

---

#### BOSS

- **Name:** Gai-nee Tooren.
- **HP Values:**
  - *Normal Difficulty HP:* 768.
  - *Hard Difficulty HP:* 1,536.
- **Reflector Appraisals:**
  - *Normal Difficulty Reflectors:* None.
  - *Hard Difficulty Reflectors:* None.
- **Location:** Uptown Sub-City.
- **Attacks:** Drops Reaverbots; plows through anything in its way.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Scope/Sniper Unit Omega.
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** During the course of this battle, this train-like boss will drop Reaverbots from its ... caboose. Ignore them unless they cause trouble. Your main goal is to first catch up with the back of the train and shoot at the open hatch when it opens. Once it loses 1/3 of its health, it will speed up temporarily, then return to normal speed. Continue this strategy until the boss dies. Kill any other enemies nearby.

---

After the boss is dealt with, go and kill any leftover enemies and the large building will open. Again, go into it and you'll get the Dreamer Key, the last key, assuming you did the other two. Finally, we can finish the game!

---

## Main Gate, Part 2

---

After you have gotten the Watcher, Sleeper, and Dreamer Keys, it may be a good idea to consider doing some sidequests. Anyhow, when ready, enter the Main Gate once more.

^126|A map of the Main Gate.

This time, when you travel, just go all of the way down the spiral. Slide between the single silver-shielded enemies; as for the duos, shoot them and jump over them. Eventually, you'll come to a door. Go into the room.

This room has three doors just to your right. Using the Watcher, Sleeper, and Dreamer Keys, you can unlock these doors and go through. After you do, go forward some more for a rather lengthy and plot-revealing scene. \*cough\* Skip it. \*cough\*

After this scene, in this hallway, Jet Skate along the hallway, ignoring the chest (it won't affect anything, honestly). Fairly linear and easy to follow, the path is.

You'll eventually walk into a room with ... **OMGWTFBQQ!** LOOK AT THE SIZE OF THAT REFRACTOR!! The sad part about all of this is that you cannot take it. Ever.

Anyhow, go through the other door and just Jet Skate along the hallway You'll soon come to some doors. Go through them and you'll find Data. Speak with him to recharge (this seriously will be needed if you're damaged whatsoever). Go through the door.

After skipping a scene, you'll fight the final boss!

---

#### FINAL BOSS, Part 1

- **Name:** MegaMan Juno.
- **Location:** Main Gate.
- **Attacks:** I think he had a rainbow beam (jump over that). He also could do a flying tackle and a jump-shockwave (jump over both, if possible). He also has a move where he creates an explosion cloud then creates a shockwave.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Scope/Sniper Unit Omega.
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** The strategy is a bit more complicated here. Okay, fine, it still remains a dodge-and-shoot thing, but you have to be EXTREMELY WARY here. This guy can take off a good 60% of your health in one hit if you're doing the extremist method. Don't worry about time here so much as you should worry over actually surviving.

---

Another skipped scene, and the second part begins...

---

#### FINAL BOSS, Part 2

- **Name:** MegaMan Juno.
- **Location:** Main Gate.

- **Attacks:** I think he could do some jump attacks, a fire stream, an attack where he'd yell and throw down rainbow punches, a speeding tackle, and a fireball.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Scope/Sniper Unit Omega.
- **Recommended Special Weapon:** Splash Mine/Grand Grenade (although it is very tough to use).
- **Strategy:** Another shoot-and-dodge kinda fight. Be EXTREMELY WARY here. In two hits, I was in that weird near Game Over limbo state (you know, your health gauge is empty, but you aren't dead). That was without being hit in the first fight.

After this, you'll see some scenes and can guide yourself through the rest.

## Sidequests

### Jim's Hideout

- **Availability:** Upon getting the Class A License?
- **Rewards:** X Buster, Marwolf Shell, Broken Circuits, Old Heater.

After getting the Class A License, go to the Yass Plains. Go to the southernmost part of the first area and go into what used to be an abandoned building. Speak with Jim and become a member of the club. Then go in front of the bank and speak with the construction worker. You should be given the Pickax. Return to Jim's hideout and give him the Pickax.

Now, go around and do some stuff. Usually, the next part is available by the time you get the Yellow Refractor, assuming you started as early as possible, though it is TIME-based.

Return and, if the inside has some changes, speak with Jim again. Now you need a Saw. Return to the construction guy. Speak with him and kick one of the northwestern trash cans in Downtown to find the Saw. Go to Jim's and give it to him.

Go and do some more stuff. By the time you get the Red Refractor, it'll be ready to continue.

Return and you should see an annex on the building. Go inside and speak with Jim. You should be told to investigate the nearby pile of stuff. I think you get the Broken Circuits.

Now, you can go and search for stuff to give Jim.

- **Beetle:** Found in the second part of the Yass Plains, I think.
- **Stag Beetle:** Another beetle is found in the southern part of the Cardon Forest, atop a hill.
- **Comic:** Found behind the Junk Store's place in the Yass Plains.

One of the beetles can be traded for the Old Heater, another for the Marwolf Shell, and the Comic can definitely be traded for the X Buster.

Once you find the items, speak with Jim a few times to get the correct items.

### Uptown KTOX Minigames

- **Availability:** Upon receiving your Class A License.
- **Rewards:** A lot of Zenny; Zetsabre; Mystic Orb; Music Box; Omni-Unit; Giant Horn.

Whenever you unlock Uptown (which I think is around the time you get the Class A License), you can go there. Go there and you'll find a building on the left from the entrance with KTOX on it. Go inside. Here, you can speak to the receptionist to play the Beast Hunter and Balloon Fantasy games. Later, when you make the Jet Skates, you can speak with the man on the right to play the races. Here's some stuff about these games.

#### Beast Hunter

- **Object of the Game:** To hit the (hopefully fake) dog by kicking balls.

---

- **Rules:** Firstly, you are to kick the balls so as to hit the dog. A correct hit on it typically nets one point. Kicking the man subtracts a point. Every now and then, a flashing dog will come by. Hit it for an additional point. Every four or five kicks, you'll get to kick a (hopefully fake) puppy. A correct hit gets you two points (three on the flashing dog); hitting the man subtracts two points.

---

- **Rewards:**
  - Rank D - 1,000 Zenny
  - Rank C - 2,000 Zenny
  - Rank B - 3,000 Zenny
  - Rank A - Zetsabre; 4,000+ Zenny (second win and further on this rank)

### Balloon Fantasy

- **Object of the Game:** To destroy all of the red balloons in the given time limit.
- 
- **Rules:** Using your Mega Buster, you are to destroy all of the red balloons in the room. You can also hit blue balloons -- this shortens the time limit, so don't hit them. As you go up levels, you'll find that the big red balloons will hold others inside. You'll also find more blue balloons. If you have trouble, come back with better Buster Attachments. The Auto Battery, Rapid Striker, and Omni-Unit Omega is the overall best combo I can think of, besides using the Buster Max.
- 
- **Rewards:**
    - Rank D - 1,000 Zenny
    - Rank C - 2,000 Zenny
    - Rank B - 3,000 Zenny
    - Rank A - Mystic Orb; 4,000+ Zenny (second win and further on this rank)

### Racing Games

- **Object of the Game:** You are to go between all of the red cones in the given time.
- 
- **Rules:** Using your Jet Skates, go through all of the red cones. You CANNOT skip cones or (for some reason) go through the same set twice. If you hit a yellow cone, you'll have a timer freeze of a second or two. It is highly recommended you use the Jet Skates -- running them is impossible, for the most part.
- 
- **Straight Course Rewards:**
    - Rank D - 1,000 Zenny
    - Rank C - 1,100 Zenny
    - Rank B - 1,200 Zenny
    - Rank A - Music Box; 1,300+ Zenny (second win and further on this rank)
- 
- **Left-Curve Course Rewards:**
    - Rank D - 2,000 Zenny
    - Rank C - 2,100 Zenny
    - Rank B - 2,200 Zenny
    - Rank A - Omni-Unit; 2,300+ Zenny (second win and further on this rank)
- 
- **Technical Course Rewards:**
    - Rank D - 3,000 Zenny
    - Rank C - 3,100 Zenny
    - Rank B - 3,200 Zenny
    - Rank A - Giant Horn; 3,300+ Zenny (second win and further on this rank)

## Hospital Sidequest

- **Availability:** Upon opening Uptown (getting your Class A License).
- **Rewards:** Flower Pearl.

Whenever you unlock the Hospital and Uptown, go into the hospital and go into the waiting room on the right. Speak with the girl, Ira, in the wheelchair, then go speak to the receptionist. Go into the door on the right and speak with the nurse inside.

Next, you'll have to raise 15,000 Zenny. This is easily done in less than 10 minutes using the racing minigames above -- proper skills on the Left Curve Course can yield the 15,000 Zenny in about two to three minutes! Once you do, go to City Hall and ask Amelia of the Hospital's equipment. Hand her the cash and return to the hospital. (If there is a time wait, I don't know. I went straight to Lake Jyun for some reason). Speak with Ira to get the reward.

## Police Quest: Bomb Diffusing

- **Availability:** Upon retrieving the Yellow Refractor. You'll need the Jump Springs, too.
- **Rewards:** Bomb, Plastique.

When you get the Yellow Refractor, go to the police station in City Hall (it must be repaired). Go into the investigator's office and speak with him to learn of a bomb threat on Downtown. Go there now.

The bombs' locations are randomized, I think. They look like orange cylinders. One will be on a rooftop; the other will be on the ground. If one fails to detonate, you'll lose one of the above rewards.

## Police Quest: Stolen Cash!

- **Availability:** Upon retrieving the Red Refractor?
- **Rewards:** Arm Supporter.

After getting the Red Refractor from Lake Jyun, go to the (repaired) police station again. (You'll do the first one if you haven't done it yet.) Speaking with the inspector reveals that a man has had a bag of cash stolen. The victim is outside the office. Speak with the man to learn that it may be at the electronics shop.

Go to Apple Market and into the electronics shop. Speak with the owner, then go to the bakery. Speak with the baker and go to the library (it'll need to be repaired, too). Speak with the librarian and go to the soda machine (I believe it is the northeastern one). Speak with the kid there and go to the kid near the trash can on the northwest block. Open the nearby trash can to find the money. Go to the police station and speak with the Inspector. Eventually, you'll be given your reward.

## The Pregnant Woman

- **Availability:** Upon unlocking the Main Gate.
- **Rewards:** Sun-Light.

After unlocking the Main Gate, go to Apple Market and speak with the vegetable store owner. Then leave and go to Cardon Forest. Near where Portal 2 is, assuming the direction to the Sub-Gate is south, go into the western alcove to find the woman. Speak with her and take her to the hospital. Leave the hospital, re-enter, and speak with the store owner.

## Museum Artifact Hunting

- **Availability:** Upon opening Uptown, though the reward is unobtainable until the Main Gate opens.
- **Rewards:** Prism Crystal.

When you open Uptown, go onto the hill in the western part of town, near the Boat Shop. Find and speak with the artist. Tell her she needs some more red. Go to the women's clothing store and speak with the cashier to get the (used) Lipstick. Return to the artist and let her finish the picture. She'll later appear in the top floor of the now-opened Museum (in Uptown) as its curator. If you have one of the below items, you can speak to her to learn about it and give it to her (and see it, as well).

- *Antique Bell:* In the Clozer Woods. You know that room with the four large pillars in it? Each of those has a hole. One of these holes has the item in it. (The others have Zenny, so its worth checking them all, anyhow.)
- *Giant Horn:* Get the Jet Skates and go to Uptown. Speak with the blue-shirted man on the right and complete the Technical Course through Rank A.
- *Old Bone:* In the Cardon Sub-Gate. Get onto that very high ledge where you found the Spring Kit in the chest. As you approach the other door, be aware of the hole to the left.
- *Old Doll:* In the Cardon Sub-Gate. You know those rooms with the exploding orange enemies? One of those two rooms (the higher one, with the hallway connection) has a hole. Check it.
- *Old Heater:* One of the rewards for the **Jim's Hideout** sidequest above.
- *Old Shield:* In Portal 2. You know that room with the small squat orange pointy Reaverbots sitting all over the ledges? Check a hole in here.
- *Shiny Object:* In Portal 2. In the same room above, go to the northernmost ledge and go along it to the doorway. Go through and turn left. Defeat the metal spider and check the hole.
- *Shiny Red Object:* In the Main Gate. You know room with the computer console and three dogs? Go into the hallways to the south and into the western rectangular hallway. Investigate a hole and you'll find it.

Once you bring ALL of these to the museum, leave the top floor and return. Speak with the green-clothed girl to get the Prism Crystal, a component of the most powerful weapon, the Shining Laser!

## The Robbery

- **Availability:** After beating Bruno, and repairing the Police Station, Bank, and Library.
- **Rewards:** 20,000 Zenny, or 200,000 Zenny and the Stripe Burgers burger joint (see below for details).



After defeating Bruno, head to the Flutter and examine the TV. You should get word of a robbery. Head to Downtown. Here, a police car will be chasing a red car (filled with Servbots). Shoot at the red car until it explodes, then examine the suitcase.

You now have two options. Either you can return it to the Inspector to get 20,000 and a glimpse at the Servbot restaurant ... or you can grab it and try to leave through the gates and get to keep the **WHOLE WHOPPING 200,000 Zenny!!!** Your choice.

---

## Enemy Bestiary

---

The section's format is below.

- **Enemy Name:** Enemy's name.
- **Description:** Most enemies have weird Japanese names, so...
- **Attacks:** Attacks.
- **HP Values:**
  - *Easy Difficulty HP:* Health as according to my Prima Guide guide. It is based on Easy difficulty.
  - *Normal Difficulty HP:* Health as according to my Prima Guide guide. It is based on Normal difficulty.
  - *Hard Difficulty HP:* Health as according to my Prima Guide guide. It is based on Hard difficulty.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* An appraisal of the rewarded refractors in this difficulty. Please note that these are based on the maximum amount of refractors I got, and are the mins/maxes for such Zenny values.
  - *Normal Difficulty Refractors:* An appraisal of the rewarded refractors in this difficulty. Please note that these are based on the maximum amount of refractors I got, and are the mins/maxes for such Zenny values.
  - *Hard Difficulty Refractors:* An appraisal of the rewarded refractors in this difficulty. Please note that these are based on the maximum amount of refractors I got, and are the mins/maxes for such Zenny values.
- **Location(s):** Where the enemy can be found.

- **Enemy Name:** Arukoitan.
- **Description:** Gray bot that walks on two legs.
- **Attacks:** Shoots fireballs.
- **HP Values:**
  - *Easy Difficulty HP:* 480.
  - *Normal Difficulty HP:* 480.
  - *Hard Difficulty HP:* 960.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 6,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 1,500 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 1,500 Zenny.
- **Location(s):** Portal 1, Portal 2, Sub-Cities.

- **Enemy Name:** Barrier Tower.
- **Description:** This thing controls the force fields in the first dungeon. Destroy both to remove the force fields.
- **Attacks:** None.
- **HP Values:**
  - *Easy Difficulty HP:* 1 kick's worth.
  - *Normal Difficulty HP:* 1 kick's worth.
  - *Hard Difficulty HP:* 1 kick's worth.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location(s):** Mystery dungeon.

- **Enemy Name:** Cannam.
- **Description:** Four-legged robotic spider.
- **Attacks:** Drops bombs.
- **HP Values:**

- *Easy Difficulty HP:* 1,280.
- *Normal Difficulty HP:* 1,280.
- *Hard Difficulty HP:* 2,560.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 12,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 3,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 3,000 Zenny.
- **Location(s):** Mystery dungeon, Clozer Sub-Gate.

- **Enemy Name:** Drache.
- **Description:** Flying pirate's ship.
- **Attacks:** Fiery rain.
- **HP Values:**
  - *Easy Difficulty HP:* 192 (Red); 512 (Gray).
  - *Normal Difficulty HP:* 192 (Red); 512 (Gray).
  - *Hard Difficulty HP:* 384 (Red); 1,024 (Gray).
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 10,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 2,500 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 2,500 Zenny.
- **Location(s):** Downtown boss (Red); aerial boss (Gray).

- **Enemy Name:** Firushudot.
- **Description:** Alligator/crocodile-esque enemies of the Lake Jyun Sub-Gate. They are very powerful.
- **Attacks:** Sound waves, tail slap, tackle.
- **HP Values:**
  - *Easy Difficulty HP:* 512.
  - *Normal Difficulty HP:* 512.
  - *Hard Difficulty HP:* 1,024.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 12,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 3,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 3,000 Zenny.
- **Location(s):** Lake Jyun Sub-Gate.

- **Enemy Name:** Foo-roo.
- **Description:** Golden flying eye. Sort of a slow kamikaze guy.
- **Attacks:** Suicide/blow-up.
- **HP Values:**
  - *Easy Difficulty HP:* 1.
  - *Normal Difficulty HP:* 1.
  - *Hard Difficulty HP:* 2.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 4,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 1,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 1,000 Zenny.
- **Location(s):** Cardon Sub-Gate, Lake Jyun Sub-Gate, Main Gate.

- **Enemy Name:** Gorubeshu.
- **Description:** A short, squat, robo-samurai wanna-be. Wields a shield, too. Is golden/brown colored in Portal 2 and the Clozer Sub-Gate; silvery/platinum-y in the Main Gate.
- **Attacks:** Shoots fireballs.
- **HP Values:**
  - *Easy Difficulty HP:* 640.
  - *Normal Difficulty HP:* 640.
  - *Hard Difficulty HP:* 1,280.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 10,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 2,500 Zenny.

- *Hard Difficulty Refractors:* 0 ~ 2,500 Zenny.
- **Location(s):** Portal 2, Clozer Sub-Gate, Main Gate.

- **Enemy Name:** Gun Battery.
- **Description:** Bomb shooters ran by Servbots.
- **Attacks:** Shoot bombs.
- **HP Values:**
  - *Easy Difficulty HP:* 160.
  - *Normal Difficulty HP:* 160.
  - *Hard Difficulty HP:* 320.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 6,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 1,500 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 1,500 Zenny.
- **Location(s):** Yass Plains; southernmost portion of the Cardon Forest.

- **Enemy Name:** Guru Guru.
- **Description:** Short spidery-like Reaverbot. Is of a brown color, though I think the ones in the Main Gate are golden. Both speed up when you get near. Shoot them several times to knock them over and to do damage.
- **Attacks:** Tackle.
- **HP Values:**
  - *Easy Difficulty HP:* 512.
  - *Normal Difficulty HP:* 512.
  - *Hard Difficulty HP:* 1,024.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 6,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 1,500 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 1,500 Zenny.
- **Location(s):** Portal 2, Lake Jyun Sub-Gate, Main Gate.

- **Enemy Name:** Hanmuru Doll.
- **Description:** Remember the first boss? A bigger, two-armed, and bluer version of it.
- **Attacks:** Arm shooting, arm slam/explosion.
- **HP Values:**
  - *Easy Difficulty HP:* 8,160.
  - *Normal Difficulty HP:* 8,160.
  - *Hard Difficulty HP:* 16,320.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 32,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 8,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 8,000 Zenny.
- **Location(s):** Portal 2 (in the rectangular hallway).

- **Enemy Name:** Jakkos.
- **Description:** Looks like a propeller on a stick. Released from the Jakkos' nest; see below.
- **Attacks:** Tackles (pretty rare).
- **HP Values:**
  - *Easy Difficulty HP:* 32.
  - *Normal Difficulty HP:* 32.
  - *Hard Difficulty HP:* 64.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 4,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 1,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 1,000 Zenny.
- **Location(s):** Cardon Sub-Gate.

- **Enemy Name:** Jakkos' Nest.
- **Description:** Big near-spherical object that oddly resembles a wasp's nest. Releases Jakkos when you get near or destroy it.
- **Attacks:** Can only release Jakkos.
- **HP Values:**
  - *Easy Difficulty HP:* 512.
  - *Normal Difficulty HP:* 512.
  - *Hard Difficulty HP:* 1,024.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 24,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 6,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 6,000 Zenny.
- **Location(s):** Cardon Sub-Gate.

- **Enemy Name:** Karubun.
- **Description:** Red/Gray tank-like robot. It has a flip-top for bombing you.
- **Attacks:** Bombs (circularly), machine gun blast (straight/spread).
- **HP Values:**
  - *Easy Difficulty HP:* 2,560.
  - *Normal Difficulty HP:* 2,560.
  - *Hard Difficulty HP:* 5,120.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 16,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 4,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 4,000 Zenny.
- **Location(s):** Sub-Cities, Main Gate.

- **Enemy Name:** Karumuna Bash.
- **Description:** Dog-like robots that can be blue, gray, and red.
- **Attacks:** Fire stream, tackling.
- **HP Values:**
  - *Easy Difficulty HP:* 1,728.
  - *Normal Difficulty HP:* 1,728.
  - *Hard Difficulty HP:* 3,456.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 16,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 4,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 4,000 Zenny.
- **Location(s):** Clozer Sub-Gate, Main Gate.

- **Enemy Name:** Leopordo.
- **Description:** Tanks ran by Servbots.
- **Attacks:** Cannons; machine guns.
- **HP Values:**
  - *Easy Difficulty HP:* 448.
  - *Normal Difficulty HP:* 448.
  - *Hard Difficulty HP:* 896.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 8,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 2,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 2,000 Zenny.
- **Location(s):** Yass Plains; southernmost part of the Cardon Forest.

- **Enemy Name:** Mega-sized Sharukurusu.
- **Description:** A red version of the Shakururusu. Also larger and more powerful overall.
- **Attacks:** Claw lunge.
- **HP Values:**
  - *Easy Difficulty HP:* 2,048.
  - *Normal Difficulty HP:* 2,048.

- *Hard Difficulty HP:* 4,096.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 12,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 3,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 3,000 Zenny.
- **Location(s):** Sub-Cities.

- **Enemy Name:** Mimic.
- **Description:** A trapped treasure chest. You'll know what I mean if you've played **ANY** RPG.
- **Attacks:** Shooting bombs.
- **HP Values:**
  - *Easy Difficulty HP:* 160.
  - *Normal Difficulty HP:* 160.
  - *Hard Difficulty HP:* 320.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 16,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 4,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 4,000 Zenny.
- **Location(s):** Portal 2, Portal 3.

- **Enemy Name:** Miroc.
- **Description:** Small grayish doll-like enemy. Makes almost no noise and is killed in one hit. Gives only one reflector.
- **Attacks:** Tackle.
- **HP Values:**
  - *Easy Difficulty HP:* 1.
  - *Normal Difficulty HP:* 1.
  - *Hard Difficulty HP:* 2.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 2,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 500 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 500 Zenny.
- **Location(s):** Portal 2, Clozer Sub-Gate.

- **Enemy Name:** Mirumijee.
- **Description:** Snake/worm like bot.
- **Attacks:** Tackle (rare).
- **HP Values:**
  - *Easy Difficulty HP:* 32.
  - *Normal Difficulty HP:* 32.
  - *Hard Difficulty HP:* 64.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 6,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 1,500 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 1,500 Zenny.
- **Location(s):** Mystery dungeon, Portal 1, Portal 2.

- **Enemy Name:** Orudakoitan.
- **Description:** Squat enemy like the Arukoitan, but is immobile. Won't attack, except in Portal 3. If destroyed, the Arukoitan is also rendered useless.
- **Attacks:** Fireballs (only in Portal 3).
- **HP Values:**
  - *Easy Difficulty HP:* 448.
  - *Normal Difficulty HP:* 448.
  - *Hard Difficulty HP:* 896.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 10,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 2,500 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 2,500 Zenny.

- **Location(s):** Portal 1, Portal 2, Portal 3, Sub-Cities.

- **Enemy Name:** Red Zakobon.
- **Description:** A red version of the first enemy you'll ever encounter.
- **Attacks:** Fireballs, spinning tackle.
- **HP Values:**
  - *Easy Difficulty HP:* 448.
  - *Normal Difficulty HP:* 448.
  - *Hard Difficulty HP:* 896.
- **Reflector Appraisals:**
  - *Easy Difficulty Reflectors:* 0 ~ 12,000 Zenny.
  - *Normal Difficulty Reflectors:* 0 ~ 3,000 Zenny.
  - *Hard Difficulty Reflectors:* 0 ~ 3,000 Zenny.
- **Location(s):** Portal 3, Lake Jyun Sub-Gate, Main Gate.

- **Enemy Name:** Sharukurusu.
- **Description:** A green enemy that likes to do a claw thrust. However, the ones in the Lake Jyun Sub-Gate, despite having the same stats, can become invisible and are more silvery in color when visible.
- **Attacks:** Claw thrust.
- **HP Values:**
  - *Easy Difficulty HP:* 672.
  - *Normal Difficulty HP:* 672.
  - *Hard Difficulty HP:* 1,344.
- **Reflector Appraisals:**
  - *Easy Difficulty Reflectors:* 0 ~ 6,000 Zenny.
  - *Normal Difficulty Reflectors:* 0 ~ 1,500 Zenny.
  - *Hard Difficulty Reflectors:* 0 ~ 1,500 Zenny.
- **Location(s):** Portal 2, Cardon Sub-Gate, Lake Jyun Sub-Gate, Clozer Woods Sub-Gate.

- **Enemy Name:** Shekuten.
- **Description:** Orange and small. Inactive until it sees you.
- **Attacks:** Suicide explosion.
- **HP Values:**
  - *Easy Difficulty HP:* 32.
  - *Normal Difficulty HP:* 32.
  - *Hard Difficulty HP:* 64.
- **Reflector Appraisals:**
  - *Easy Difficulty Reflectors:* 0 ~ 2,000 Zenny.
  - *Normal Difficulty Reflectors:* 0 ~ 500 Zenny.
  - *Hard Difficulty Reflectors:* 0 ~ 500 Zenny.
- **Location(s):** Portal 1, Portal 2, Portal 3.

- **Enemy Name:** Silver Rotating Tower.
- **Description:** A silvery-colored rotating tower.
- **Attacks:** Rolls into you.
- **HP Values:**
  - *Easy Difficulty HP:* ??? (I can't seem to damage it).
  - *Normal Difficulty HP:* ??? (I can't seem to damage it).
  - *Hard Difficulty HP:* ??? x 2 (I can't seem to damage it).
- **Reflector Appraisals:**
  - *Easy Difficulty Reflectors:* ??? x 4
  - *Normal Difficulty Reflectors:* ???
  - *Hard Difficulty Reflectors:* ???
- **Location(s):** Portal 2.

- **Enemy Name:** Zakobon.

- **Description:** Gray bot. You'll find it in the first dungeon, so...
- **Attacks:** Bombs, tackling.
- **HP Values:**
  - *Easy Difficulty HP:* 64.
  - *Normal Difficulty HP:* 64.
  - *Hard Difficulty HP:* 128.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 4,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 1,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 1,000 Zenny.
- **Location(s):** Mystery dungeon, Portal 1, Portal 2.

- **Enemy Name:** Zuuf Geleido.
- **Description:** Submarines (yellow and red) that appear on Lake Jyun.
- **Attacks:** Missiles (yellow); torpedos (red).
- **HP Values:**
  - *Easy Difficulty HP:* 96.
  - *Normal Difficulty HP:* 96.
  - *Hard Difficulty HP:* 192.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* If any, it's impossible to grab.
  - *Normal Difficulty Refractors:* If any, it's impossible to grab.
  - *Hard Difficulty Refractors:* If any, it's impossible to grab.
- **Location(s):** Lake Jyun, during the ship battle.

## Boss FAQ/Walkthrough

### NOTICE

**THE BOSSES HERE ARE LISTED IN CHRONOLOGICAL ORDER AS THEY APPEAR IN THE WALKTHROUGH. VERY FEW, IF ANY, ARE BASED OFF OF THE SPEED-RUN STRATEGIES.**

### Section Format

- **Name:** The boss's name.
- **HP Values:**
  - *Easy Difficulty HP:* Health as according to my Prima Guide guide. It is based on Easy difficulty.
  - *Normal Difficulty HP:* Health as according to my Prima Guide guide. It is based on Normal difficulty.
  - *Hard Difficulty HP:* Health as according to my Prima Guide guide. It is based on Hard difficulty.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* An appraisal of the rewarded refractors in this difficulty. Please note that these are based on the maximum amount of refractors I got, and are the mins/maxes for such Zenny values.
  - *Normal Difficulty Refractors:* An appraisal of the rewarded refractors in this difficulty. Please note that these are based on the maximum amount of refractors I got, and are the mins/maxes for such Zenny values.
  - *Hard Difficulty Refractors:* An appraisal of the rewarded refractors in this difficulty. Please note that these are based on the maximum amount of refractors I got, and are the mins/maxes for such Zenny values.
- **Location:** Where is this particular boss fought?
- **Attacks:** How can it attack?
- **Recommended Buster Combo:** What Buster Parts are best here?
- **Recommended Special Weapons:** What are the best special weapon(s)?
- **Strategy:** How to defeat it?

### BOSS

- **Name:** Club Reaverbot.
- **HP Values:**
  - *Easy Difficulty HP:* 1,024.

- *Normal Difficulty HP:* 1,024.
- *Hard Difficulty HP:* 2,048.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** First dungeon.
- **Attacks:** Slam its arm into the ground to create an explosion.
- **Recommended Buster Combo:** Power Raiser + (nothing).
- **Recommended Special Weapons:** None are possible.
- **Strategy:** Run around it and fire your buster. Nothing else to it!

## BOSS

- **Names:** Blumebear mecs (there are three - red, blue, and yellow); two Draches.
- **HP Values:**
  - *Easy Difficulty HP:* 768 (Blue mec); 896 (Red mec); 1,856 (Yellow mec); 192 (Draches).
  - *Normal Difficulty HP:* 768 (Blue mec); 896 (Red mec); 1,856 (Yellow mec); 192 (Draches).
  - *Hard Difficulty HP:* 1,536 (Blue mec); 1,792 (Red mec); 3,712 (Yellow mec); 384 (Draches).
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 10,000 Zenny per enemy (0 ~ 50,000 for all enemies).
  - *Normal Difficulty Refractors:* 0 ~ 2,500 Zenny per enemy (0 ~ 12,500 for all enemies).
  - *Hard Difficulty Refractors:* 0 ~ 2,500 Zenny per enemy (0 ~ 12,500 for all enemies).
- **Location:** Downtown.
- **Attacks:** The mecs can shoot at you and run you over. The Draches can shoot from above.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser/Range Booster Alpha.
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** Immediately after the fight begins, run up to the nearest Blumebear mec (usually the yellow one) and start pressing Triangle to release mines at it. Excepting Hard difficulty, you'll usually defeat the mec before it can run off. After they do run off, look around for the Draches in the air and shoot them down by locking onto them. As for the remaining mecs, you'll have to hunt them down and chase them. Shoot them as you go and dodge as needed. The blue mec specializes in speed - you'll really want to try cutting corners and taking alleyways with it. Whenever you grab the Bonne Family Key, this battle ends.

## BOSS

- **Name:** Feldynaught.
- **HP Values:**
  - *Easy Difficulty HP:* 4,096.
  - *Normal Difficulty HP:* 4,096.
  - *Hard Difficulty HP:* 8,192.
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Downtown.
- **Attacks:** It can fire bombs or embers either directly at you or in a circular motion. It can also put its front legs together to unleash a wave of fire, or generally run at you.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser/Range Booster Alpha.
- **Recommended Special Weapon:** Splash Mine.
- **Strategy:** The strategy itself is simple. Dodge the attacks and shoot at the legs. Whenever it puts its legs together for the fire wave, get near and unleash mines on it.

## BOSS

- **Names:** Maiberu Haagen mecs (red/yellow tanks); Horunisse (red/blue/orange carriers).
- **HP Values:**
  - *Easy Difficulty HP:* 768 (yellow tanks); 384 (red tanks); 576 (the Horunisse).
  - *Normal Difficulty HP:* 768 (yellow tanks); 384 (red tanks); 576 (the Horunisse).
  - *Hard Difficulty HP:* 1,536 (yellow tanks); 768 (red tanks); 1,152 (the Horunisse).
- **Reflector Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 10,000 per enemy.
  - *Normal Difficulty Refractors:* 0 ~ 2,500 per enemy.
  - *Hard Difficulty Refractors:* 0 ~ 2,500 per enemy.
- **Location:** City Hall.



- **Attacks:** The tanks can ram you or the buildings. The yellow ones focus on the nearest object, while the red ones focus solely on City Hall. The carrying bots (red, orange, and blue) can fire bombs at you; otherwise, they are bringing in some more tanks.
- **Recommended Buster Combo:** Power Raiser Alpha + Range Booster Alpha.
- **Recommended Special Weapon:** Splash Mine (it's the only one you can have).
- **Strategy:** Begin by focusing on the flying robots. Lock-on to them and shoot at them. The bombs, although aimed at you, rarely hit, so you'll be fine in that aspect. Your goal is to shoot down all three - otherwise, they'll bring in more and more tanks. After this, go around the area and blow up the tanks. You can shoot them, or use mines. Whenever they are all done, you can proceed.

## BOSS

- **Name:** Bon Bonne.
- **HP Values:**
  - *Easy Difficulty HP:* 2,496.
  - *Normal Difficulty HP:* 2,496.
  - *Hard Difficulty HP:* 4,992.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** City Hall.
- **Attacks:** He can shoot some homing missiles - run toward him to avoid them. He can also use a party blower or something - just roll to the side. He finally will also try to slap you. Just go away to avoid it.
- **Recommended Buster Combo:** Power Raiser Alpha + Power Raiser.
- **Recommended Special Weapon:** Splash Mine (though it's useless).
- **Strategy:** Simply shoot at him and dodge the attacks.

## BOSS

- **Name:** Marlwolf.
- **HP Values:**
  - *Easy Difficulty HP:* 1,536.
  - *Normal Difficulty HP:* 1,536.
  - *Hard Difficulty HP:* 3,072.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Yass Plains, outside the Clozer Woods Sub-Gate entrance.
- **Attacks:** It can shoot shield-destroying lasers, homing and non-homing. The Servbots inside can also bring out bombs, some of which are kamikazes.
- **Recommended Buster Combo:** Power Raiser Alpha + Buster Unit.
- **Recommended Special Weapon:** Machine Buster or Powered Buster.
- **Strategy:** When the battle begins, run forward in hopes of dodging the lasers. After this portion, begin to shoot (with your Buster) at the treads on the bottom of the Marlwolf. Once they begin to smoke and the thing slows down, get onto the ledges. I tend to use the ones directly across from the entrance and defeat the tank on it. From here, wait until the Marlwolf comes around towards you (shoot at it's open hatch on the back if possible). When it gets close enough to jump on back, do so. Whenever the hatch opens, shoot your Special Weapon at it to deal damage. Continue this to defeat it.

## BOSS

- **Name:** Barukon Gelede.
- **HP Values:**
  - *Easy Difficulty HP:* 576 (cannons); 1,024 (arms); 1,866 (core); 5,066 (total).
  - *Normal Difficulty HP:* 576 (cannons); 1,024 (arms); 1,866 (core); 5,066 (total).
  - *Hard Difficulty HP:* 1,152 (cannons); 2,048 (arms); 3,732 (core); 10,132 (total).
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Lake Jyun.
- **Attacks:** It can only fire missiles at you, though later it will fire bombs and lasers.
- **Recommended Buster Combo:** Laser + Power Raiser Omega/Sniper Range.
- **Recommended Special Weapon:** Machine Buster.

- **Strategy:** During the start of the fight, all you can do is shoot at the missiles to prevent damage. When the chance arises, opt to leave the fight (the boat will come back with filled health), then return. Continue to shoot at the missiles and you'll eventually be pulled into a canal. Continue shooting the missiles. When you get into the lake, begin to use the Special Weapon the boss's arms and back cannons. Ignore the attacks at this point - you'll be unlucky if you take enough damage to lose by now. Once all four parts are done, begin to attack the laser shooter on the back. This hits the boss's HP. Once it's gone, the boss is done.

#### BOSS

- **Name:** Garudoriten.
- **HP Values:**
  - *Easy Difficulty HP:* 2,048.
  - *Normal Difficulty HP:* 2,048.
  - *Hard Difficulty HP:* 4,096.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 48,000 Zenny.
  - *Normal Difficulty Refractors:* 0 ~ 12,000 Zenny.
  - *Hard Difficulty Refractors:* 0 ~ 12,000 Zenny.
- **Location:** Lake Jyun Sub-Gate.
- **Attacks:** It can do a sliding tackle, a jump-shockwave, and it will kick if you get too close.
- **Recommended Buster Combo:** Laser + Power Raiser Omega.
- **Recommended Special Weapon:** Machine Buster.
- **Strategy:** The main point is to jump and shoot the thing in the face while avoiding the attacks. It'll take a while, but it'll work.

#### BOSS

- **Names:** Karumuna Bash (three varieties: red, blue, gray).
- **HP Values:**
  - *Easy Difficulty HP:* 1,728 (each); 5,184 (altogether).
  - *Normal Difficulty HP:* 1,728 (each); 5,184 (altogether).
  - *Hard Difficulty HP:* 3,456 (each); 10,368 (altogether).
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* 0 ~ 16,000 (each); 0 ~ 48,000 (altogether).
  - *Normal Difficulty Refractors:* 0 ~ 4,000 (each); 0 ~ 12,000 (altogether).
  - *Hard Difficulty Refractors:* 0 ~ 4,000 (each); 0 ~ 12,000 (altogether).
- **Location:** Clozer Woods Sub-Gate, Main Gate (separated throughout the overall computer room).
- **Attacks:** Fire stream (or Flamethrower, for Pokemon players), and the general dog-like tackle.
- **Recommended Buster Combo:** Laser + Power Raiser Omega + Sniper Range.
- **Recommended Special Weapon:** Grand Grenade (you'll need it to get here for the Clozer Woods encounter).
- **Strategy:** As the dogs get nearer the elevator, just begin using all of your Grand Grenades -- they are actually powerful enough to destroy the bosses in about a set of the starting ammo. Should this fail, GET OUT OF THE ELEVATOR and begin blasting your Buster at them. The attacks themselves are easy enough to avoid - just roll to the side.

#### BOSS

- **Name:** Gray Draches (x5).
- **HP Values:**
  - *Easy Difficulty HP:* 512 (each); 2,560 (total)
  - *Normal Difficulty HP:* 512 (each); 2,560 (total)
  - *Hard Difficulty HP:* 1,024 (each); 5,120 (total)
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None. (They drop some typically, but it cannot be gotten in this instance.)
  - *Normal Difficulty Refractors:* None. (They drop some typically, but it cannot be gotten in this instance.)
  - *Hard Difficulty Refractors:* None. (They drop some typically, but it cannot be gotten in this instance.)
- **Location:** Airs above Kattlelox.
- **Attacks:** Fiery embers rained upon the Flutter.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** **Please note that throughout this and the next two battles, that if either your or the Flutter's health empties, it is a Game Over. The health is carried from battle to battle.** The main idea is to lock-on when possible to the enemies and shoot at them. I can't really say much else.

## BOSS

- **Name:** Gesselshaft.
- **HP Values:**
  - *Easy Difficulty HP:* 1,280 (wing); 1,024 (hull); 1,600 (skull marking); 272 (cannons); 6,816 (total (with two wings and six cannons)).
  - *Normal Difficulty HP:* 1,280 (wing); 1,024 (hull); 1,600 (skull marking); 272 (cannons); 6,816 (total (with two wings and six cannons)).
  - *Hard Difficulty HP:* 2,560 (wing); 2,048 (hull); 3,200 (skull marking); 544 (cannons); 13,632 (total (with two wings and six cannons)).
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Airs above Kattlelox.
- **Attacks:** Bombs; lasers.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** Throughout this battle, you will be shooting at the various weak points of the ship - the hull, the two wings, and the skull marking. You'll first fly under the ship. You will not be hurt during this time. When you can see the obvious black-ringed square, begin to blast it. You'll soon move to the right wing. Assuming the Flutter has at least 1/2 health, ignore the cannons and blast the wing. If you have spare after destroying it, then yes, go after the cannons/bombs. You'll then move to the other wing and be attacked the same manner. You'll rotate through this order until you destroy all three. Eventually, you'll be moved to the front of the ship, in front of the skull marking. When it becomes obvious, begin blasting it, as it will shoot lasers. Defeat it to finish this part.

## BOSS

- **Name:** Fokkerwolf.
- **HP Values:**
  - *Easy Difficulty HP:* 2,048.
  - *Normal Difficulty HP:* 2,048.
  - *Hard Difficulty HP:* 4,096.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Airs above Kattlelox.
- **Attacks:** Missiles; machine gun blasts; fiery embers.
- **Recommended Buster Combo:** Laser + Buster Unit + Sniper Scope.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** The only thing I can say is to lock-on whenever possible to the opponent and shoot. It will sometimes fly over the ship (sometimes in a hover), so it real open then. If your weapon is strong enough, and the Flutter has about 1/2 health left, you'll need not worry too much.

## BOSS

- **Name:** Bruno.
- **HP Values:**
  - *Easy Difficulty HP:* 8,128.
  - *Normal Difficulty HP:* 8,128.
  - *Hard Difficulty HP:* 16,256.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Old City.
- **Attacks:** Missiles; bombs; machine gun blasts; lasers; general stomping around.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Unit Omega.
- **Recommended Special Weapon:** Machine Buster or Active Buster.
- **Strategy:** Firstly, you'll always want to attack from the back. The attacks themselves can be avoided by staying away and going behind various structures for shielding (the Sub-City is indestructible). You'll want to attack the skinny part in the center; anything else will destroy the weapons (which isn't that bad in itself). For the most part, just get behind and shoot.

## BOSS

- **Name:** Gai-nee Tooren.
- **HP Values:**
  - *Easy Difficulty HP:* 768.
  - *Normal Difficulty HP:* 768.
  - *Hard Difficulty HP:* 1,536.
- **Refractor Appraisals:**
  - *Easy Difficulty Refractors:* None.
  - *Normal Difficulty Refractors:* None.
  - *Hard Difficulty Refractors:* None.
- **Location:** Uptown Sub-City.
- **Attacks:** Drops Reaverbots; plows through anything in its way.
- **Recommended Buster Combo:** Laser + Buster Unit Omega + Sniper Unit Omega.
- **Recommended Special Weapon:** Machine Buster, Active Buster, or Shining Laser.
- **Strategy:** During the course of this battle, this train-like boss will drop Reaverbots from its ... caboose. Ignore them unless they cause trouble. Your main goal is to first catch up with the back of the train and shoot at the open hatch when it opens. Once it loses 1/3 of its health, it will speed up temporarily, then return to normal speed. Continue this strategy until the boss dies. Kill any other enemies nearby.

## FINAL BOSS, Part 1

- **Name:** MegaMan Juno.
- **Location:** Main Gate.
- **Attacks:** I think he had a rainbow beam (jump over that). He also could do a flying tackle and a jump-shockwave (jump over both, if possible). He also has a move where he creates an explosion cloud then creates a shockwave.
- **Recommended Buster Combo:** Power Stream + Auto Battery + Sniper Scope.
- **Recommended Special Weapon:** Shining Laser, Active Buster, or Machine Buster.
- **Strategy:** The strategy... practically doesn't exist. This is one of those dodge-and-shoot kinda fights. Although, there won't be much dodging if you have a maxed Active Buster!

## FINAL BOSS, Part 2

- **Name:** MegaMan Juno.
- **Location:** Main Gate.
- **Attacks:** I think he could do some jump attacks, a fire stream, an attack where he'd yell and throw down rainbow punches, a speeding tackle, and a fireball.
- **Recommended Buster Combo:** Power Stream + Auto Battery + Sniper Scope.
- **Recommended Special Weapon:** Shining Laser, Active Buster, or Machine Buster.
- **Strategy:** Another shoot-and-dodge kinda fight.

## Item Listings

### Normal Items

| ITEMS YOU USE   |                                     |   |
|-----------------|-------------------------------------|---|
| Item Name       | Effect                              | Location Found  |
| Chameleon Net   | Makes you temporarily undetectable. | Junk Shop (5,000 Zenny) after beating the Marwolf.    |
| Defense Shield  | Gives you temporal invincibility.   | Junk Shop (10,000 Zenny) after opening the Main Gate. |
| Hyper Cartridge | Refills Special Weapon ammunition.  | Junk Shop (3,000 Zenny) after beating the Marwolf.    |
| Shield Repair   | Repairs Shield.                     | Junk Shop (1,000 Zenny); always there.                |

### INVENTION ITEMS

| Item Name    | Location Found  | Used in Making |
|--------------|---|----------------|
| Ancient Book | Portal 2/Portal 3/Clozer Woods link (treasure chest). | Spread Buster  |

|                  |   |                 |
|------------------|---|-----------------|
| Arm Supporter    | Police sidequest (stolen cash).                       | Spread Buster   |
| Autofire Barrel  | Main Gate (hole in wall).                             | Auto Battery    |
| Blumbear Parts   | Downtown trash can (after the bosses).                | Machine Buster  |
| Blunted Drill    | Main Gate (treasure chest).                           | Drill Arm       |
| Bomb             | Police sidequest (bomb diffusing).                    | Power Blaster R |
| Bomb Schematics  | Flutter, Gramps's room, old-style chest.              | Grand Grenade   |
| Broken Circuits  | Finish Jim's Hideout.                                 | Omni-Unit Omega |
| Broken Cleaner   | Apple Market box.                                     | Vacuum Arm      |
| Broken Propeller | Uptown trash can.                                     | Vacuum Arm      |
| Broken Vacuum    | Downtown trash can.                                   | Vacuum Arm      |
| Cannon Kit       | Portal 3 (treasure chest).                            | Powered Buster  |
| Flower Pearl     | Hospital sidequest.                                   | Gatling Gun     |
| Gatling Part     | Lake Jyun Sub-Gate (hole in wall).                    | Machine Gun     |
| Generator Part   | Main Gate/Portal 1/Portal 2 link (treasure chest).    | Auto Battery    |
| Grenade Kit      | Cardon Sub-Gate (treasure chest).                     | Grenade Arm     |
| Guidance Unit    | Clozer Woods Sub-Gate (treasure chest).               | Active Buster   |
| Joint Plug       | Lake Jyun Sub-Gate (treasure chest).                  | Adapter Plug    |
| Main Core Shard  | Portal 2 (hole in wall).                              | Omni-Unit Omega |
| Marwolf Shell    | Trade for a beetle after finishing Jim's Hideout.     | Shield Arm      |
| Mine Parts Kit   | Save the Junk Store owner.                            | Splash Mine     |
| Mystic Orb       | Win Balloon Fantasy, Rank A.                          | Shield Arm      |
| Old Hoverjets    | Lake Jyun Sub-Gate (treasure chest).                  | Jet Skates      |
| Pen Light        | Portal 2 (treasure chest).                            | Blade Arm       |
| Plastique        | Police sidequest (bomb diffusing).                    | Power Blaster L |
| Prism Crystal    | Museum sidequest.                                     | Shining Laser   |
| Rapidfire barrel | Portal 2/Portal 3/Clozer Woods link (treasure chest). | Machine Gun     |
| Rollerboard      | Portal 2 (treasure chest).                            | Jet Skates      |
| Safety Helmet    | Yass Plains (box near Junk Shop).                     | Helmet          |
| Sun-Light        | Pregnant Woman sidequest.                             | Omni-Unit Omega |
| Target Sensor    | Clozer Woods Sub-Gate (treasure chest).               | Sniper Scope    |
| Tele-Lens        | Clozer Woods Sub-Gate (hole in wall).                 | Sniper Scope    |
| Weapon Plans     | Portal 2/Portal 3/Clozer Woods link (treasure chest). | Shining Laser   |
| X Buster         | Jim's Hideout, trade for the Comic.                   | Shining Laser   |
| Zetsabre         | Win Beast Hunter, Rank A.                             | Blade Arm       |

#### Museum Items

- *Antique Bell*: In the Clozer Woods. You know that room with the four large pillars in it? Each of those has a hole. One of these holes has the item in it. (The others have Zenny, so its worth checking them all, anyhow.)

---

- *Giant Horn*: Get the Jet Skates and go to Uptown. Speak with the blue-shirted man on the right and complete the Technical Course through Rank A.

---

- *Old Bone*: In the Cardon Sub-Gate. Get onto that very high ledge where you found the Spring Kit in the chest. As you approach the other door, be aware of the hole to the left.

---

- *Old Doll*: In the Cardon Sub-Gate. You know those rooms with the exploding orange enemies? One of those two rooms (the higher one, with the hallway connection) has a hole. Check it.

---

- *Old Heater*: One of the rewards for the **Jim's Hideout** sidequest above.

---

- *Old Shield*: In Portal 2. You know that room with the small squat orange pointy Reaverbots sitting all over the ledges? Check a hole in here.

---

- *Shiny Object:* In Portal 2. In the same room above, go to the northernmost ledge and go along it to the doorway. Go through and turn left. Defeat the metal spider and check the hole.

- *Shiny Red Object:* In the Main Gate. You know room with the computer console and three dogs? Go into the hallways to the south and into the western rectangular hallway. Investigate a hole and you'll find it.

#### SIDEQUEST ITEMS

| Item Name | Location Found  |
|-----------|---|
| Bag       | Stolen money police sidequest; in Downtown trash can.           |
| Bomb      | A bomb in the bomb diffusion police quest.                      |
| Pick      | Jim's Hideout sidequest; speak with construction guy near bank. |
| Plastique | A bomb in the bomb diffusion police quest.                      |
| Saw       | Jim's Hideout sidequest; in Downtown trash can.                 |
| Trunk     | Bank robbery sidequest; wherever the car explodes.              |

#### GIFTS FOR ROLL

| Item Name | Location Found                       | Effect                            |
|-----------|--------------------------------------|-----------------------------------|
| Flower    | Yass Plains, near Portal 3.          | ???                               |
| Music Box | Win Straight Course (Racing) Rank A. | Changes the music in Roll's room. |
| Ring      | Lake Jyun Sub-Gate, hole in wall.    | ???                               |

#### NOT FOUND IN THE MENU

| Item | Found at   | Effect   |
|------|------------|--|
| Cat  | Main Gate. | Puts a cat in the Flutter. Each time you enter, another sometimes is in there. |

### Special Items

#### NOTICE

The below Special Items are ones required for in-game progress.

| Item Name               | Made With   | Location Found                  | Effect                                  |
|-------------------------|-------------|---------------------------------|---|
| Blue Refractor          | ???         | First dungeon.                  | ???                                     |
| Bonne Family Key        | ???         | Downtown, during boss.          | Open the lock on Downtown gate.         |
| Cardon Starters (x3)    | ???         | Cardon Sub-Gate.                | Get yellow refractor.                   |
| Citizen's Card          | ???         | Outside van, in forest.         | Access all parts of city.               |
| Class A License         | ???         | City Hall.                      | Access all Sub-Gates.                   |
| Class B License         | ???         | City Hall.                      | Access Portal 2 and Portal 3.           |
| ID Cards (x3)           | ???         | Clozer Woods Sub-Gate (chests). | Open/Activate Main Gate.                |
| Jump Springs            | Spring Set. | Invention.                      | (Approximately) doubles jumping height. |
| Lake Jyun Starters (x3) | ???         | Lake Jyun Sub-Gate (chests).    | Get red refractor.                      |
| Red Refractor           | ???         | Lake Jyun Sub-Gate.             | Repairs and activates Flutter.          |
| The Sub-City Keys (x3)  | ???         | Sub-Cities (chests).            | Open the 3 Main Gate doors.             |
| Yellow Refractor        | ???         | Cardon Sub-Gate.                | Repairs boat in Uptown.                 |

#### NOTICE

The below Special Items are ones NOT required for in-game progress.

| Item Name    | Made With   | Location Found | Effect                      |
|--------------|-------------|----------------|-----------------------------|
| Adapter Plug | Joint Plug. | Invention.     | Allows a third Buster Part. |

|                     |                             |   |   |
|---------------------|-----------------------------|---|---|
| Energy Canteen      | ???                         | Junk Shop (650 Zenny).  | Heals health.   |
| Flak Jacket         | ???                         | Junk Shop (9,500 Zenny) after accessing the Yass Plains.                                | Reduces damage by 25% (12.5% on Hard).                      |
| Helmet              | Safety Helmet.              | Invention.  | Reduces chance of falling over and slightly reduces damage. |
| Jet Skates          | Old Hoverjets, Rollerboard. | Invention.  | Greatly increases speed.                                    |
| Kevlar Jacket       | ???                         | Junk Shop (36,000 Zenny) after accessing the Yass Plains and buying the Flak Jacket.    | Reduces damage by 50% (25% on Hard).                        |
| Kevlar Jacket Omega | ???                         | Junk Shop (120,000 Zenny) after accessing the Yass Plains and buying the Kevlar Jacket. | Reduces damage by 75% (37.5% on Hard).                      |
| Walkie-Talkie       | ???                         | Enter Support Car for the first time.   | Calls the Support Car to you.                               |

## Buster Parts

### Some Notes

- Stats:
    - Attack (ATK): How powerful the shot is. Maxes with +7.
    - Energy (ENG): How many shots you can shoot before a "reload". Maxes with +7.
    - Range (RNG): How far you can shoot. Maxes with +7.
    - Rapid (RPD): How fast you can shoot. Maxes with +4.
- 
- Also note that any prices listed are for when buying from the Junk Shop. Only those originally found at the Junk Shop have prices listed.

| Buster Part Name    | Made With                                   | Location Found   | Stats Raised                           |
|---------------------|---|--|--|
| Auto Battery        | Generator Part, Autofire Barrel.            | Invention.   | ENG maxed out (+7)                     |
| Blaster Unit Omega  | ???   | Junk Shop (22,400 Zenny) after opening the Main Gate.  | ATK +2, ENG +3                         |
| Blast Unit          | ???   | Junk Shop (960 Zenny) after accessing the Yass Plains. | ATK/ENG +1                             |
| Blaster Unit R      | ???   | Portal 2/Portal 3/Clozer Woods Sub-Gate Link           | ATK/ENG/RNG +2                         |
| Buster Max          | ???   | Easy Difficulty's start.                               | ATK/ENG/RNG +7, RPD +4 (all maxed out) |
| Buster Unit         | ???   | Portal 2.  | ATK +2, RNG +1                         |
| Buster Unit Omega   | ???   | Main Gate.   | ATK/RNG +3                             |
| Gatling Gun         | Gatling Part, Flower Pearl.                 | Invention.   | ATK/RNG +1, ENG +4                     |
| Laser               | ???   | Junk Shop (9,600 Zenny) after beating the Marwolf.     | ATK +4                                 |
| Machine Gun         | Rapidfire Barrel.                           | Invention.   | RPD +1, ENG +2                         |
| Omni Unit           | ???   | Left Curve Course Rank A                               | ATK/ENG/RNG/RPD +1                     |
| Omni Unit Omega     | Main Core Shard, Sunlight, Broken Circuits. | Invention.   | ATK/ENG/RNG +2, RPD +1                 |
| Power Blaster L     | Bomb.                                       | Invention.   | ATK +2, RPD +1                         |
| Power Blaster R     | Plastique.                                  | Invention.   | ATK +2, RNG +1                         |
| Power Raiser        | ???   | First dungeon.   | ATK +1                                 |
| Power Raiser Alpha  | ???   | Junk Shop (520 Zenny); always there.                   | ATK +2                                 |
| Power Raiser Omega  | ???   | Junk Shop (3,400 Zenny) after beating the Marwolf.     | ATK +3                                 |
| Power Stream        | ???   | Main Gate.   | ATK maxed out (+7)                     |
| Range Booster       | ???   | Junk Shop (160 Zenny); always there.                   | RNG +1                                 |
| Range Booster Alpha | ???   | Junk Shop (400 Zenny); always there.                   | RNG +2                                 |
| Range Booster Omega | ???   | Junk Shop (2,400 Zenny) after beating the Marwolf.     | RNG +3                                 |
| Rapid Fire          | ???   | Portal 1.  | RPD +1                                 |
| Rapid Striker       | ???   | Portal 2.  | RPD +2                                 |
| Sniper Range        | ???   | Junk Shop (7,800 Zenny) after beating the Marwolf.     | RNG +4                                 |

|                     |                           |  |                |
|---------------------|---------------------------|--|----------------|
| Sniper Scope        | Tele-Lens, Target Sensor. | Invention.   | RNG +5, ATK +1 |
| Sniper Unit         | ???                       | Junk Shop (860 Zenny) after accessing the Yass Plains. | RNG +2, ENG +1 |
| Sniper Unit Omega   | ???                       | Junk Shop (14,800 Zenny) after opening the Main Gate.  | RNG +3, ENG +2 |
| Triple Access       | ???                       | Portal 3.  | ENG/RNG/RPD +1 |
| Turbo Battery       | ???                       | Junk Shop (7,200 Zenny) after beating the Marwolf.     | ENG +4         |
| Turbo Charger       | ???                       | Junk Shop (120 Zenny); always there.                   | ENG +1         |
| Turbo Charger Alpha | ???                       | Junk Shop (320 Zenny); always there.                   | ENG +2         |
| Turbo Charger Omega | ???                       | Junk Shop (2,200 Zenny) after beating the Marwolf.     | ENG +3         |

## Special Weapons' Data

### Key

- **Invention Items:** What do you need to make it?
- **Enhancables:** What can be enhanced?
- **Attack Upgrade Costs.**
- **Energy Upgrade Costs.**
- **Range Upgrade Costs.**
- **Rapid Upgrade Costs.**
- **Special Upgrade Costs.**
- **Special:** What the Special stat changes, when increased.
- **Total Upgrade Cost:** How much it costs to upgrade fully.
- **Energy:** Ammo at each level.
- **Effects:** Weapon's effect.

### Normal Arm

- **Invention Items:** Nothing.
- **Enhancables:** You cannot enhance any feature of this weapon.
- **Attack Upgrade Costs:** None.
- **Energy Upgrade Costs:** None.
- **Range Upgrade Costs:** None.
- **Rapid Upgrade Costs:** None.
- **Special Upgrade Costs:** None.
- **Total Upgrade Cost:** Nothing.



- **Energy:** Infinite.

- **Effects:** A kick.

---

## Splash Mine

---

- **Invention Items:** Mine Parts Kit.

- **Enhancables:** ATK and ENG.

- **Attack Upgrade Costs:**
  - **Upgrade #1:** 3,000 Zenny

- **Energy Upgrade Costs:**
  - **Upgrade #1:** 800 Zenny
  - **Upgrade #2:** 1,600 Zenny

- **Range Upgrade Costs:** None.

- **Rapid Upgrade Costs:** None.

- **Special Upgrade Costs:** None.

- **Total Upgrade Cost:** 5,400 Zenny

- **Energy:**
  - *Level 1:* 24
  - *Level 2:* 32
  - *Level 3:* 48

- **Effects:** Makes land mines that blow up on contact or blow up in 30 seconds.

---

## Machine Buster

---

- **Invention Items:** Blumebear Parts.

- **Enhancables:** ATK, ENG, RNG, RPD, and SPC.

- **Attack Upgrade Costs:**
  - **Upgrade #1:** 3,400 Zenny
  - **Upgrade #2:** 10,000 Zenny

- **Energy Upgrade Costs:**
  - **Upgrade #1:** 3,000 Zenny
  - **Upgrade #2:** 8,000 Zenny
  - **Upgrade #3:** 12,000 Zenny

- **Range Upgrade Costs:**
  - **Upgrade #1:** 2,600 Zenny

- **Rapid Upgrade Costs:**
  - **Upgrade #1:** 5,000 Zenny
  - **Upgrade #2:** 10,000 Zenny

- **Special Upgrade Costs:**
  - **Upgrade #1:** 1,200 Zenny
  - **Upgrade #2:** 2,000 Zenny

- **Special:** increases the spread of the shots.

- **Total Upgrade Cost:** 67,200 Zenny
- 

- **Energy:**
    - *Level 1:* 128
    - *Level 2:* 192
    - *Level 3:* 288
    - *Level 4:* 400
- 

- **Effects:** Shoot rapid-fire bullets.
- 

## Powered Buster

---

- **Invention Items:** Cannon Kit.
- 

- **Enhancables:** ATK, ENG, and RNG.
- 

- **Attack Upgrade Costs:**
    - **Upgrade #1:** 3,500 Zenny
    - **Upgrade #2:** 11,000 Zenny
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 5,000 Zenny
- 

- **Range Upgrade Costs:**
    - **Upgrade #1:** 1,600 Zenny
    - **Upgrade #2:** 3,200 Zenny
    - **Upgrade #3:** 6,400 Zenny
- 

- **Rapid Upgrade Costs:** None.
- 

- **Special Upgrade Costs:** None.
- 

- **Total Upgrade Cost:** 29,700 Zenny
- 

- **Energy:**
    - *Level 1:* 16
    - *Level 2:* 32
- 

- **Effects:** Shoot bullets that can blow up the false wall in the Clozer Woods Sub-Gate.
- 

## Vacuum Arm

---

- **Invention Items:** Broken Vacuum, Broken Propeller, Broken Cleaner.
- 

- **Enhancables:** ENG, RNG, and SPC.
- 

- **Attack Upgrade Costs:** None.
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 1,000 Zenny
- 

- **Range Upgrade Costs:**
    - **Upgrade #1:** 500 Zenny
    - **Upgrade #2:** 1,000 Zenny
- 

- **Rapid Upgrade Costs:** None.
- 

- **Special Upgrade Costs:**
  - **Upgrade #1:** 500 Zenny
  - **Upgrade #2:** 2,500 Zenny
  - **Upgrade #3:** 5,000 Zenny

- 
- **Special:** Increases suction speed.
- 

- **Total Upgrade Cost:** 10,500 Zenny
- 

- **Energy:**
    - *Level 1:* 1,800
    - *Level 2:* Unlimited
- 

- **Effects:** Suck up Zenny.
- 
- 

## Grenade Arm

---

- **Invention Items:** Grenade Kit.
- 

- **Enhancables:** ATK, ENG, RNG, and RPD.
- 

- **Attack Upgrade Costs:**
    - **Upgrade #1:** 6,500 Zenny
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 1,200 Zenny
    - **Upgrade #2:** 4,000 Zenny
    - **Upgrade #3:** 8,000 Zenny
- 

- **Range Upgrade Costs:**
    - **Upgrade #1:** 1,400 Zenny
    - **Upgrade #2:** 5,000 Zenny
- 

- **Rapid Upgrade Costs:**
    - **Upgrade #1:** 2,000 Zenny
    - **Upgrade #2:** 3,000 Zenny
- 

- **Special Upgrade Costs:** None.
- 

- **Total Upgrade Cost:** 31,100 Zenny
- 

- **Energy:**
    - *Level 1:* 24
    - *Level 2:* 32
    - *Level 3:* 40
    - *Level 4:* 48
- 

- **Effects:** Throw grenades that can bounce off of walls.
- 
- 

## Grand Grenade

---

- **Invention Items:** Bomb Schematic.
- 

- **Enhancables:** ATK, ENG, and RNG.
- 

- **Attack Upgrade Costs:**
    - **Upgrade #1:** 100,000 Zenny
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 50,000 Zenny
    - **Upgrade #2:** 150,000 Zenny
- 

- **Range Upgrade Costs:**
    - **Upgrade #1:** 14,000 Zenny
    - **Upgrade #2:** 30,000 Zenny
-

- 
- **Rapid Upgrade Costs:** None.
- 

- **Special Upgrade Costs:** None.
- 

- **Total Upgrade Cost:** 344,000 Zenny
- 

- **Energy:**
    - *Level 1:* 8
    - *Level 2:* 16
    - *Level 3:* 32
- 

- **Effects:** Throw powerful grenades that can blow up the false wall in the Clozer Woods Sub-Gate. A required weapon for in-game progress.
- 
- 

## Active Buster

---

- **Invention Items:** Guidance Unit.
- 

- **Enhancables:** ATK, ENG, RNG, RPD, and SPC.
- 

- **Attack Upgrade Costs:**
    - **Upgrade #1:** 30,000 Zenny
    - **Upgrade #2:** 85,000 Zenny
    - **Upgrade #3:** 200,000 Zenny
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 5,000 Zenny
    - **Upgrade #2:** 35,000 Zenny
    - **Upgrade #3:** 990,000 Zenny
- 

- **Range Upgrade Costs:**
    - **Upgrade #1:** 20,000 Zenny
    - **Upgrade #2:** 60,000 Zenny
    - **Upgrade #3:** 100,000 Zenny
- 

- **Rapid Upgrade Costs:**
    - **Upgrade #1:** 8,000 Zenny
    - **Upgrade #2:** 28,000 Zenny
    - **Upgrade #3:** 84,000 Zenny
- 

- **Special Upgrade Costs:**
    - **Upgrade #1:** 5,000 Zenny
    - **Upgrade #2:** 30,000 Zenny
    - **Upgrade #3:** 60,000 Zenny
- 

- **Special:** Increases homing skill.
- 

- **Total Upgrade Cost:** 1,760,000 Zenny
- 

- **Energy:**
    - *Level 1:* 32
    - *Level 2:* 56
    - *Level 3:* 96
    - *Level 4:* Unlimited
- 

- **Effects:** Shoot homing missiles.
- 
- 

## Shield Arm

---

- **Invention Items:** Mystic Orb, Marlwolf Shell.
- 

- **Enhancables:** ENG and SPC.

- 
- **Attack Upgrade Costs:** None.
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 12,000 Zenny
    - **Upgrade #2:** 24,000 Zenny
    - **Upgrade #3:** 36,000 Zenny
- 

- **Range Upgrade Costs:** None.
- 

- **Rapid Upgrade Costs:** None.
- 

- **Special Upgrade Costs:**
    - **Upgrade #1:** 20,000 Zenny
- 

- **Special:** Increase shield size.
- 

- **Total Upgrade Cost:** 92,000 Zenny
- 

- **Energy:**
    - *Level 1:* 300
    - *Level 2:* 450
    - *Level 3:* 600
    - *Level 4:* 1,200
- 

- **Effects:** Protect you.
- 
- 

## Shining Laser

---

- **Invention Items:** X Buster, Weapon Plans, Prism Crystal.
- 

- **Enhancables:** ATK, ENG, and RNG.
- 

- **Attack Upgrade Costs:**
    - **Upgrade #1:** 50,000 Zenny
    - **Upgrade #2:** 100,000 Zenny
    - **Upgrade #3:** 250,000 Zenny
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 50,000 Zenny
    - **Upgrade #2:** 100,000 Zenny
    - **Upgrade #3:** 200,000 Zenny
- 

- **Range Upgrade Costs:**
    - **Upgrade #1:** 25,000 Zenny
    - **Upgrade #2:** 60,000 Zenny
- 

- **Rapid Upgrade Costs:** None.
- 

- **Special Upgrade Costs:** None.
- 

- **Total Upgrade Cost:** 835,000 Zenny
- 

- **Energy:**
    - *Level 1:* 600
    - *Level 2:* 1,000
    - *Level 3:* 1,800
    - *Level 4:* Unlimited
- 

- **Effects:** Shoot a laser so highly focused that it'll keep going through enemies. Physically, the most powerful weapon based on literal Attack power (and a few other stats).
- 
-

## Spread Buster

---

- **Invention Items:** Old Launcher, Arm Support, Ancient Book.
- 

- **Enhancables:** ATK, ENG, RNG, and SPC.
- 

- **Attack Upgrade Costs:**
    - **Upgrade #1:** 45,000 Zenny
    - **Upgrade #2:** 89,000 Zenny
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 18,000 Zenny
    - **Upgrade #2:** 30,000 Zenny
- 

- **Range Upgrade Costs:**
    - **Upgrade #1:** 12,000 Zenny
- 

- **Rapid Upgrade Costs:** None.
- 

- **Special Upgrade Costs:**
    - **Upgrade #1:** 20,000 Zenny
    - **Upgrade #2:** 35,000 Zenny
- 

- **Special:** Increases the number of bombs shot.
    - *Level 1:* 3
    - *Level 2:* 5
    - *Level 3:* 7
- 

- **Total Upgrade Cost:** 249,000 Zenny.
- 

- **Energy:**
    - *Level 1:* 16
    - *Level 2:* 24
    - *Level 3:* 32
- 

- **Effects:** Shoot some bombs that have a good, wide range.
- 

## Drill Arm

---

- **Invention Items:** Blunted Drill.
- 

- **Enhancables:** ATK and ENG.
- 

- **Attack Upgrade Costs:**
    - **Upgrade #1:** 3,000 Zenny
    - **Upgrade #2:** 8,000 Zenny
- 

- **Energy Upgrade Costs:**
    - **Upgrade #1:** 5,000 Zenny
    - **Upgrade #2:** 12,000 Zenny
- 

- **Range Upgrade Costs:** None.
- 

- **Rapid Upgrade Costs:** None.
- 

- **Special Upgrade Costs:** None.
- 

- **Total Upgrade Cost:** 28,000 Zenny.
- 

- **Energy:**
  - *Level 1:* 1,800

- Level 2: 3,600
- Level 3: Unlimited

- What it does- Get close to enemies to hurt them OR blow up all cracked walls on the ground that are in ruins. They are purple on the mini-map.

## Blade Arm

- **Invention Items:** Zetsabre, Pen Light.

- **Enhancables:** ATK, ENG, and RNG.

- **Attack Upgrade Costs:**
  - Upgrade #1: 4,000 Zenny
  - Upgrade #2: 8,000 Zenny

- **Energy Upgrade Costs:**
  - Upgrade #1: 1,000 Zenny
  - Upgrade #2: 2,000 Zenny

- **Range Upgrade Costs:**
  - Upgrade #1: 3,000 Zenny
  - Upgrade #2: 8,000 Zenny
  - Upgrade #3: 12,000 Zenny

- **Rapid Upgrade Costs:** None.

- **Special Upgrade Costs:** None.

- **Total Upgrade Cost:** 38,000 Zenny

- **Energy:**
  - Level 1: 32
  - Level 2: 64
  - Level 3: 128

- **Effects:** Simply shoots a laser-wave. Modeled after Zero's weapon in MegaMan X.

## Total Maxing Out Cost

The total Zenny required to fully max out every single Special Weapon is a whopping 3,489,900 Zenny. That's a lot of cash, and the Active Buster accounts for about 50.4% of it!!

## Junk Shop Data

### NOTICE

This part of the data covers what is initially available for purchase from the Junk Shop. Other items are below.

| GENERAL ITEMS  |              |               |   |                              |
|----------------|--------------|---------------|---|------------------------------|
| Item           | Buying Price | Selling Price | Effect  | *Availability                |
| Chameleon Net  | 5,000 Zenny  | 1,250 Zenny   | Makes you invisible and undetectable temporarily. | Beat the Marwolf.            |
| Defense Shield | 10,000 Zenny | 2,500 Zenny   | Makes you temporarily invincible.                 | After opening the Main Gate. |

|  |                     |           |   |   |
|--|---------------------|-----------|---|---|
| Energy Canteen                         | 650 Zenny           | N/A       | Gives Energy Canteen, which can replenish Life Gauge. | Always.   |
| Extra Pack (first)                     | 400 Zenny           | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (second)                    | 800 Zenny           | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (third)                     | 1,200 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (fourth)                    | 1,800 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (fifth)                     | 2,400 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (sixth)                     | 3,000 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (seventh)                   | 4,000 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (eighth)                    | 5,000 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (ninth)                     | 6,000 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (tenth)                     | 7,500 Zenny         | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (eleventh)                  | 10,000 Zenny        | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (twelfth)                   | 12,500 Zenny        | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (thirteenth)                | 15,000 Zenny        | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (fourteenth)                | 17,500 Zenny        | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Extra Pack (fifteenth to ninety-sixth) | 20,000 Zenny (each) | N/A       | Adds to the Energy Canteen's max capacity.            | Always.   |
| Flak Jacket                            | 9,500 Zenny         | N/A       | Reduces damage by 25% (12.5% on Hard).                | Access the Yass Plains.                                   |
| Hyper Cartridge                        | 3,000 Zenny         | 750 Zenny | Refills Special Weapon ammo.                          | Beat the Marwolf.   |
| Kevlar Jacket                          | 36,000 Zenny        | N/A       | Reduces damage by 50% (25% on Hard).                  | Access the Yass Plains and have bought the Flak Jacket.   |
| Kevlar Jacket Omega                    | 120,000 Zenny       | N/A       | Reduces damage by 75% (37.5% on Hard).                | Access the Yass Plains and have bought the Kevlar Jacket. |
| Life Gauge (adds sixth piece)          | 500 Zenny           | N/A       | Raises max Life Gauge by one.                         | Always.   |
| Life Gauge (adds seventh piece)        | 1,000 Zenny         | N/A       | Raises max Life Gauge by one.                         | Always.   |
| Life Gauge (adds eighth piece)         | 3,000 Zenny         | N/A       | Raises max Life Gauge by one.                         | Always.   |
| Life Gauge (adds ninth piece)          | 5,000 Zenny         | N/A       | Raises max Life Gauge by one.                         | Always.   |
| Life Gauge (adds tenth piece)          | 10,000 Zenny        | N/A       | Raises max Life Gauge by one.                         | Always.   |
| Shield Repair                          | 1,000 Zenny         | 250 Zenny | Repairs a broken shield.                              | Always.   |

#### BUSTER PARTS

| Item                | Buying Price | Selling Price | Buster Effect  | Availability            |
|---------------------|--------------|---------------|----------------|-------------------------|
| Blaster Unit Omega  | 22,400 Zenny | 5,600 Zenny   | ATK +2, ENG +3 | Open up the Main Gate.  |
| Blast Unit          | 960 Zenny    | 240 Zenny     | ATK +1, ENG +2 | Access the Yass Plains. |
| Laser               | 9,600 Zenny  | 2,400 Zenny   | ATK +4         | Beat the Marwolf.       |
| Power Raiser Alpha  | 520 Zenny    | 130 Zenny     | ATK +2         | Always.                 |
| Power Raiser Omega  | 3,400 Zenny  | 850 Zenny     | ATK +3         | Beat the Marwolf.       |
| Range Booster       | 160 Zenny    | 40 Zenny      | RNG +1         | Always.                 |
| Range Booster Alpha | 400 Zenny    | 100 Zenny     | RNG +2         | Always.                 |
| Range Booster Omega | 2,400 Zenny  | 600 Zenny     | RNG +3         | Beat the Marwolf.       |
| Sniper Range        | 7,800 Zenny  | 1,950 Zenny   | RNG +4         | Beat the Marwolf.       |
| Sniper Unit         | 850 Zenny    | 215 Zenny     | ENG +1, RNG +2 | Access the Yass Plains. |
| Sniper Unit Omega   | 14,800 Zenny | 3,700 Zenny   | ENG +2, RNG +3 | Open up the Main Gate.  |
| Turbo Battery       | 7,200 Zenny  | 1,800 Zenny   | ENG +4         | Beat the Marwolf.       |
| Turbo Charger       | 120 Zenny    | 30 Zenny      | ENG +1         | Always.                 |
| Turbo Charger Alpha | 320 Zenny    | 80 Zenny      | ENG +2         | Always.                 |
| Turbo Charger Omega | 2,200 Zenny  | 550 Zenny     | ENG +3         | Beat the Marwolf.       |

#### NOTICE

The following part of the data will cover items that are not available at the Junk Shop. Rather, you sell them when you get them, then you're able to buy them. Locations for these are found in earlier subsections, which is why they're not listed here. All "General Items" are used in inventions.



| GENERAL ITEMS    |              |               |
|------------------|--------------|---------------|
| Item             | Buying Price | Selling Price |
| Ancient Book     | 5,120 Zenny  | 1,280 Zenny   |
| Arm Supporter    | 5,120 Zenny  | 1,280 Zenny   |
| Autofire Barrel  | 800 Zenny    | 200 Zenny     |
| Blumebear Parts  | 1,280 Zenny  | 320 Zenny     |
| Blunted Drill    | 1,280 Zenny  | 320 Zenny     |
| Bomb             | 600 Zenny    | 150 Zenny     |
| Bomb Schematic   | 1,280 Zenny  | 320 Zenny     |
| Broken Circuits  | 1,000 Zenny  | 250 Zenny     |
| Broken Cleaner   | 5,120 Zenny  | 1,280 Zenny   |
| Broken Motor     | 5,120 Zenny  | 1,280 Zenny   |
| Broken Propeller | 5,120 Zenny  | 1,280 Zenny   |
| Cannon Kit       | 1,280 Zenny  | 320 Zenny     |
| Flower Pearl     | 800 Zenny    | 200 Zenny     |
| Gatling Part     | 800 Zenny    | 200 Zenny     |
| Generator Part   | 800 Zenny    | 200 Zenny     |
| Grenade Kit      | 1,280 Zenny  | 320 Zenny     |
| Guidance Unit    | 1,280 Zenny  | 320 Zenny     |
| Main Core Shard  | 1,000 Zenny  | 250 Zenny     |
| Marlwolf Shell   | 2,560 Zenny  | 640 Zenny     |
| Mystic Orb       | 2,560 Zenny  | 640 Zenny     |
| Old Launcher     | 5,120 Zenny  | 1,280 Zenny   |
| Pen Light        | 2,560 Zenny  | 640 Zenny     |
| Plastique        | 600 Zenny    | 150 Zenny     |
| Prism Crystal    | 5,120 Zenny  | 1,280 Zenny   |
| Rapidfire Barrel | 600 Zenny    | 150 Zenny     |
| Sun-Light        | 1,000 Zenny  | 250 Zenny     |
| Target Sensor    | 800 Zenny    | 200 Zenny     |
| Tele-Lens        | 800 Zenny    | 200 Zenny     |
| Weapon Plans     | 5,120 Zenny  | 1,280 Zenny   |
| X Buster         | 5,120 Zenny  | 1,280 Zenny   |
| Zetsabre         | 2,560 Zenny  | 640 Zenny     |

| BUSTER PARTS      |              |               |                                  |
|-------------------|--------------|---------------|----------------------------------|
| Item              | Buying Price | Selling Price | Change in Buster                 |
| Auto Battery      | 54,000 Zenny | 17,000 Zenny  | ENG +7 (maxed out)               |
| Blaster Unit R    | 76,000 Zenny | 19,000 Zenny  | ATK/ENG/RNG +2                   |
| Buster Max        | 40 Zenny     | 10 Zenny      | ATK/ENG/RNG +7, RPD +4 (max all) |
| Buster Unit       | 1,640 Zenny  | 410 Zenny     | ATK +2, RNG +1                   |
| Buster Unit Omega | 72,000 Zenny | 18,000 Zenny  | ATK/RNG +3                       |
| Gatling Gun       | 18,600 Zenny | 4,650 Zenny   | ATK/RNG +1. ENG +4               |
| Machine Gun       | 5,800 Zenny  | 1,450 Zenny   | RPD +1, ENG +2                   |
| Omni-Unit         | 12,800 Zenny | 3,200 Zenny   | ATK/ENG/RNG/RPD +1               |
| Omni-Unit Omega   | 98,400 Zenny | 24,600 Zenny  | ATK/ENG/RNG +2, RPD +1           |
| Power Blaster L   | 6,480 Zenny  | 1,620 Zenny   | ATK +2, RPD +1                   |
| Power Blaster R   | 7,840 Zenny  | 1,960 Zenny   | ATK +2, RNG +1                   |
| Power Stream      | 88,000 Zenny | 22,000 Zenny  | ATK +7 (maxed out)               |
| Rapid Fire        | 960 Zenny    | 240 Zenny     | RPD +1                           |
| Rapid Striker     | 21,200 Zenny | 5,300 Zenny   | RPD +2                           |

|               |              |             |                |
|---------------|--------------|-------------|----------------|
| Sniper Scope  | 36,200 Zenny | 9,050 Zenny | ENG +5, ATK +1 |
| Triple Access | 3,840 Zenny  | 960 Zenny   | ENG/RNG/RPD +1 |

#### NOTICE

The following items cannot be bought or sold throughout the course of the game:

- Normal Items:
  - Items You Use:
    - None
  - Invention Items:
    - Joint Plug
    - Mine Parts Kit
    - Old Hoverjets
    - Rollerboard
    - Safety Helmet
  - Museum Items:
    - Antique Bell
    - Giant Horn
    - Old Bone
    - Old Doll
    - Old Heater
    - Old Shield
    - Shint Object
    - Shiny Red Object
  - Sidequest Items:
    - Bag
    - Pick
    - Saw
    - Trunk
  - Roll's Gifts:
    - Flower
    - Music Box
    - Ring
  - Not in Menu:
    - Cat
- Special Items:
  - Adapter Plug
  - Blue Refractor
  - Bonne Family Key
  - Cardon Starter Keys (x3)
  - Citizen's Card
  - Class A License
  - Class B License
  - Helmet
  - ID Cards (x3)
  - Jet Skates
  - Jump Springs
  - Lake Jyun Starter Keys (x3)
  - Red Refractor
  - The Sub-City Keys (x3)
  - Walkie-Talkie
  - Yellow Refractor
- Buster Parts:
  - Buster Max (in Normal/Hard difficulties)

## Miscellaneous Stuff

### Difficulty Information

#### Easy Difficulty

- To Unlock: Beat Normal in less than 3 hours, or beat Hard (any time length).
- Bonuses:
  - You'll have the Buster Max from the start. It maxes all Mega Buster stats.
  - You'll also get the Jet Skates from the start. The chests for its items are already opened.

- The Zenny gained is multiplied by four (quadrupled).

### Normal Difficulty

- To Unlock: It is already unlocked!
- Bonuses:
  - None.

### Hard Difficulty

- To Unlock: Beat Normal.
- Bonuses:
  - Enemies have doubled HP.
  - You take double the normal amount of damage.

## MegaMan Ethics

### Good

You'll turn lighter by doing good. "Good" includes:

- Giving Roll stuff.
- Donating to the reconstruction effort.
- Return the trunk during the robbery sidequest (gives 20,000 Zenny).
- Do the other sidequests.
- Playing the KTOX games, for some reason.
- Giving the museum stuff.

Effects on lighter MegaMan: It simply affects how people talk about you.

### Bad

You'll turn darker by doing "evil". "Evil" includes:

- Blowing up soda machines by kicking (may give free coke (saves 100 Zenny)).
- Kicking the soda can into the Jetlag Bakery (gives 1,000 Zenny).
- Taking the trunk for yourself (robbery sidequest) (gives 200,000 Zenny).
- Blowing up the TV blimp (Bon Bonne boss).

Effects on darker MegaMan: Your kicks are stronger, and people talk of you differently.

## Various Tips

### Health Tips

- Rolling makes you temporarily invincible.
- You can kick soda machines for a free full health refill - however, the machine also has the chance to explode.
- During the Bonne battles and other certain situations where you find Servbots, you can shoot them to toast them, then kick them a few times for a few energy cubes.
- Instead of using an Energy Canteen unit, if you can, buy one Life Gauge unit. This fully refills the Life Gauge.
- Whenever possible, buy a Flak/Kevlar Jacket (and equip it!).
- Instead of running to escape, use the Jet Skates, unless you'd be damaged too much while they start up.
- Instead of running around to dodge, jump and shoot back in retaliation!

### Zenny-Grinding Tips

- Do the racing minigames. They're short and earn a lot of Zenny in general.

- The Left-Curve Course is the best overall for this. Why? Well, a pseudo-professional can do it in ~10 seconds, loading and all included. Each race earns 2,300+ Zenny at the highest rank. That can easily equate to over 14,000 Zenny per minute.
- A GameFAQs user, ThatGuy4913, has another KTOX minigame-based idea:
  - ThatGuy4913: "Balloon Fantasy with Rapid Striker, Auto Battery, and Omni Unit Omega works well enough on Normal, at about 100,000 Zenny per 10 minutes."
  - My translation: Basically, you'll need the Rapid Striker (RPD +2), Auto Battery (ENG maxed), and Omni-Unit Omega (ATK/ENG/RNG +2, RPD +1). **The Buster Max is preferable on Easy!** Now, just do Balloon Fantasy in the KTOX building in Uptown. It may take some time before you get good enough for the ~10,000 Zenny per minute, but it works quite well. In theory, however, I estimate an easy ~30,000 per minute, but my times might be incorrect.
- Go into a dungeon with the Vacuum Arm.
  - Recommendation: Go into the Cardon Sub-Gate and defeat the Jakko's Nests in the room after where the Yellow Refractor is/was. Return to the previous room and go through the gateway to Portal 2. Return and defeat the Jakko's Nests. Repeat. You'll need the Vacuum Arm (preferably maxed), the Jump Springs, and a Mega Buster with a fairly decent Range and Attack for a decent time-to-profit ratio. Generally, one trip yields ~15,000 Zenny (~60,000 Zenny on Easy), and each trip takes about one minute with a good Buster combination.
- Sell stuff that makes useless items. You should only use the items that you like/want/need.
- When refilling an Energy Canteen, instead of directly refilling it, you could buy one more unit for the Canteen - this refills the Canteen AND adds one more unit to it.
  - Note that this is only really useful if you came to refill AND expand the Canteen. Otherwise, just refill.
- In Apple Market, there's a can. Kicking it into the Jetlag Bakery gets you 1,000 Zenny, for some reason.

## Glitches and Similar Oddities

### Endlessly Falling

Requirements:

- Red Refractor
- Jump Springs

When the Flutter floats off the ground (after obtaining and installing the Red Refractor), get on top of it and get onto the back tall fin. Jump towards the western forest and you'll land on an invisible ledge. Continue forward and you'll see what happens... When done, use the Walkie-Talkie to most easily return.

- **NOTE:** If you do this near the game's end (like before you set off after defeating MegaMan Juno), and land on the cliffs, you will not be able to return, as Roll won't get you in the Support Car.
- **NOTE:** The above note also applies to certain other events, such as during the robbery sidequest. A general precaution is to call Roll beforehand, just to see if she will pick you up.

### Endless Zenny

Requirements:

- Unlock the Central Gate in the Main Gate.

Go to Data **in the Flutter**. Ask him and say, "I keep losing fights..." Say "yes". He should give you 100 Zenny. Say "no". You'll get 1,000 Zenny. If you say "no" to his next question, you'll be able to repeat this trick indefinitely and keep getting 1,100 Zenny as long as you like. But if you say "yes", you'll end up with a total of 56,100 Zenny. You **WILL NOT** be able to do it again this way, though... Sucks, eh?

### Trashy Bird Nest

Requirements:

- Access to the Yass Plains.

Kick the trash can in front of Jim's hideout. Repeatedly.

## Money Values

This may be useless, but it helps to know how quickly you can get cash.

| Difficulty | Difficulty Effect | Small Blue Refractor | Green Refractor | Purple Refractor | Large Blue Refractor |
|------------|-------------------|----------------------|-----------------|------------------|----------------------|
| Easy       | x4; Quadrupled    | 200 Zenny            | 400 Zenny       | 1,000 Zenny      | 2,000 Zenny          |
| Normal     | x1; Regular       | 50 Zenny             | 100 Zenny       | 250 Zenny        | 500 Zenny            |
| Hard       | x1; Regular       | 50 Zenny             | 100 Zenny       | 250 Zenny        | 500 Zenny            |

## Credits

In no particular order...

- Chris Hegeman:
  - Pointed out the effect of the Helmet.
- Immortal\_Tiger:
  - Pointed out an item for the Spread Buster invention.
- NeoEvincar:
  - For lots of the Special Weapons info.
- Estil:
  - His FAQ/Walkthrough provided me with the requirements for the "Endless Zenny" glitch.
- ThatGuy4193:
  - The Balloon Fantasy cash tip.
- StarFighters76:
  - All image credits go to him. These images are still copyrighted by him.
- My Prima Games strategy guide:
  - For various enemy names and stats.
- GameFAQs's FAQ Formatting System:
  - For not making the Enemy/Boss Data look like a complete eyesore.
- GameFAQs, Neoseeker, and Supercheats:
  - For being the most amazing FAQ-hosting sites I know.
- The GameFAQs MegaMan Legends and FAQ Contributor Boards:
  - For providing insight on this FAQ and shaping me as an FAQ author.
- Me (KeyBlade999):
  - For making this FAQ. =P
- You, the reader:
  - For hopefully enjoying this FAQ.

## Version History

[All documentation of updates prior to 2011 was deleted.]

- v0.10 - And yes, if you couldn't tell, I am fully revamping this - **I AM STARTING FROM SCRATCH**. I got as far as the Clozer Woods Sub-Gate in the walkthrough. Intro and Legal completed. 11:54 PM 8/4/2011
- v1.00 - Finally got through the walkthrough. Added the layout for the other sections. (On a side note, just the new walkthrough is 3 KB larger than the previous WHOLE FAQ (was 45 KB or so)). 12:18 AM 8/6/2011
- v2.00 - I finished the FAQ, and am going to play the game one last time, using it, to check for accuracy. 12:46 AM 8/7/2011
- Final - Found errors. Corrected said errors. 7:30 PM 8/7/2011
- Post-Final Changes:

- Did a major revamp of the Boss Bestiaries by adding difficulty-specific info; also put this info in the walkthrough. There was also some general, mild editing, and another site added to the Forbidden List in the Legal section. 1:12 AM 11/24/2011
- Added a new cash-gaining tip! 3:04 PM 12/3/2011
- Added two Speed-Run Walkthroughs for Easy and Normal/Hard. You know, it's almost impossible thinking of this FAQ as that crappy FAQ from nearly three years ago, this being almost five times as large and infinitely better. It's just ... amazing. 11:32 PM 12/4/2011
- Readability and grammar edit in the Special Weapons section. 12:05 AM 12/9/2011
- Recommended Buster Combination error in the Normal/Hard Speed-Run Walkthrough corrected. Also did a bit of rearranging in some of the lists. 12:55 AM 12/17/2011
- Added some shop data and went around to correct a bunch else of things, make things look better, stuff like that. 10:39 PM 4/17/2012
- Finalized the Junk Shop Data, fixed a few typos, rearranged a few things, and I think I'm done with this. 11:10 PM 7/26/2012
- Major format reworking, most of it on the backend for my benefit, but plenty for you, too. 2:41 AM 3/13/2013



## Legalities

This FAQ may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

↪ 2008-2013 Daniel Chaviers (a.k.a. KeyBlade999).

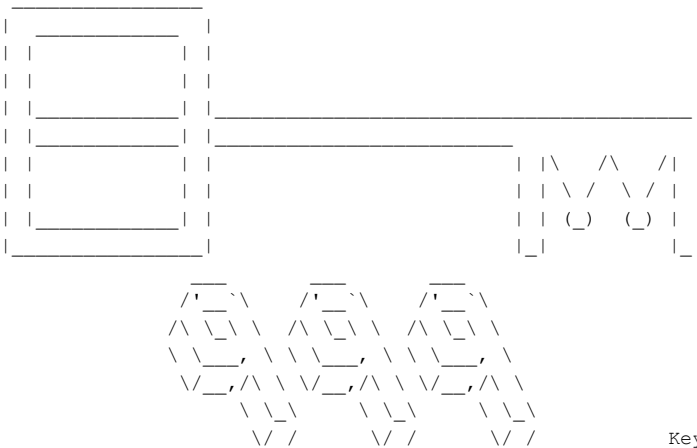
If you would wish to contact me concerning this or my other FAQs, use this e-mail: [keyblade999.faqs@gmail.com](mailto:keyblade999.faqs@gmail.com), or PM (Private Message) me on the GameFAQs message boards.

Additionally, all of the maps in this FAQ/Walkthrough are copyrighted by StarFighters76. I have no say in whether they can be distributed. All questions about his maps must be directed to him, and not me.

| Allowed sites for my FAQs  | Forever-Banned Sites   |
|--|--|
| GameFAQs ( <a href="http://www.gamefaqs.com">www.gamefaqs.com</a> )          | CheatCC ( <a href="http://www.cheatcc.com">www.cheatcc.com</a> )                           |
| Neoseeker ( <a href="http://www.neoseeker.com">www.neoseeker.com</a> )       | Cheat Database ( <a href="http://www.cheat-database.com">www.cheat-database.com</a> )      |
| SuperCheats ( <a href="http://www.supercheats.com">www.supercheats.com</a> ) | Cheat Index ( <a href="http://www.cheatindex.com">www.cheatindex.com</a> )                 |
|  | Cheat Search ( <a href="http://www.cheatsearch.com">www.cheatsearch.com</a> )              |
|  | Cheatstop ( <a href="http://www.panstudio.com/cheatstop">www.panstudio.com/cheatstop</a> ) |
|  | Game Express ( <a href="http://www.gameexpress.com">www.gameexpress.com</a> )              |
|  | Mega Games   |
|  | Cheats Guru ( <a href="http://www.cheatsguru.com">www.cheatsguru.com</a> )                 |



***This is the end of KeyBlade999's MegaMan Legends 1 FAQ/Walkthrough.***



KeyBlade999