

Mega Man Legends Guide

by Estil

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1. Introduction:
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Welcome to the official Mega Man Network Guide for Mega Man Legends, the first installment in the Mega Man Legends series. Refer to the index above for an easy reference guide, and go to <http://megaman.retrofaction.com/mml/guides> to find guides for all of the other games in the Mega Man Legends series. Happy gaming.

SPECIAL NOTE TO PS2 USERS:

If you are playing this game on a PS2, set Texture Smoothing to ON (Smooth), but set Fast Loading Time to OFF (Standard). Having Texture Smoothing on will give you much better, almost N64-quality, graphics. Having Fast Loading Time on, however, will cause your game to crash or perhaps not even work at all.

This guide was last revised on August 5, 2003.

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2. Game Mechanics:

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MegaMan 101

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MegaMan Volnutt is the star of the show and has several functions. He can run, walk slowly, use the Mega Buster (his basic weapon) on his left arm and the Special Weapon on his right arm. If he does not have a Special Weapon equipped, he can kick with his right foot. In town and any area outside of the ruins (except for Cardon Forest), you cannot use any weapons, but you can kick with either foot.

MegaMan is also given an Life Gauge which starts out with a five unit capacity (which can be increased up to ten by buying extra Life Gauge parts) and also has a Shield. Most of the time, when MegaMan is hit by an enemy, the Shield will take the hit (and turn red) and if he's not hit again while the Shield is red, the Life Gauge itself won't be reduced. If MegaMan is hit while the Shield is red, then the Life Gauge will go down. Most of the time, the Shield will repair itself after a short time, but if MegaMan takes a big enough hit (such as from a huge Green Energy Ball) or takes too many hits too quickly, the Shield will break and leave you much more susceptible to damage. The Shield then cannot be fixed unless Data recharges you or if you use a spare Shield Repair.

Roll 101

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Roll Caskett is MegaMan's adopted sister and helps MegaMan in many ways. The most obvious is that she can check out any Items you collect and with the right ones, she can make Special Weapons, Buster Parts, and even some Special Items inside either the Spotter's Car or the Flutter's R&D room. Later on she will give you a Walkie-Talkie where you can call her and she will pick you up in her Spotter's Car (which is acquired a little later in the game). The Walkie-Talkie will not work at Yass Plains, Clozer Woods, in ruins of any kind, and it also won't work during battles and Sub-Quests. You can use the Spotter's Car to go to any of the following locations of Kattelox Island that you have already visited:

Cardon Forest

Cardon Ruins

Downtown

Uptown

City Hall

Main Gate

Old City

Data 101

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Data is MegaMan's best friend and has been at his side since MegaMan was a baby. His main function is that he can repair your Life Shield, recharge both your Life Gauge and Special Weapon (but only the one you currently have), and most important of all, Data allows you to SAVE. Each file you save takes up one block on a PSX Memory Card, and you can save up to five files. If you are beaten (your Life Gauge runs completely out), you will have to start over from where you last saved. So it is very important to save often, especially after completing major game objectives.

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Kattelox Island is where this story takes place and is divided into several parts:

SHOPPING ARCADE:

Only part of the city that's accessible without the Citizen's Card. Here you will find the all-important Junk Store, but also plenty of other stores.

The other stores aren't really used for anything, but they can be fun to check out every now and then, especially the CD store.

DOWNTOWN:

You must have the Citizen's Card to enter. This is where you'll find the Library and most of the houses of average citizens of Kattelox City.

CITY HALL:

You must have the Citizen's Card to enter. Of course, this area has City Hall itself, but also the Police Station, Bank, and a few houses of more wealthy citizens.

UPTOWN:

You must have the Class A License to enter. This area has Wily's Boat House, the Hospital, the KTOX TV Station, the Museum, and even a Computer Gaming School! It's too bad you can't go inside the Computer Gaming School, though...

OLD CITY:

You must have the Class A License to enter. This two part area of Kattelox City (the Old City also includes the power plant in the northern part) is mostly uninhabited, except for a few Construction Men and some quite vicious dogs.

MAIN GATE:

You must have the Class A License to enter the area, but the Main Gate will be sealed until it is opened later in the game. This area is south of the Old City and inside the Main Gate is where you must activate the Sub-Cities, which hold the Keys to the Central Gate where you fight the Final Boss.

CARDON FOREST:

Contains the Flutter (but you won't be able to enter it until it is fixed using the Red Refractor), as well as Sub-Ruin Portals 1 & 2 and the Cardon Forest Ruins where you must get the Yellow Refractor.

YASS PLAINS/CLOZER WOODS:

You must have the Class B License to enter. Contains the Sub-Ruins Portal 3 as well as the Clozer Woods Ruins (accessible only with the Flutter) where you must open the Main Gate.

LAKE JYNN:

Accessible via Wily's Boat House in Uptown, the Lake Jynn Ruins (accessible with the Boat which must first be fixed with the Yellow Refractor) are also here, where you must find the Red Refractor.

MAIN RUINS:

There are three Main Ruins in this game: Cardon Forest, Lake Jynn, and Clozer Woods. These Main Ruins hold the Yellow Refractor, Red Refractor, and access to the Main Gate respectively.

SUB-RUINS:

There are three entrances to these Sub-Ruins above ground and parts of them can also be accessed via the Main Ruins. These Sub-Ruins are optional but

still have some great Items hidden inside. Also, all the ruins in this game (Main Ruins or Sub=Ruins) are connected, but many connections are sealed off by dirt blocks or dirt walls, which require the Grand Grenade and Drill Arm to break, respectively. The Drill Arm will break down both dirt blocks and walls.

Zenny 101

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This is the currency in the MegaMan Legends world and can be earned by either winning Sub-Quests, selling Items, or defeating enemies. Enemies can also sometimes leave red Energy Cubes; small ones will refill one Unit of Energy, large ones will refill three. Zenny from defeated enemies comes in four denominations:

Blue: 500z

Purple: 250z

Green: 100z

Gray: 50z

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3. Mega Buster:

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The Mega Buster is MegaMan's main weapon and is on his left arm. There are 32 Buster Parts in all. You are only allowed to equip two different Buster Parts at a time until you acquire the Adapter Plug later in the game that will allow you to equip three Buster Parts at once. It can fire an infinite number of shots and how effective the shots are in combat depends on the following ratings (Attack, Energy, and Range ratings are on a scale from 0-7 and the Rapid rating is on a scale of 0-4):

Attack (A): How powerful the shots are. In addition, this determines the size and color of the Buster shots:

0: Small Pink

1: Medium Pink

2: Large Pink

3: Small Green

4: Medium Green

5: Large Green

6: Medium Yellow

7: Large Yellow

Energy (E): How many shots can be fired without pausing:

0: 3

1: 4

2: 5

3: 6

4: 7

5: 8

6: 9

7: INFINITE

Range (R): How far the shots can go.

Rapid (D): How fast the shots fire.

BUSTER PARTS SOLD AT THE JUNK STORE:

(after receiving Citizen's Card):

Power Raiser Alpha (A:+2): 520z

Turbo Charger Alpha (E:+2): 320z

Range Booster (R:+1): 160z

Turbo Charger (E:+1): 120z
(after receiving Class B License):
Blast Unit (A:+1/E:+2): 960z
Sniper Unit (E:+1/R:+2): 860z
(after getting the Yellow Refractor):
Laser (A:+4): 9600z
Sniper Range (R:+4): 7800z
Turbo Battery (E:+4): 7200z
Power Raiser Omega (A:+3): 3400z
Range Booster Omega (R:+3): 2400z
Turbo Charger Omega (E:+3): 2200z
(after opening the Main Gate):
Blaster Unit Omega (A:+2/E:+3): 22,400z
Sniper Unit Omega (E:+2/R:+3): 14,800z

BUSTER PARTS MADE FROM ONE OR MORE PARTS:

Sniper Scope (A:+1/R:+5): Made from the Target Sensor and Tele-Lens (both parts are found inside the Clozer Woods Ruins).
Auto Battery (E:MAX): Made from the Autofire Barrel (found inside the Main Gate) and Generator Part (found inside the Sub-Ruins).
Power Blaster L (A:+2/R:+1): Made from the Plastique (given as a reward for disarming a bomb in Downtown).
Power Blaster R (A:+2/D:+1): Made from the Bomb (given as a reward for disarming a bomb in Downtown).
Gatling Gun (A/R:+1/E:+4): Made from the Gatling Part (found inside the Lake Jynn Ruins) and Flower Pearl (given by Ira as a reward for helping her leg get healed).
Machine Gun (E:+3/D:+1): Made from the Rapid Fire Barrel (found inside the Sub-Ruins).
Omni-Unit Omega (A/E/R:+2/D:+1): Made from the Broken Circuits (given by Jim in his clubhouse in exchange for the Stag Beetle), Main Core Shard (found in the Sub-Ruins), and Sun-light (given as a reward for bringing the pregnant woman to the Hospital).

BUSTER PARTS FOUND INSIDE RUINS AND ABOVE GROUND:

Range Booster Alpha (R:+2): Talk to Data after defeating the Feldinaut and he'll give you this Buster Part.
Power Raiser (A:+1): Found inside the Intro Stage.
Power Stream (A:MAX): Found inside the Central Gate.
Blaster Unit R (A/E/D:+2): Found inside the Sub-Ruins.
Buster Unit Omega (A/R:+3): Found inside the Main Gate.
Rapid Striker (D:+2): Found inside the Sub-Ruins.
Omni-Unit (A/E/R/D:+1): Given as the grand prize for winning the Left Course Race Game at Rank A.
Triple Access (E/R/D:+1): Found inside the Sub Ruins.
Buster Unit (A:+1/R:+2): Found inside the Sub-Ruins.
Rapid Fire (D:+1): Found inside the Sub-Ruins.
Buster Max (A/E/R/D:MAX): This Buster Part is included right from the start when playing on Easy Mode.

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4. Special Weapons:
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There are 12 Special Weapons in this game and are made from one, two, or three different parts. Special Weapons are assembled and equipped by Roll inside the Spotter Car or Flutter. You are only allowed to have one Special Weapon equipped at a time and you can only switch Special Weapons whenever you talk to Roll. It is also important to remember that MegaMan cannot move

his feet while using a Special Weapon (though he can aim it most of the time). Each weapon has five ratings:
Attack (A): How powerful the shots are.
Energy (E): How much ammo your weapon has.
Range (R): How far the shots can go.
Rapid (D): How fast the shots can fire.
Special (S): Varies with each Special Weapon.

Each Special Weapon rating is on a scale from 0-11, and some Special Weapons allow you to upgrade to infinite Energy, and is represented by a 12 rating. Here is a list of all the Special Weapons, the parts needed, what they do, how much it costs to upgrade each rating and how much it is upgraded (most Special Weapons will not allow you to upgrade ALL ratings, however).

NORMAL ARM:

Parts: None

Ammo (based on Energy rating): INFINITE

Special Rating: None

Use: You can kick things. That's basically about it.

Ratings:

A: 2

E: 12

R: 0

D: 4

S: 2

MACHINE BUSTER:

Part: Blumebear Parts

Ammo (based on Energy rating): 128-->192-->288-->400

Special Rating: Fire spread

Use: Fires a stream of laser-like bullets, just like a machine gun! It's pretty weak but has good range and of course, very rapid fire.

Ratings and Upgrade Costs:

A: 2-->4(3400z)-->6(10,000z)

E: 5-->7(3000z)-->9(8000z)-->11(12,000z)

R: 3-->4(2600z)

D: 5-->7(5000z)-->9(10,000z)

S: 4-->6(1200z)-->8(2000z)

DRILL ARM:

Part: Blunted Drill

Ammo (based on Energy rating): 1800-->3600-->INFINITE

Special Rating: None

Use: Can destroy ANY dirt block or dirt wall inside the Sub-Ruins. Can also be used to knock away the Gorubesus' shields.

Ratings and Upgrade Costs:

A: 4-->6(3000z)-->8(8000z)

E: 3-->6(5000z)-->12(12,000z)

R: 0

D: 4

S: 2

SPREAD BUSTER:

Parts: Ancient Book, Old Launcher, Arm Supporter

Ammo (based on Energy rating): 16-->24-->36

Special Rating: Rate of fire (actually how many Grenades are shot at one time)

Use: This will shoot three Grenades at once, but the Special rating can be increased so that you can shoot five or even seven Grenades at once.

Ratings and Upgrade Costs:

A: 8-->10(45,000z)-->11(89,000z)
E: 2-->3(18,000z)-->4(30,000z)
R: 1-->2(12,000z)
D: 2
S: 4-->8(20,000z)-->11(35,000z)

ACTIVE BUSTER:

Part: Guidance Unit

Ammo (based on Energy rating): 32-->56-->96-->INFINITE

Special Rating: Homing capacity

Use: Fires homing missiles that look for their target. This is most useful for the Drache Battle.

Ratings and Upgrade Costs:

A: 4-->5(30,000z)-->7(85,000z)-->9(200,000z)
E: 3-->5(5000z)-->7(35,000z)-->12(990,000z)
R: 3-->4(20,000z)-->7(60,000z)-->11(100,000z)
D: 5-->7(8000z)-->9(28,000z)-->11(84,000z)
S: 4-->6(5000z)-->8(30,000z)-->11(60,000z)

GRAND GRENADE:

Part: Bomb Schematic

Ammo (based on Energy rating): 8-->16-->32

Special Rating: None

Use: Much more powerful than the Grenade Arm, these Grenades won't bounce, make much bigger explosions, and can destroy dirt blocks inside the Sub-Ruins. These WILL NOT work on dirt walls, however.

Ratings and Upgrade Costs:

A: 5-->11(100,000z)
E: 1-->2(50,000z)-->4(150,000z)
R: 2-->3(14,000z)-->4(30,000z)
D: 2
S: 2

SHIELD ARM:

Parts: Mystic Orb, Marlwolf Shell

Ammo (based on Energy rating): 300-->450-->600-->1200

Special Rating: Size of shield

Use: This will make a shield in front of you, but you cannot move or fire you Buster while this is active (you can aim the Shield, however)

Ratings and Upgrade Costs:

A: 0
E: 2-->3(12,000z)-->4(24,000z)-->6(36,000z)
R: 0
D: 4
S: 4-->8(20,000z)

POWERED BUSTER:

Part: Cannon Kit

Ammo (based on Energy rating): 16-->32

Special Rating: None

Use: Similar in use to the Active Buster, but instead fires a big fiery sphere and only one can be on-screen at a time.

Ratings and Upgrade Costs:

A: 4-->6(3500z)-->8(11,000z)
E: 2-->4(5000z)
R: 4-->6(1600z)-->8(3200z)-->11(6400z)
D: 2
S: 2

GRENADE ARM:

Part: Grenade Arm

Ammo (based on Energy rating): 24-->32-->40-->48

Special Rating: None

Use: Can throw Grenades one at a time, and can bounce off walls.

Ratings and Upgrade Costs:

A: 4-->7(6500z)

E: 4-->5(1200z)-->6(4000z)-->7(8000z)

R: 4-->5(1400z)-->6(5000z)

D: 5-->6(2000z)-->7(3000z)

S: 2

VACUUM ARM:

Parts: Broken Motor, Broken Cleaner, Broken Propeller

Ammo (based on Energy rating): 1800-->INFINITE

Special Rating: Suction speed

Use: Can be used to retrieve nearby zenny or Energy Cubes; works just like a vacuum cleaner!

Ratings and Upgrade Costs:

A: 0

E: 4-->12(1000z)

R: 3-->5(500z)-->8(1000z)

D: 4

S: 4-->6(500z)-->8(2500z)-->11(5000z)

BLADE ARM:

Parts: Zetsabre, Pen Light

Ammo (based on Energy rating): 32-->64-->128

Special Rating: None

Use: Allows you to use a Z-Sabre style sword. You'll be just like Zero from the MegaMan X Series! But why didn't they make it green instead of orange?

Increase the Range rating and you can send out a beam of energy as well.

Ratings and Upgrade Costs:

A: 5-->7(4000z)-->9(8000z)

E: 3-->4(1000z)-->5(2000z)

R: 0-->1(3000z)-->2(8000z)-->3(12,000z)

D: 2

S: 2

SPLASH MINE:

Part: Mine Parts Kit

Ammo (based on Energy rating): 24-->32-->48

Special Rating: None

Use: The very first Special Weapon you get; these allow you to place small land mines on the ground, and will explode if an enemy (or YOU, for that matter) step on them. Only Special Weapon that can hurt MegaMan himself.

Ratings and Upgrade Costs:

A: 3-->6(3000z)

E: 2-->3(800z)-->4(1600z)

R: 0

D: 4

S: 2

SHINING LASER:

Parts: Weapons Plans, X-Buster, Prism Crystal

Ammo (based on Energy rating): 600-->1000-->1800-->INFINITE

Special Rating: None

Use: Fires a large laser that can cut through multiple targets and is by far the most powerful weapon in the game. You can turn and aim the Shining Laser, but you cannot move while using this weapon. This will destroy most minor enemies in one shot and defeat Bosses (especially the Final Boss) in

just a few seconds.

Ratings and Upgrade Costs:

A: 4-->6(50,000z)-->8(100,000z)-->11(250,000z)

E: 2-->4(50,000z)-->6(100,000z)-->12(200,000z)

R: 3-->4(25,000z)-->60,000z

D: 4

S: 2

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5. Normal Items:

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REPAIR PARTS (bought at Junk Store):

(after receiving the Citizen's Card):

Shield Repair (1000z): Repairs destroyed Life Shield.

(after getting the Yellow Refractor):

Hyper Cartridge (3000z): Refills equipped Special Weapon.

Chameleon Net (5000z): Camouflages MegaMan from enemies temporarily.

(after opening the Main Gate):

Defense Shield (10,000z): Makes MegaMan temporarily invincible.

SUB-QUEST MATERIALS:

Bag: Used in the "Lost Money Bag" Sub-Quest.

Beetle: Used in the "Build Jim's Clubhouse" Sub-Quest.

Comic Book: Used in the "Build Jim's Clubhouse" Sub-Quest.

Lipstick: Used in the "Open the Museum" Sub-Quest.

Pick: Used in the "Build Jim's Clubhouse" Sub-Quest.

Saw: Used in the "Build Jim's Clubhouse" Sub-Quest.

Stag Beetle: Used in the "Build Jim's Clubhouse" Sub-Quest.

Trunk: Used in the "Bank Robber" and "Stripe Burger Restaurant" Sub-Quests.

SPECIAL WEAPONS PARTS:

Blumbear Parts: Needed to make the Machine Buster. Found inside a Downtown Garbage Can after defeating Bon Bonne.

Blunted Drill: Needed to make the Drill Arm. Found inside the Main Gate.

Ancient Book: One of three parts needed to make the Spread Buster. Found inside the Sub-Ruins.

Old Launcher: One of three parts needed to make the Spread Buster. Found inside the Sub-Ruins.

Arm Supporter: One of three parts needed to make the Spread Buster. Given as a reward for finding a man's lost Bag of money.

Guidance Unit: Needed to make the Active Buster. Found inside the Clozer Woods Ruins.

Bomb Schematic: Needed to make the Grand Grenade. Found inside Barrell's Room in a large gold treasure chest.

Mystic Orb: One of two parts needed to make the Shield Arm. Given as the grand prize for winning the Balloon Fantasy Game at Rank A.

Marlwolf Shell: One of two parts needed to make the Shield Arm. Given by Jim as a reward for helping get his new clubhouse built.

Cannon Kit: Needed to make the Powered Buster. Found inside the Sub-Ruins.

Grenade Kit: Needed to make the Grenade Arm. Found inside the Cardon Forest Ruins.

Broken Motor: One of three parts needed to make the Vacuum Arm. Found inside a Downtown Garbage Can.

Broken Cleaner: One of three parts needed to make the Vacuum Arm. Found inside a Shopping Arcade Garbage Can.

Broken Propeller: One of three parts needed to make the Vacuum Arm. Found inside an Uptown Garbage Can.

Zetsabre: One of two parts needed to make the Blade Arm. Given as the grand

prize for winning the Beast Hunter Game at Rank A.

Pen Light: One of two parts needed to make the Blade Arm. Found inside the Sub-Ruins.

Mine Parts Kit: Needed to make the Splash Mine. Given as a reward for rescuing the Junk Store Owner.

Weapons Plans: One of three parts needed to make the Shining Laser. Found inside the Sub-Ruins.

Prism Crystal: One of three parts needed to make the Shining Laser. Given as a reward for returning all eight Museum Artifacts to the Museum.

X-Buster: One of three parts needed to make the Shining Laser. Given by Jim in his clubhouse in exchange for the Comic Book.

MUSEUM ARTIFACTS:

Old Bone: Will be displayed in the museum as an "Ancient Digging Tool". Found inside the Cardon Forest Ruins.

Old Heater: Will be displayed in the museum as a "Fire Pot". Given by Jim in his clubhouse in exchange for the Beetle.

Old Doll: Will be displayed in the museum as a "Human Doll". Found inside the Cardon Forest Ruins.

Antique Bell: Will be displayed in the museum as a "Kattelox Bell". Found inside the Clozer Woods Ruins.

Giant Horn: Will be displayed in the museum as a "Giant Horn". Given as the grand prize for winning the Technical Course Race Game at Rank A.

Shiny Object: Will be displayed in the museum as a "Crystal Fossil", a Grade Three National Treasure. Found inside the Sub-Ruins.

Old Shield: Will be displayed in the museum as an "Antique Shield", a Grade Two National Treasure. Found inside the Sub-Ruins.

Shiny Red Object: Will be displayed in the museum as a "Reaverbot Eye", a Grade One National Treasure. Found inside the Main Gate.

ROLL'S PRESENTS:

Ring: Found inside the Lake Jynn Ruins.

Flower: Found in Clozer Woods near Sub-Ruin Portal 3 (it's right in front of a grassy field).

Music Box: Given as the grand prize for winning the Straight Course Race Game at Rank A. You can actually hear the Music Box playing inside Roll's Room after you give it to her.

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6. Special Items:

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There are 19 different kinds of Special Items in MegaMan Legends.

LIFE GAUGE:

Can be bought at the Junk Store and adds 1 point to your Life Gauge capacity:

6: 500z

7: 1000z

8: 3000z

9: 5000z

10: 10,000z

ENERGY CANTEEN:

Can be bought at the Junk Store for 650z and includes 3 extra units of Energy. Refills cost 500z. This allows you to refill your Life Gauge at any time. Extra units can also be purchased at the Junk Store (and include a free refill of the Canteen):

4: 400z

5: 800z
6: 1200z
7: 1800z
8: 2400z
9: 3000z
10: 4000z
11: 5000z
12: 6000z
13: 7500z
14: 10,000z
15: 12,500z
16: 15,000z
17: 17,500z
18-99: 20,000z each

HELMET:

Made from the Safety Helmet found inside a Plasma Box next to the Junk Store at Yass Plains. This will help you avoid getting knocked down by enemy attacks.

JET SKATES:

Made from the Rollerboard (found inside the Lake Jynn Ruins) and Old Hoverjets (found inside the Sub-Ruins), these will allow you skate really fast, making travel quicker and easier. Just be careful not to get run over by cars in town...

JACKETS:

There are three kinds of Jackets you can buy at the Junk Store (after getting the Class B License), and these serve as additional armor which will improve your defense. You must purchase all three one at a time.

Flak Jacket (reduces damage by 25%): 9500z

Kevlar Jacket (reduces damage by 50%): 36,000z

Kevlar Jacket Omega (reduces damage by 75%): 120,000z

JUMP SPRINGS:

Made from the Spring Set found in the Cardon Forest Ruins, these allow you to jump much higher than before and allow you easy access to high ledges.

ADAPTER PLUG:

Made from the Joint Plug found in the Lake Jynn Ruins, this will allow you to equip three Buster Parts at a time instead of just two.

BLUE REFRACTOR:

Found in the Intro Stage as soon as you start up the game. Not really used for anything, though.

YELLOW REFRACTOR:

Found in the Cardon Forest Ruins, this will allow you to fix the boat needed to get to the Lake Jynn Ruins.

RED REFRACTOR:

Found in the Lake Jynn Ruins, this will allow you to fix the Flutter and will allow you access to the Clozer Woods Ruins.

CITIZEN'S CARD:

Received from a local police officer after you rescue the Junk Store Owner, this allows you access to the Downtown and City Hall parts of the island.

CLASS B LICENSE:

Received from Mayor Amelia after defeating Bon Bonne, this will allow you

access to the Yass Plains and its Sub-Ruins.

CLASS A LICENSE:

Received from Mayor Amelia after defeating the Marlwolf, this will allow you access to anywhere on Kattelox Island.

WALKIE TALKIE:

Right after receiving the Class A License, Roll will have finally fixed the Spotter's Car and give will give you a Walkie-Talkie when you first visit. This will allow you to call Roll from any area above ground on Kattelox Island, except for the Yass Plains. Roll can then take you to any of these places, provided you've previously visited that place at least once:

BONNE FAMILY KEY:

Received after defeating the Blumbears and available for use after defeating the Feldinaut, this gives you access to the City Hall part of the island.

YELLOW STARTER KEYS (x3):

Collect all three in the Cardon Forest Ruins and you can get the Yellow Refractor.

RED STARTER KEYS (x3):

Collect all three in the Lake Jynn Ruins and you can get the Red Refractor.

UNIT ID CARDS (x3):

Collect all three in the Clozer Woods Ruins and you can open the Main Gate.

WATCHER, SLEEPER, DREAMER KEYS:

Collect all three in the Sub-Cities and you can open the Central Gate.

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7. Enemies:

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Here is a list of all the enemies in this game, NOT counting Bosses.

Arukoitan: These are gray walking Reaverbots that walk around on the order of their local Orudakoitan. They usually come in groups of three or four.

Orudakoitan: These are like the Arukoitans, but they just sit there and direct the Arukoitans nearby. Destroy this and the Arukoitans it controlled won't be able to move anymore.

Green Zakobon: Very first enemy you find in this game, these are slow moving walking cylinder-like Reaverbots. They can sometimes hide in the walls, behind corners, or on a ledge, and will attack when approached. They usually come in groups. They can shoot bombs from their bottoms.

Red Zakobon: Same as the Green Zakobon, except they shoot fireballs instead of bombs. Also take a lot more hits to defeat.

Shekuten: These come in groups and look like small spiked copper cans with a red eye. When approached, they will "wake up" and try to walk toward you, ready to explode. They can only be destroyed when they're "awake".

Mirumijee: These are small, weak snake-like Reaverbots. They also come in groups.

Fake Treasure Box: They look just like real Treasure Boxes, but will spit out bombs upon opening it. After opening it, destroy it to win some zenny.

Green Sharukurusu: These come in groups of three or four and will run at you quickly and try to catch you in their crab-like claws and hurt you repeatedly. Staying on higher ledges will help you avoid them, but they can occasionally reach the higher ledges.

Red Sharukurusu: Same as the Green Sharukurusus, but they are much bigger and tougher to defeat. These are found only in the Sub-Cities.

Invisible Sharukurusu: Same as the Green Sharukurusus, but are invisible until they get you! You can sometimes see them or their shadow, however.

GuruGuru: These often come in groups and look like flying saucer shaped walking crabs. They cannot be hurt until you shoot them enough (or kick them) to make them flip on their back. Try to also kick one GuruGuru at another one to wound them both.

Jakko's Nest: These are weird box-like Reaverbots that will spit out Jakkos when approached or fired upon. They will yield a ton of zenny if defeated (along with the Jakkos that are defeated)

Jakkos: These are mosquito-like Reaverbots that come from the Jakko's Nest.

Gorubeshu: These are shielded warrior-like Reaverbots that often come in pairs. Circle and shoot at them or shoot when they let their guard down (and before they can shoot you with their fireballs) or just save yourself all this trouble and use the Drill Arm to knock their shields away.

Firushudot: These are alligator-like Reaverbots that swim around walls of water inside a part of the Lake Jynn Ruins. Soon they will jump out and can either whap you with their tails

Miroc: This tiny Reaverbot will wheel around silently and try to run into you for repeated damage. These are quite easy to defeat however, and will often yield 500z per kill.

Foo-Roo: Similar to the Shekutens except these fly instead of walk. They too will try to explode after getting close to you.

Cannam: These are huge spider-like Reaverbots that are very tough to defeat but yield considerable zenny if you do so.

Red Karubun: These are huge tank-like Reaverbots that can shoot bombs out of its mouth and fire its machine gun-like arms at you as well. Also takes several hits to defeat but yield a ton of zenny if you defeat it.

Gray Karubun: Same as the red ones, but they take even more hits to defeat.

Leopordo: These Servbot driven tanks can fire their machine guns at you or fire its main turret to shoot cannon balls.

Gun Batteries: These guns can fire bombs at you, and are much weaker than the Leopordos.

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8. Intro Stage: Blue Refractor:
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Walkthrough

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This level serves as the tutorial level for this game. If this is your first time playing this game, listen carefully to Roll's directions so that you can get used to the controls. First, go south and take out the three Green Zakobon Reaverbots. Go west until you come across two paths; one north and one south. First go south and destroy the trio of Green Zakobon Reaverbots for more zenny. Proceed west and ignore Roll's warnings about going the wrong way. Now go north until you see a button on the floor. Press it and you'll be locked inside with several Mirumijee Reaverbots. Destroy these for even more zenny.

Now, go back south and then east until you see your first door. Enter and take out the Green Zakobon Reaverbots inside. Continue onward until you come upon a ledge. Jump to grab it and pull yourself up. Go east and you'll find an eastern room with a Blue Cube Box. Blast it and collect more zenny. Leave and go north, then west and you'll find a doorway blocked by a force field. Ignore it for now and continue west until Roll warns you to look up. You'll find a Cannam Reaverbot that'll drop from the ceiling. Zap

it and go to the western room with a force field flanked by two switches. Blast the left switch to lift the force field in the room and the right switch to lift the force field blocking the door you just passed earlier. Go to the small room behind where the switches were and you'll find your first Treasure Boxes. The left one has 560z and the right one has the Power Raiser. Equip the Power Raiser and proceed to now unobstructed northern door to meet the Boss.

Reaverbot Boss

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HANMURUDOLL:

This Reaverbot is just like the boss of Mission 3-1 from The Misadventures of Tron Bonne, and has the same basic attack.

ATTACK:

1. This boss will approach you and if it can get close enough, it will try to smash you with its hammer-like arms. Because this attack is so slow, it should not be hard to avoid at all.

HOW TO DEFEAT HANMURUDOLL:

Just circle and fire at it with your Mega Buster while avoiding its hammer attack. Not very hard at all.

Item Review

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These are all the Items in this part of the game. Did you find them all?

BUSTER PART:

1. Power Raiser

ZENNY TREASURE BOX:

1. 560z

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9. Citizen's Card:

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Walkthrough

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After crash landing at Cardon Forest, walk towards the "To Town" sign until the Inspector shows up. Talk with Barrell first and then make your way north to the Shopping Arcade. Once inside, check the southwest Garbage Can for 50z, the northeast Garbage Can for 20z, the northeast Plasma Box for 100z, and the southeast Plasma Box for the Broken Cleaner. Go inside the Junk Store and talk with the woman inside. She'll say that her husband, the Junk Store Owner, went inside the Sub-Ruins Portal 1 (which you recently passed with a man standing in front of the door, right?) and hasn't come back yet. Leave the Shopping Arcade from the south and enter the Sub-Ruins Portal 1.

Once inside the Sub-Ruins, take the eastern hallway (ignore the door; you won't get very far there without the Jump Springs) and go north where you'll find a couple of Green Zakobons on the ledge to your left. Zap them and check the Hole in front of you for 2600z. Continue onward and take out several more Green Zakobons plus several Mirumijeets. Zap them all and then

talk to the Junk Store Owner trapped on the ledge (you must get all the "snake things" or else the Owner won't leave). After he leaves, go through the east door where you'll find several Shekutens. Either fight or run from them and you'll need to proceed north and defeat two more Green Zakobons. You now be in a room with a pair each of Orudakoitans and Arukoitans. You'll find a Treasure Box in the southwest part of this room with the Rapid Fire inside. Now leave and return to the surface (go to the green square on your map).

Now go back to the Junk Store and you'll find both the Junk Store Owner and his wife reunited. As a reward, they will give you a Mine Parts Kit as well as the old Spotter's Car that you found just outside of the Shopping Arcade.

Go back to that Spotter's Car and talk with Roll. She'll take you inside and make your first Special Weapon, the Splash Mine. After leaving the Spotter's Car, an Officer will arrive with your Citizen's Card. You will now be able to enter the Downtown and City Hall parts of the city.

Item Review

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These are all the Items in this part of the game. Did you find them all?

SPECIAL WEAPONS PART:

1. Mine Parts Kit

BUSTER PART:

1. Rapid Fire

ZENNY CAN:

1. 50z
2. 20z

ZENNY BOX:

1. 100z

ZENNY HOLE:

1. 2600z

===== 10. Class B and Class A Licenses: =====

Walkthrough

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With the Citizen's Card in hand, go back to the Shopping Arcade and you'll find a group of three boys standing in front of the north door. Sneak up on them by walking towards them slowly and they'll go away. Enter and you'll run into Tron giving a mother-to-children talk with three of her Servbots. After she arrogantly leaves, check out the Downtown area and you'll notice several Garbage Cans. Check the eastern Garbage Can for the Broken Motor and the southeast one for 10z. Now go through the north door to enter the City Hall area.

After entering the City Hall area, talk with one of the two Officers guarding City Hall and he'll escort you to Barrell and the Mayor of Kattelox, Amelia. After some small talk, leave City Hall and you'll see Tron being chased by an angry dog (how does she run in those heels?). Go back to the Downtown area and you'll find Tron stuck on a pole. First talk

with Tron and then talk with the dog (Paprika) and the dog will leave Tron alone. Tron then leaves in a hurry. Now, go back through the Shopping Arcade and to Roll waiting outside the Spotter's Car. Talk with her and soon a fleet of Draches will appear in the sky and start attacking the city!

You've got to go save Gramps!

Enter the Shopping Arcade and follow Roll who's running towards Downtown. You'll also find Data who will give you a Shield Repair if you talk with him about the Junk Store (provided you didn't buy one already). Enter the door and after the cutscene, you'll fight the first of four bosses.

Bonne Boss

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BLUMEBEARS AND DRACHES (Servbots):

You will find three Blumbears and a pair of Draches driven and flown by Servbots who insist that they're not gonna let you through and there's no way you're going to get the Bonne Family Key!

ATTACKS:

1. The Blumbears have two main attacks; shooting at you with their machine gun arms, and throwing bombs out of the top hatch. Both can be easily avoided, but the machine guns are much more difficult to avoid if you get too close.
2. The Draches can also shoot at you with their machine guns, but they rarely do so.
3. At first, the Blumbears will just stand their ground in front of the door. But after shooting at them several times, they panic because you're too strong! So they have to split up, and you'll discover one of them has the Key. They can pass the Key back and forth between them, so you'll have to keep an eye on which one has it. The Red Blumbear always has the Key first, but immediately passes it to the Blue Blumbear before they split up.
4. Each Blumbear is color coded based on its specialty. The Red Blumbear has the strongest firepower, the Blue Blumbear is the fastest, and the Yellow Blumbear has the most endurance (hence the slightly bigger Life Gauge).

HOW TO DEFEAT THE BLUMEBEARS AND DRACHES:

1. The Draches are easy enough to shoot down by locking on and blasting away. Just be careful not to get fired upon by a stray Blumbear.
2. There are two schools of thought for dealing with the Blumbears. You can defeat the one that has the Key, and take the Key to immediately defeat this Boss, or you can leave the Key and defeat all the other Blumbears and the Draches to get much more zenny.
3. If you need extra energy, you can either go to a Soda Machine and refill your Life Gauge for 100z, or blast one of the Servbots that pop out of a defeated Blumbear or Drache. After he turns red and smoking, kick him and an Energy Cube will pop out, and you can do this up to three times per Servbot (when he's no longer smoking, you got all his Energy Cubes).

Bonne Boss

=====

FELDINAUT (Tron):

After defeating the Blumbears, Tron drops in with her huge spider-like Feldinaut, and is ready to teach you not to mess with her, or her kids!

ATTACKS:

1. Like the Blumbears, the Feldinaut also has a machine gun on its bottom. It can either fire straight at you (move aside to avoid it), or the

Feldinaut can spin and fire the machine gun or bombs. This can be avoided best by timing your jumps carefully to avoid the spinning barrage of bullets or bombs.

2. The Feldinaut can also bring its front arms together and activate the flamethrower. Since it always goes straight toward you, just move aside and you'll be fine.

3. Bombs can also be fired from the Feldinaut's top gun.

4. The Feldinaut can also charge at you! Be sure you're out of the way when it does!

5. Be sure you defeat the Feldinaut as quickly as you can, because its weapons can destroy buildings, and you'll have to pay for any that get damaged or destroyed!

HOW TO DEFEAT FELDINAUT:

The best way to defeat the Feldinaut is to circle it and fire away while avoiding its attacks. If you want to try to avoid having buildings destroyed or damaged, try to get Tron to aim her attacks towards the outer city wall, since it's indestructible. Again, if you need extra Energy, grab a soda out of a Vending Machine.

Walkthrough (continued)

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Once the Feldinaut is defeated, you will finally be able to go through the northern door to City Hall. Data is there as well, so be sure to not only save and recharge, but ask him "What should I do now?" and tell him you don't have a Range Booster Alpha. If you haven't already bought it from the Junk Store, Data will give you one for free! Be sure you tell Data that he was a good boy, or he'll take the Range Booster Alpha away from you! Now equip the Range Booster Alpha and go through the northern door to take on the next two Bonne Bosses.

Bonne Boss

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HORUNISSES AND MAIBERU HAAGENS (Servbots):

Now the Servbots are flying three flying Horunisses that are dropping Red and Yellow Maiberu Haagens that will try to destroy as many buildings as they can, especially the Police Station, Bank, and City Hall! You must defeat all of them before they too much damage, since the more damage they do, the bigger the bill you'll have to foot later!

ATTACKS:

1. The three Horunisses are also color-coded Red, Yellow, and Blue like the Blumbears, but they're basically one in the same in this case. They themselves won't attack, but they are the ones that drop the Horunisses and will continue to do so until all three Horunisses are taken out.

2. The Maiberu Haagens come in two flavors. The Red ones go after City Hall, while the Yellow ones go after the nearest building. If you let them punish a building for too long, it will take more and more damage. The Bank, Police Station, and City Hall can't really be destroyed, but the more they're damaged, the more you'll have to pay for repairs later.

HOW TO DEFEAT THE HORUNISSES AND MAIBERU HAAGENS:

Try to ignore the reporter because all she'll do is cause you to panic. Again, the City Hall can't be destroyed completely, so don't worry about that. As a reminder, be sure your Range Booster Alpha is equipped or else you'll have a hard time reaching the Horunisses. Concentrate on the Horunisses as much as you can since the Maiberu Haagens will keep coming until all three are gone. If you see a Maiberu Haagen damaging City Hall or

other building, take it out if you want, but do it quickly. It's virtually impossible to escape this battle without getting SOME buildings damaged unless you're playing on Easy Mode, but try to finish this battle quickly and keep the damage done to a minimum.

Bonne Boss

=====

BON BONNE:

After defeating the Horunisses and Maiberu Haagens, go to the front door of City Hall, but before you can enter, Bon Bonne will come to try to stop you!

ATTACKS:

1. Bon Bonne hovers above the ground and one of his attacks is to fire six heat seeking missiles at you. Just keep running from them and you shouldn't get hit by them.
2. If you get too close to his face, Bon will try to smash you by clapping his hands! Just run under him quickly and you'll be fine.
3. Bon can also use a long party favor to get you! Avoid this by either running under him or move aside.

HOW TO DEFEAT BON BONNE:

Easy! All you have to do is run under him, lock on, and fire away! When he faces you again, run under him again and fire! Repeat until he's defeated. The secret is to avoid letting Bon see you.

Walkthrough (continued)

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After defeating Bon and saving City Hall (hopefully), go back inside City Hall (or what's left of it) and talk with Amelia and Barrell. Amelia will give you a Class B License and ask you to deal with the pirates over at Yass Plains! Leave City Hall and Roll will give you the good news that the Spotter Car is finally ready! Now you'll be able to do all the things mentioned in the Roll sub-section of the Game Mechanics Section of this Guide!

Now go through the northern door behind City Hall to enter Yass Plains. You'll have to take out several Servbot-driven Leopordos and Gun Batteries on your way to the Marlwolf. But before that, though, you'll notice a small red and yellow building on top of a hill. To reach it, just go to the smaller hill behind the building and you should be able to reach the larger hill and the building. Enter the building and you'll be able to buy Items from the Junk Store Owner, including the newly available Jackets that'll increase your defense. Be sure to check the Plasma Box on the right side of the Junk Shop to get the Safety Helmet! If you'd like, go back to the City Hall Area and have Roll make the Helmet out of the Safety Helmet!

Go back to Yass Plains and make your way through the Leopordos and Gun Batteries again. You'll find Data in front of a cave on your way, so be sure to recharge and save. Enter and after facing a few more Leopordos, you'll face Teisel's Marlwolf.

Bonne Boss

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MARLWOLF (Teisel):

After the Servbots have been beaten, Teisel is determined to use his ultimate digging machine, the Marlwolf, to get rid of you, his "little blue friend".

ATTACKS:

1. The Marlwolf will circle the area while delivering its attacks. Its most devastating attack is that it will use its hands to fire twin Green Energy Balls at you. They're fairly difficult to avoid, but do your very best to avoid being hit. Getting hit by one of these will DESTROY your Shield and make you much more vulnerable to damage.
2. From the Marlwolf's back door, it sometimes launch four bird-like mini-robots that will try to bomb you. A few shots from your Buster will take them out.
3. Other times when the back door is open, a Servbot will come out and throw a bomb at you (if you're on the Marlwolf's deck; just blast the Servbot as soon as you see him and you'll be fine) or the four flying bird robots might come out.
4. There are also three nearby Leopordos on the nearby ledges, including the highest one which you need to reach. Blast these for extra zenny and Energy if you need it.
5. If you can get on the Marlwolf's deck, it will sometimes try to use its hands to knock you off your perch, so try to stay away from the edges of the deck and you should avoid getting knocked off even if you do get hit.

HOW TO DEFEAT MARLWOLF:

Despite what Teisel will tell you, shooting at the Marlwolf's treads will help you. If you can shoot them enough so that they are smoking, the Marlwolf won't be able to move nearly as fast, and this will make it a lot easier to get on its deck. Now, find a low ledge right across from where you entered and make your way to the top ledge. Now you can take on the Marlwolf itself one of two ways. If your Buster has a high enough Range rating, you can shoot at the door from the ledge. Or, when the Marlwolf gets close enough, try to get on the deck and when the door opens, you can get many more shots in. It's considerably riskier than the former strategy, though. Just remember that you can only hurt the Marlwolf by shooting at its back door when its open. Once the Marlwolf is defeated, leave the area and when Roll asks you to report back to Mayor Amelia, say Yes and you'll receive the Class A License from her. You now can enter any ruin or any part of Kattelox City freely.

Item Review

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These are all the Items in this part of the game. Did you find them all?

SPECIAL ITEM PART:

1. Safety Helmet: Used to make the Helmet.

SPECIAL WEAPONS PART:

1. Broken Motor

ZENNY CAN:

1. 10z

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11. Cardon Forest Ruins: Yellow Refractor:

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Pre-Ruins Walkthrough

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With your Class A License in hand, go back to the Downtown area and pick up

the Blumbear parts in the Garbage Can closest to the northwest corner of Downtown. Go past the Shopping arcade and the Flutter through Cardon Forest. You'll soon find a cave along with a woman who runs away in fear of "a tank from out of nowhere!" Well, enter and you'll find yet another fleet of Leopordos and Gun Batteries that'll try to stop you from getting to the Cardon Forest Ruins. This time, however, Roll will be there to lend a helping hand with the new Spotter's Car. The Car can be used as a shield (since it's indestructible) and if things get too rough, you can go through the back door of the Car and retreat. Just be careful not to get in Roll's way, or she might run over you! Just take out the Servbot artillery (you must clear them out of the way or else Roll won't be able to get through) and once at the Cardon Forest Ruins, you find a wooden fence blocking your way. However, once Roll arrives, she'll ram the fence with the Car! Now you can enter the Cardon Forest Ruins.

Cardon Forest Ruins Walkthrough

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FIRST STARTER KEY:

After entering the Ruins, you'll find the Yellow Refractor right in front of you, but it's protected by a force field. After checking the control panel, you'll discover that you must find three Starter Keys to lift the force field. First, go through the southern door and you'll enter a large room. Now, after taking out the Jakko's Nest and its Jakkos (firing from a distance works best, since the Jakkos won't come out unless fired upon or if you get too close, and these enemies will net you a lot of zenny) at the southeastern part of this room, go towards the southeastern door just behind the Jakko's Nest you just took out. DON'T go inside. Instead, check just to the right of that door for a Zenny Hole worth 2300z. Now, go around the platform until you find the ramp you need to get back on the platform. Shoot down the green bridge in front of that ramp and take out the northern Jakko's Nest and its Jakkos. Jump on the platform it was on and you'll find the First Starter Key to your left.

SECOND STARTER KEY:

With the First Starter Key in hand, go back onto the platform you were on and jump on to the westernmost platform. Take out the last Jakko's Nest near the southern door. Shoot down the nearby bridge and use it to reach the southern door. Upon entering the next room, you'll find several Foo-Roos and a Conveyor Belt. You'll find the switch for the Conveyor Belt on your left (eastern wall of this room). After turning the Conveyor Belt on, check the Hole just to the right of that Switch for the Old Bone. Now, go south and before going up the ramp, check the Hole there for the Grenade Kit. Go west up the ramp and make your way to a room with raised platforms, fragile purple platforms and a Rusted Treasure Box. Since it only takes a couple of seconds to break the purple platforms after standing on them (if you fall off, go through the little Conveyor Belt door east and make your way up the ramp and back to the top part of this room), make your way quickly to the Rusted Treasure Box. Let yourself and the Rusted Treasure Box drop to the ground and follow it down the Conveyor Belt. After going through two small Conveyor Belt doors, you'll find the Compactor (along with several more Foo-Roos in that room). Let the Rusted Treasure Box get destroyed by the Compactor and you'll be able to collect the Second Starter Key! Before leaving, don't forget to check the Zenny Hole on the western wall (just to the right of the Conveyor Belt door) for 300z.

THIRD STARTER KEY:

Instead of leaving the room with the Compactor through the northern door, go up the Conveyor Belt back to the center room and up the ramp back to the room where the Rusted Treasure Box was. Make your way to the northern door

and enter. You'll be back in the huge room you were in earlier, but this time your up on a really high platform! Check the Treasure Box on your right for the Spring Set, and on your way to the northern door, check the Hole on its left for the Old Bone. Enter the northern door and you'll find a room with three switches (green, yellow, red) and a force field blocking the northeast walkway. Stepping on the switch will lift that color's force field for only a few seconds, so QUICKLY run and tap the green, yellow, and red switches (start from the southernmost switch and work your way up) and HURRY through the northeast walkway before a section of the force field reactivates. Succeed and you'll find a southern walkway with the Third Starter Key! Go through the next door and you'll be back in the northern part of the huge room.

YELLOW REFRACTOR:

With all three Starter Keys in hand, go back to the Entrance (northeast door of the huge room) and the nearby Yellow Refractor. Check the Control Panel and with all three Starter Keys, you'll secure the Yellow Refractor! Now leave the Ruins and get back inside the Spotter Car so that Roll can check your new Items. With your new Spring Set, go back inside the Cardon Forest Ruins and look to the left of the Entrance for the high left ledge you couldn't reach earlier. Use your new Spring Set to get up to the ledge and enter the door. You'll find a room with a grated floor and three Mirocs. Take them out and first check the northwest corner of the room for two Zenny Holes: 9240z in the left one and 820z in the right one. Now check the Treasure Box north of this room for the Rollerboard. Leave this room from the southern door you came in and leave the Ruins.

Item Review

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These are all the Items in this part of the game. Did you find them all?

SPECIAL ITEM PART:

1. Spring Set: Used to make the Spring Set.
2. Rollerboard: One of two parts needed to make the Jet Skates.

SPECIAL WEAPONS PARTS:

1. Blumebear Parts
2. Grenade Kit

MUSEUM ARTIFACTS:

1. Old Doll
2. Old Bone

ZENNY HOLES:

1. 2300z
2. 300z
3. 9240z
4. 820z

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12. Lake Jynn Ruins: Red Refractor:

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Pre-Ruins Walkthrough

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Okay, now make your way back Downtown and enter the west door to enter Uptown (or have Roll take you there in her Spotter Car if you've visited

already). First, check the two Garbage Cans in front of the Hospital (near the southeast corner of Uptown) for 800z inside the left one and the Broken Propeller inside the right one. Check the Garbage Can in the very northwest corner of Uptown for 30z. Now, enter Wily's Boat House and look for 30z inside the right Box in front of the fence. Now enter the Boat House itself and try to enter the door to the right of Wily. He'll tell you the boat there is not working; after he says that, enter the door anyway (don't forget to check the Garbage Can here for 10z) and talk with the Construction Man nearest the Boat and say "Call Roll". She'll come by and use your new Yellow Refractor to fix the Boat and to show Wily's gratitude for doing so, he offers to let MegaMan and Roll use it to get to the Lake Jynn Ruins. However, you won't be getting there without some resistance...

Bonne Boss

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ZUUF GELEIDOS (Servbots):

This mighty fleet will try to stop you from reaching the Lake Jynn ruins!
This is a LONG battle, but you can prevail.

ATTACKS:

1. The Yellow Zuuf Geleidos will fire missiles at you. These are mainly aimed at you.
2. The Red Yuuf Geleidos will fire torpedoes at you and are targeted toward the Boat.
3. The Draches are also back, and will fire machine guns that can hurt both you and the Boat.

HOW TO DEFEAT THE ZUUF GELEIDOS:

Unless you're playing on Easy Mode, don't even bother trying to take out the Zuuf Geleidos themselves; they're much too strong defensively. Instead, use your Buster to try to shoot down as many missiles and torpedoes as you can. You should especially concentrate on the torpedoes, since they can hurt the Boat, and if its Energy Gauge runs completely down, it's game over. Remember, if you run low on Energy, you can refill with your Energy Canteen; the Boat can't.

Bonne Boss

=====

BARCON (Tron):

After defeating the Zuuf Geleidos, Tron's new robot, the Barcon, will represent the last thing standing between you and the Lake Jynn Ruins. First of all, shoot down the Missiles that it shoots from its eyes, and when Roll asks whether you want to fight or retreat, SELECT RETREAT (I repeat, select RETREAT). That way, you'll be able to go back to Wily's Boat House where you can save and recharge with Data, and when you come back, you resume right where you left off with a fresh Energy Gauge for the Boat for your Barcon Battle. I mean, do you really want to have to go through those Zuuf Geleidos again if you die from the Barcon without saving?

ATTACKS:

1. As stated before, the Barcon will first fire missiles two at a time from its eyes, which you should shoot down with your Buster. After a few moments, the Boat will enter the river with the Barcon following you, this time shooting missiles four at a time. Continue to shoot down the missiles and ignore the explosions behind you in the water; they're harmless. Once your Boat and the Barcon reach the lake, the real fun begins.
2. The Barcon uses its arms to shoot missiles at you, one right after the other. Unfortunately, you can't avoid the missiles, so you must destroy the

arms quickly before you or your Boat get completely worked over.

3. The Barcon also uses the two cannons on its lower deck (backside) to shoot bombs at you. Again, you should destroy the cannons quickly before they can do too much damage.

4. Once all four weapons have been destroyed, Teisel will activate its final weapon where the cannons were. This will shoot a big Green Energy Ball just like the Marlwolf did. If you can shoot at the weapon quickly enough, you can stop the weapon from charging and the Energy Ball won't be fired.

HOW TO DEFEAT THE BARCON:

As Roll explains, you should take out both arms and both cannons one by one, since the Barcon is nothing more than a big frog if it can't shoot! Once all four weapons on the Barcon have been destroyed, you will have to take out the Green Energy Ball weapon to finish the Barcon off. Succeed and you'll be able to enter the Lake Jynn Ruins. Be sure to save with Data near the Ruins first before you enter.

Lake Jynn Ruins Walkthrough

FIRST STARTER KEY:

Again, you must collect three Starter Keys (this time they're red) to collect the Red Refractor at the end of this level. Enter the door in front of the entrance to face the first of several Red Sharukurusus. You'll soon come across a path going west, but be sure to first check the north and east Zenny Holes for 220z and 1240z, respectively. Now go west up the ramp to find some more Red Sharukurusus and two ways you can go; north and south. First take the southern path (to the right of where you came in) to find a Treasure Box with the Old Hoverjets (you can leave the ruins and have these and the Rollerboard made into the Jet Skates if you'd like). Now go back north and use your Jump Springs (which you did get made and equipped, right?) to reach and enter the door. Now you will find a room with two paths west and one path going east along with four GuruGurus. They have very high endurance and can take many hits to destroy, but go ahead and do so if you really want the extra zenny. First take the leftmost western path where you must take out several Foo-Roos. You'll see a Treasure Box ahead, but first look just to its east to find a Hole with the Gatling Part. Now open the Treasure Box and collect the First Starter Key.

SECOND STARTER KEY:

Now go back to the main part of this room using either of the two western paths. Now take the east path where you'll find a Hole with a Ring right in front of another GuruGuru. At the end of this path is a door; enter and you'll find a hallway that leads north to the southeast part of yet another large room. While staying on the platform, go east to find a Treasure Box with the Second Starter Key.

THIRD STARTER KEY:

Now head towards the southern platform and look to your left to find a pathway right next to the southernmost door (it leads back to the room with the GuruGurus). Take this pathway, leap onto the raised platform ahead, and then leap to the platform on the southwest corner of this room. You'll find a Treasure Box with the Third Starter Key as well as a Zenny Hole behind it with 5130z.

RED REFRACTOR:

Now check the Treasure Box on a high platform near the center of this large room to find the Joint Plug inside. Try to stay off the lower parts of this room as much as possible or else invisible Sharukurusus are much more likely to get you. There's also a few Foo-Roos that will try to harass you. Leave

through the northern door to find a very strange room with several Firushudots swimming in the "water". RUN towards the northern door (if you got the Jet Skates made earlier, then this will be much easier) before the Firushudots can leap out and attack. They're very powerful and very difficult to destroy, so don't even bother. There's also a couple of paths going west and east, but ignore those for now. Go through the northern door and you'll pass a big empty (for now) room. Go through the door north here to find the Red Refractor! Check the control panel with all three Starter Keys and you can collect it! But unlike the Yellow Refractor, you won't be able to make off with the Red Refractor so easily...

Reaverbot Boss

=====

GARUDORITEN:

After re-entering the "empty" room with the Red Refractor in hand, the weird yellow thing in the middle of the room will pop out and will change Transformers-style into the Garudoriten! You must defeat this Boss before you can leave with your Red Refractor.

ATTACKS:

1. The Garudoriten will try to slide toward you head first just like a baseball player! Leaping to one side is the best way to avoid it.
2. Sometimes, the Garudoriten will spin and leap ballerina style and will create a shockwave upon landing. Just time your jump carefully and this can be easily avoided too.

HOW TO DEFEAT THE GARUDORITEN:

This is one of those Bosses where avoiding its attacks is easy, but actually hurting the Boss can be a challenge. Its weak point is its small head, which is well protected. If you try to lock-on and fire your Buster from the ground, you'll end up hitting the small red triangle below the Garudoriten's head and won't hurt it. So it's best instead to jump and shoot at the head manually. It's a little tricky, but with practice and patience, the Garudoriten will go down and you'll pick up a very nice cash reward for doing so. Once this Boss is defeated, make your way out of the Ruins.

Item Review

=====

These are all the Items in this part of the game. Did you find them all?

SPECIAL ITEM PARTS:

1. Old Hoverjets: One of two parts needed to make the Jet Skates.
2. Joint Plug: Used to make the Adapter Plug.

SPECIAL WEAPONS PART:

1. Broken Propeller

BUSTER PART:

1. Gatling Part

ROLL'S PRESENT:

1. Ring

ZENNY BOX:

1. 30z

ZENNY CANS:

1. 800z
2. 30z

ZENNY HOLES:

1. 10z
2. 220z
3. 1240z
4. 5130z

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13. Open the Main Gate:
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Pre-Ruins Walkthrough
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With the Red Refractor in hand, talk with Roll in the Spotter's Car and she'll be able to fix the Flutter! Now you will finally be able to go inside. After leaving Roll's room, talk with Barrell who is waiting in the Living Room. After that conversation is finished, go inside Barrell's Room and check the big Gold Treasure Chest for the Bomb Schematic. Go back to Roll's room and then the R&D (Research & Development) and have her check the Bomb Schematic to make the Grand Grenade! Now have her take you to the Clozer Woods Ruins using the Flutter. Before going inside the Ruins, be sure you have the new Grand Grenade Special Weapon ready to go; you'll need it later.

Clozer Woods Ruins Walkthrough
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FIRST ID CARD:

Upon entering the first door, you find a big hole in the middle of the room. Drop down and you'll find two more doors. Go to the northeast door first and you'll find yet another Control Panel. Check it and you'll discover (thanks to MegaMan's excellent reading skills...) that you need to find three ID Cards in order to open the Main Gate. Leave and enter the south door you overlooked before. You'll now be in a much bigger room with three ways to go: north, west, and east, along with the task of avoiding or taking out the three very tough Sharukurusus. First, enter the east door (and be prepared for the Sharukurusu inside!) to find two Holes with the Tele-lens inside the left one and 450z inside the right one. Leave and you'll be back inside the bigger room where you should now go to the west door. Enter the next door and you'll find yourself near a Treasure Box with the Guidance Unit inside (if you want, you can go ahead and leave the Ruins and have Roll make the Active Buster with this). Drop down from the platform and you'll find a large room with four pillars. Watch out for the flying Mirocs and shielded Gorubeshus as well. Each of the four pillars in this room has a Hole: 1200z inside the northwest pillar's Hole, 1840z inside the southwest pillar's Hole, 920z inside the southeast pillar's Hole, and the Antique Bell inside the northeast pillar's Hole. Now that you're on the east side of this room, use the pair of pillars there to get onto the eastern platform with the First ID Card inside the Treasure Box.

SECOND ID CARD:

With the First ID Card in hand, drop back down and enter the center door (the one on top of what looks like a bull's head on the map; the door is also guarded by a Gorubeshu). Now go east and after taking out yet another Gorubeshu, open the Treasure Box and collect the Target Sensor. Now head back west and you'll find two ways you can go; north and south. Go north

and you'll find yourself in yet another large room. Go to the western part of this room and you'll find the Second ID Card inside the Treasure Box. Don't forget to go to the eastern part of this room and activate the large Generator as well (you need to do so in order to get the elevators working).

THIRD ID CARD:

Okay, leave the Generator Room and head back down south and then east to the door that will take you back to the large room with the "bull's head" in the middle of its map. Quickly take out the Gorubeshu while its back is turned to you and enter the northern door. You'll be in a room with three Cannams.

After clearing them out (they're worth a lot of zenny if you do), look for the weak spot in the ceiling (right side) and use either your Grand Grenade or Active Buster (which you did remember to bring, right?) to blast it away; your Buster won't be enough. Now climb up over the hole to find the Elevator (which you did remember to activate by turning on the big Generator, right?) that will take you to the Boss (discussed in detail a little later) guarding the way to the Third ID Card. Once the Boss is defeated, enter the northern door and you'll be inside the Generator room on a high platform, where on the east side of this room (be careful not to fall off the platform) you'll find a Treasure Box with the Third ID Card.

OPEN THE MAIN GATE:

With all three ID Cards in hand, you'll need to go back to the Control Room, and the quickest way to do so is to enter the southwest door of the Generator room and back to the "bull's head" room. Take the south door where you'll find an elevator. Use it to go up and upon entering the next door, you'll be back in the room with the Sharukurusus. Take the north door and the next north door after that and you're back in the Control Room! Use the three ID Cards to check the control panel and open the Main Gate.

Boss

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KARUMUMAS:

You will find a trio of huge wolf-like Reaverbots called Karumumas that will try to stop you from taking the last ID Card! Each one (orange, white, purple) has its own Life Gauge.

ATTACKS:

1. Most of the time, they will run around the room and try to pounce on you. Just leap aside and you'll be fine.
2. But sometimes, they'll unleash a much stronger attack by leaping backward and spitting out fire which can destroy your Shield, so when it leaps backward, be prepared to get out of the fire's way!

HOW TO DEFEAT THE KARUMUMAS:

Instead of concentrating too much on one, just run around the room avoiding their attacks and just fire away with your Buster. It'll take a little while, but if you're patient, you should get through this battle okay. Don't forget to collect extra zenny and Energy Cubes upon defeating each Karumuma. Once all three have been dispatched, enter the northern door and get the Third ID Card.

Item Review

=====

These are all the Items in this part of the game. Did you find them all?

SPECIAL WEAPONS PARTS:

1. Bomb Schematic
2. Guidance Unit

BUSTER PARTS:

1. Tele-lens
2. Target Sensor

MUSEUM ARTIFACT:

1. Antique Bell

ZENNY HOLES:

1. 450z
2. 1200z
3. 1840z
4. 920z

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14. Main Gate:
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Pre-Main Gate Walkthrough

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Now that you're back in the Flutter inside your room, leave and you'll run into Barrell and have another conversation with him. When that's done, enter Roll's room and you'll accidentally catch her dressing! Whoops! After Roll reminds you to knock before opening her door, enter and after making sure you save with Data, talk with Roll and have her equip your new Active Buster weapon (you'll need it for what's coming up next) before asking her to go back to Cardon Forest, but not before meeting the Bonnes yet again...

Bonne Boss
=====

DRACHES (Servbots):

This is the first part of a three part battle. You'll meet a fleet of five Draches who'll try to shoot the Flutter out of the sky! You must stop them!

ATTACK:

1. After a few seconds, the Draches will try to circle the Flutter and try to use their machine guns to damage it.

HOW TO DEFEAT THE DRACHES:

1. Since the Draches concentrate on damaging the Flutter rather than yourself, it is very important to take the Draches out as quickly as possible. Using the Active Buster works best. You'll need to conserve as much of the Flutter's Life Gauge as you can for the last part of this three part battle coming a little later.

Bonne Boss
=====

GESELLSCHAFT (Teisel):

You've shot down all the Draches, and now you'll discovered the Gesellschaft's weak spot; right under the ship!

ATTACKS:

1. The Flutter will fly both right underneath the belly of the ship and

beside its wings. When the Flutter is next to either side of the Gesellschaft, a trio of cannons will fire bombs that can hurt both you and the Flutter. If you are in front of the Gesellschaft, several small floating bombs will approach and try to damage both you and the Flutter. In both cases, try to shoot down as many of the bombs as you can so they don't do as much damage. You can shoot the cannons themselves if you want, but they're very tough and even if you do destroy them, they'll come back the next time you're on that side of the Gesellschaft.

2. After taking out both wings and the underbelly, the Flutter will fly in front of the Gesellschaft's nose with the Bonne Family logo. It will fire two huge Green Energy Balls that can not only destroy your Shield and hurt you; they can hurt the Flutter too.

HOW TO DEFEAT THE GESELLSCHAFT:

As Roll says, take out the first three of the Gesellschaft's weak sections one by one. You'll know you're connecting when that section starts flashing everytime you hit it. When one of the three is destroyed, it will start flashing red and the Bonnes will react to that section being disabled. When all three are disabled and you go to take on the Gesellschaft's nose, just keep firing at it as quickly as you can in order to escape with as little damage to yourself and especially the Flutter as possible. Once the nose is defeated, the Gesellschaft will finally go down, but the Bonnes aren't quite out yet...

Bonne Boss

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FALCUERUFE (Tron):

You didn't think you'd be able to take care of the Bonnes that easily, did you? Well, Tron is now ready in her magnificent Falcurerufe because she's through playing around; she'll show you! Or so she says...

ATTACKS:

1. Most of the time, the Falcurerufe will fly around the Flutter and shoot missiles three at a time, which are aimed mainly at you. These are difficult to avoid, but you should try to anyway.
2. The Falcurerufe can also fly over the Flutter's deck and shoot its machine gun at you, and this can hurt both you and the Flutter.
3. But the Falcurerufe's most devastating attack is that she will fly high overhead, and then come down and really rain machine gun bullets on the Flutter and damage it a lot!

HOW TO DEFEAT THE FALCUERUFE:

It's next to impossible to reach the Falcurerufe during its missile attacks, so it's best to try to get your shots in while it is flying overhead. Keep your Buster locked on so that you can continue firing while she flies overhead. When Tron starts to take off high in the sky, you'd better find and keep an eye on her and blast away as soon as she's close enough. You'll want to try to take the Falcurerufe out as quickly as possible because Tron can really punish the Flutter, especially on Hard Mode.

Main Gate Walkthrough

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UNLOCK THE SUB-CITIES:

Okay, now that the Bonnes have been defeated yet again, you're ready to enter the Main Gate. There's only one way you can go for now, so begin your way down this long spiraling path. You'll go down four ramps before you reach your destination, and you'll find a pair of Gorubeshus guarding the bottom of the first two ramps. At the bottom of the third ramp, look for a

Zenny Hole on the right wall and collect a whopping 10,000z! After reaching the fourth ramp and taking out another pair of Gorubeshus there, enter the door to the right and take out another pair of Gorubeshus inside. Then, open the Treasure Box and claim the Buster Unit Omega. Leave and continue down the main path and after reaching the top of the fifth ramp, you'll find another door to your right. Enter and you'll reach the room containing the OS Control Panel. Tell it to unlock the Sub-Cities and continue east and south through the now open gate.

FIND BRUNO:

Yes, the Karumumas are back, but at least you'll only have to take out one at a time. After taking out the first one, you'll notice two doors and a path going south. First, enter the western door and you'll find a Treasure Box with the Generator Part. Come back and after taking out the Karumuma again, take the south path and head west until you find and destroy a Red Zakobon and two more paths to take. First, take the path to your left (going west) and check the nearby Zenny Hole for 2170z. You'll now be on a square shaped path with another Karumuma. Destroy it and check the Hole on the north side of the square shaped path for the Shiny Red Stone. Now go east and after finding and destroying the third Karumuma, continue east and then north to find another Red Zakobon. After taking it out, check the Hole east for the Autofire Barrel and the northern path for a Treasure Box with the Blunted Drill inside. Now go back to the large room that had the first Karumuma and take the eastern door where you'll go up a short path to a ladder that will lead you to a huge warehouse. Enter the warehouse and you'll face Bruno.

Bonne Boss

=====

BRUNO:

This robot is Tron's masterpiece and it's HUGE!! You're welcome to try and stop it, but do you really stand a chance?

ATTACKS:

1. Bruno's shoulders can fire Homing Missles at you two at a time. Just avoid those by either hiding behind buildings or with great jumping skills.
2. The Green Energy Balls are back and are fired in pairs from Bruno's hands. As a reminder, one hit from one of these and your Shield is GONE.
3. If you get too close to Bruno, its feet will shoot bombs out to try to stop you.

HOW TO DEFEAT BRUNO:

As if all these attacks and the huge Life Gauge don't already tell you this, Bruno is one tough customer. The best place to use as a shield from Bruno's attacks is the black building you used to enter the Old City (and is the ONLY building that's indestructible). You can also take cover behind other buildings, but remember that they can be destroyed if they take a few too many shots from Bruno. Bruno's weak spot is its torso, so it's best to try to get BEHIND Bruno and blast away before it turns around to face you and deliver its barrage of attacks. You can also try to shoot the weapons out of commission, but you're better off concentrating on Bruno itself. This boss is certainly no joke, but with a little patience and perseverance, you can beat it.

Item Review

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These are all the Items in this part of the game. Did you find them all?

SPECIAL WEAPONS PART:

1. Blunted Drill

BUSTER PARTS:

2. Buster Unit Omega
3. Autofire Barrel
4. Generator Part

MUSEUM ARTIFACT:

1. Shiny Red Stone

ZENNY HOLES:

1. 10,000z
2. 2170z

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15. Sub-Cities and Central Gate:

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Pre-Sub City Walkthrough

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After defeating Bruno, be sure to first call the Spotter's Car so that you can save with Data, and then begin tackling the Sub-Cities. There's one each in the Old City (where you fought Bruno), Downtown, and Uptown and are the big black rectangular shaped buildings; you can't miss them. You can use the many buildings inside the Sub-Cities as cover, but remember that just like in the Old City, they too can be destroyed if they take too many hits. Be sure you're ready before entering a Sub-City since once you enter a Sub-City, you cannot leave until all the enemies inside are defeated.

Watcher Key (Old City)

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This sub-city contains two Gray Karubuns, two Red Karubuns, three Arukoitans on the ground, and three Orudakoitans on the roofs. Defeat all of them and look for the Watcher Key in the big gray building.

Sleeper Key (Downtown)

=====

This Sub-City contains two Gray Karubuns, two Red Karubuns, and three Red Sharukurusus. Defeat all of them and look for the Sleeper Key in the big red building.

Dreamer Key (Uptown)

=====

This Sub-City contains the Gai-nee Tooren, a huge semi-truck like Reaverbot that will often open the door on its backside to release either a Green Sharukurusu or a Red Zakobon. The only way you can hurt the Gai-nee Tooren is by shooting at its backside when its open (and showing red). Each of its three sections will be destroyed for every 1/3 of its Energy Meter it loses.

Defeat it as well as any stray Reaverbots and look for the Dreamer Key in the big green building.

Central Gate

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UNLOCK THE CENTRAL GATE:

Once you've collected all three Sub-City Keys, go back to the Old City and re-enter the big black rectangular building that takes you back inside the Main Gate with the OS Control Panel. You can't unlock the Central Gate from the Control Panel, so you'll have to go back to the long Main Gate hallway and down yet more ramps. There is a pair of Gorubeshus at the bottom of the fifth ramp (first ramp past the doors leading to the OS Control Panel) and the next two ramps as well. Soon, you'll come to a door leading to the three big Watcher, Sleeper, and Dreamer doors. Unlock them with your Sub-City Keys and you'll meet MegaMan Juno. He says that he is going to execute a "Carbon Reinitialization Program", which means he wants to kill everyone on Kattelox Island! You'll have to stop him!

FIND MEGAMAN JUNO:

After Teisel and Tron Bonne free you from Juno's prison, enter the north door where you'll find a Gray Karubun right in front of you. Take it out and follow the path (there's only one way to go). After finding a Treasure Box with the Power Stream, you'll face two Gold GuruGurus before entering another door. Upon entering the door, you'll find a gigantic Rainbow Refractor. Enter the next door to the left of the Rainbow Refractor to enter a maze with lots and lots of Foo-Roos. While taking those out, go west from the door, then south, west, and south. Continue along the path (there's only one way to go from here on) until you reach another door. Enter and you'll find the Boss Door with Data standing in front of it. This is it! Be sure you recharge and save with Data and enter to take on MegaMan Juno, the Final Boss in the game!!

FINAL BOSS (Part 1)

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MEGAMAN JUNO (PART 1):

This is it! The Final Boss! You are Kattelox Island's only hope for it being saved from Juno's destruction. Remember that in Part 1 of this battle, Juno will always disappear and reappear before executing his next attack. Also, he will USUALLY warn you of each of his attacks by saying the word or phrase in parentheses before each attack description.

ATTACKS (PART 1):

1. (Defend yourself.) Juno will charge at you in a diving fashion just like the Garudoriten. Just be quick on your feet and prepared and you should be able to leap and avoid this attack just fine.
- 2 (Ready?) Juno will hover in place and use his arms to fire a pair of rainbow lasers directly at you. If you're prepared, you should avoid these without any problems as well.
3. (Said AFTER attack: How 'bout that!): Juno will appear high above the center of the room and smash the ground to create a shockwave. Just use careful timing with your jumps and you'll be fine.
4. (How 'bout this?): Juno will fire his rainbow lasers in such a way in which they'll rotate around the room in random directions. This is the most difficult attack to avoid, since you can't be certain which way the lasers will go until it's too late. Just keep leaping and hope for the best.

HOW TO DEFEAT JUNO (PART 1):

The secret to winning this battle is avoiding Juno's attacks (none are too overly difficult if you know about them and are prepared) and firing upon him whenever you can, especially when he's visible and standing still. Or you can just save yourself all this trouble and just use the Shining Laser on him, and it'll defeat Juno in a matter of SECONDS.

FINAL BOSS (PART 2)

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MEGAMAN JUNO (PART 2):

In the spirit of other MegaMan games, this Final Boss battle is multi-part. After defeating Juno Part 1, his head will attach to a strange hole in the wall and then the big double doors will open revealing his huge battle body.

But don't be discouraged! If you can defeat this form of Juno, you'll win the game!!

ATTACKS (PART 2):

1. Juno's most common attack is simply to leap around the room and try to crush you. The best way to avoid getting crushed is simply to stay on the move. Also remember that this time, Juno will always be visible.
2. Don't get too close to the front of Juno, or he'll swat you away like a bothersome insect!
3. (Are you ready?): Yes, Juno's charge attack is back. It's a little slower this time, so you should have a bit more time to avoid him. Just be aware that he now has a much bigger body.
4. (AFTER unleashing attack: How 'bout this!?): Juno will raise his arm to charge up a huge red Energy Ball and after shouting his warning, the ball will slowly come after you. This attack is pathetically easy to avoid and in fact, this is the best time to attack him.
5. (Take this!): Yes, the shockwave is back, this time caused when he slams his fists into the ground. Just avoid it like before.
6. (Uaghhhh!!!): Juno's most devastating attack is added to his arsenal when his Life Gauge is down to less than 1/2. Juno will be in the center of the room and the whole room will turn red. Right after he collects energy from the ceiling, he will create a shockwave; jump quickly to avoid it. Once the room changes back to normal colors, RUN like the wind, because several rainbow lasers will come crashing down and will get you if you're not quick enough!

HOW TO DEFEAT JUNO (PART 2):

Basically the same rules apply as the first part of Juno in terms of how to defeat him. He's now a bigger target and is always visible, so you at least have that factor in your favor, plus most of his attacks are slower. Once you can avoid Juno's most vicious attack (the one where the rainbow lasers come down from the ceiling), you should be able to defeat him with skill and a little luck. Or a healthy dose of the Shining Laser. Feel free to also use the Defense Shield if you have one.

Item Review

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Just one Item, but did you find it?

BUSTER PART:

1. Power Stream

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16. Sub-Ruins:

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This is certainly not the ONLY way you can do the Sub-Ruins, but it should help you make sure you get all the Items inside. Be very careful you don't get lost, especially in Part 1. This is totally optional, but if you want to get every Item in this game, here you go.

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(You must have the Jump Springs, and it is very advisable to have a good sized and filled up Energy Canteen with you, along with at least a Flak Jacket.)

SUB-RUINS PORTAL 2:

Starting at the Sub-Ruins Portal 2 (just south of the Flutter and north of the Cardon Forest Ruins), enter and take the southern door where you find yourself in a big room with a couple of Arukoitans; simple enough to take out. There are five ways you can go in this room: northeast (where you came in), northwest (leads back to the Sub-Ruin Portal 1; where you rescued the Junk Store Owner earlier; also has a pair of Big Blue Boxes with zenny inside), southeast (leads to room where you got the Rollerboard earlier, also blocked by a Big Blue Box with zenny), south (leads to a path with a really scary HanmuruDoll Reaverbot), and southwest (where you should go next). But before heading southwest, check the three Treasure Boxes inside this room: the northwest one has a Buster Unit, the southeast one has 1180z, and the southwest one is a Fake Treasure Box (but still worth zenny if you destroy it).

Now take the southwest door (near the Fake Treasure Box) to enter a hallway with several Shekutens. Enter the next door (west) to find a big room with even more Shekutens. First, jump onto the platform in the northern part of this room and check the Treasure Box in the northeast corner for 1620z. Take the northeast path (from this platform), enter the door, and go west where you'll find a GuruGuru guarding a Hole with a Shiny Object inside. Leave and go back to the big room you were in, and check the Hole on the eastern wall (behind a pillar) for the Old Shield. Now take the southern door to find an even longer and larger room with a pair of Moving Crushers near where you entered. First check the northeast corner of the room for a Zenny Hole with 2280z. Now continue south in this large room (there's three Arukoitans and a Orudakoitan here as well) until you find a Treasure Box in the western part of this room with 2840z. Go past another pair of Moving Crushers to find two more Zenny holes with 4520z in the southwest corner and 780z. You've now collected everything you can in this part of the Sub-Ruins, so leave this large room by the northern door, then leave via the east door of the next room (where you got the Old Shield). You'll now be in the room where you found the three Treasure Boxes; take the northeast door which will lead to the exit.

Item Review:

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These are all the Items in this section of the Sub-Ruins. Did you find them all?

BUSTER PART:

1. Buster Unit

MUSEUM ARTIFACTS:

1. Shiny Object
2. Old Shield

ZENNY TREASURE BOXES:

1. 1180z
2. 2840z
3. 1620z

ZENNY HOLES:

1. 2280z

2. 4520z
3. 780z

Part 2

=====

(you must have the Grand Grenade or Drill Arm Special Weapon)

LAKE JYNN SUB-RUINS:

Enter this section of the Sub-Ruins by going to the Lake Jynn Ruins (where you got the Red Refractor) and enter the room with the Firushudots (alligator Reaverbots). Now take the western path and enter the Sub-Ruins. Go south past a couple of pillars until you find your path blocked by some dirt blocks. First take the eastern path (actually to your left) and find a Treasure Box with the Rapid Striker. Now go back to the dirt blocks and use your Grand Grenade (or Drill Arm) to break the two on your right. This will not only clear the way, but will expose a Hole with the Main Core Shard. Now you'll find four more dirt blocks against the right wall in a T shape. Break any one of them first, and then the center one to expose a Zenny Hole with 660z. After defeating a pair of Gorubeshus, you find another set of dirt blocks in a plus-shape. Break the block on your left to expose another Zenny Hole with 920z. Before entering the door ahead, check the northern path (on your left) for a Treasure Box with the Pen Light. Now enter the door and ignore the door to your right. Instead, turn north and blast the block out of the way, where you'll find another Gorubeshu. Defeat it and check the Treasure Box ahead for the Old Launcher. Now go east to find another Gorubeshu and blast the dirt block blocking the northern path. After defeating another Gorubeshu, you'll find two ways to go: north or south (or to your left and right, respectively). First, go south and after defeating yet another Gorubeshu, you find a room with three Treasure Boxes; the front one containing 5600z, the two in the back are Fake Treasure Boxes. Now leave here going north until you find another dirt block. Blast it out of the way and enter the door ahead. You'll now be back in the room with the Firushudots (alligator Reaverbots). Simply leave the Lake Jynn ruins the same way you did when you got the Red Refractor.

Item Review

=====

These are all the Items in this section of the Sub-Ruins. Did you find them all?

SPECIAL WEAPONS PARTS:

1. Pen Light
2. Old Launcher

BUSTER PARTS:

1. Rapid Striker
2. Main Core Shard

ZENNY TREASURE BOX:

1. 5600z

ZENNY HOLE:

1. 660z
2. 920z

Part 3

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(you must have the Drill Arm Special Weapon)

Enter this part of the Sub-Ruins through Portal 3 (in Clozer Woods). Leave through the southern door and you'll find yourself in a long, large room. To your right is a dirt wall, but ignore that for now. First, check the Treasure Box near the door to your left for 1780z. Now enter this door and you'll find a Fake Treasure Box and a Zenny Hole with 1510z. Now enter the northern door just ahead to find a room with several Shekutens and three Directional Fireballs. Check the Treasure Box on the western platform in this room for the Cannon Kit. Now enter the western door where you'll find another Treasure Box to your left with 1960z. Continue through the next door to find several Green Zakobons along with three Treasure Boxes. The ones in the southwest and southeast corners of this room are Fake Treasure Boxes, but the northwest one has the Triple Access. Now leave this area and go back to the long, large room with the dirt walls. Use your Drill Arm to blast through the first one, exposing a path going north (to your right) leading to a Treasure Box with the Blaster Unit R and a Hole with the Weapon Plans. Go back south and drill through the second dirt wall. Ignore the door to your right and check the northern path (again, to your right) near the next dirt wall for a Treasure Box with the Ancient Book. Now drill through this last dirt wall to find another northern path (once more, to your right) leading to a Treasure Box with the Rapid Fire Barrel. You've now gotten everything you can so go through the door just to the right of the very first dirt wall you drilled through (the easternmost one) and leave just like you entered.

Item Review

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These are all the Items in this part of the Sub-Ruins. Did you find them all?

SPECIAL WEAPON PARTS:

1. Ancient Book
2. Weapons Plans
3. Cannon Kit

BUSTER PARTS:

1. Blaster Unit R
2. Rapid Fire Barrel
3. Triple Access

ZENNY TREASURE BOXES:

1. 1780z
2. 1960z

ZENNY HOLE:

1. 1510z

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17. Sub-Quests:

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Rebuilding Kattelox Island:

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Requirement: Must have Class A License

Prize: The ability to do certain other Sub-Quests

If any buildings were damaged or destroyed during battles in Downtown or at City Hall, or if you failed to disarm the bombs in the Save Downtown From Two Bombs Sub-Quest, you can talk with Mayor Amelia and offer to make donations to rebuild the buildings. How much you must donate depends on which buildings were damaged (City Hall, Bank, Library, or Police Station costs more than average houses) and to what extent they were damaged (a totally destroyed building costs more to replace than to fix a slightly damaged building). You must rebuild the Police Station, Bank, and Library in order to participate in certain other Sub-Quests. When the Mayor says that there's no need for a donation, you'll know everything's been fixed.

Save Downtown From Two Bombs:

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Requirements: Class A License, Jump Springs, Police Station must not be damaged

Prize: Plastique and Bomb

Talk with the Inspector in his office after previously visiting him for the first time and he'll tell you that a kid with a yellow face (a Servbot) dropped three things at Downtown, and when you get there, you see a Bomb go off! So you must find the other two before they explode! Although the Bombs can be in different locations, one is always on top of a roof (hence why you need the Jump Springs) and the other is always next to a green House. When you find a Bomb, pick it up in order to disarm it. You only have about a couple of minutes, so you must hurry. Disarm both Bombs and you'll win the Plastique and Bomb, which Roll can use to make the Power Blaster L and Power Blaster R Buster Parts, respectively.

Find the Man's Lost Money Bag:

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Requirement: Finish the Save Downtown From Two Bombs Sub-Quest, plus the Library must not be damaged

Prize: Arm Supporter

After the Save Downtown From Two Bombs Sub-Quest (win or lose), talk with the Inspector and he'll tell you that there's a man in the lobby of the Police Station who needs your help. Talk to the man in green overalls and he'll tell you that he last seen his Bag at the Electronics Shop. Go there (at the Shopping Arcade) and the owner will tell you that he went to get some food. So, go to the JetLag Bakery and talk with the owner there. She'll tell you he went to look something up, which means you should go to the Library. The librarian will tell you he went to get something to drink.

Go to the nearby Vending Machine and talk with the girl in the green dress. She'll say to question anybody suspicious, so talk to the boy in the red shirt across the street from the library. Talk to him three times and he'll tell you he threw the Bag in the Garbage Can closest to him. Check the Garbage Can to get the Bag, and then go back to the Inspector's Office. Talk to the Inspector to return the Bag and the man in green overalls will give you the Arm Supporter as a reward.

Bring the Pregnant Woman to the Hospital:

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Requirement: Open the Main Gate

Prize: Sun-Light

Look for a pregnant woman in a green dress at Cardon Forest (check along the path behind the Flutter) and talk with her. Choose to take her to the

Hospital and you'll see her husband running inside the Hospital (neat camera angle, I might add). Leave the Hospital and come back and talk to the man in black overalls (her husband). He'll give you the Sun-Light as a reward for getting his wife to the Hospital in time to deliver her baby (it's a shame you don't get to see their new baby, though...).

Help Ira's Leg Get Better:

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Requirement: Fix the Flutter using the Red Refractor

Prize: Flower Pearl

Go inside the Hospital and talk with Ira who's in a wheelchair with a broken leg inside the waiting room. After a sad conversation, talk with the receptionist nurse so that you can go inside Ira's room. The nurse inside the room will tell you that they could help Ira's leg get better if they had new equipment. Well, go to City Hall and talk with the Mayor about the Hospital's equipment. She says that it'll cost 15,000z, so tell her that you can pay that. Go back to the Hospital and re-enter Ira's room. She'll run to you in joy and tell her that she can walk again! She gives you the Flower Pearl as a reward. Be sure to come back and see her again!

Join Jim's Gang and Help Build Their Clubhouse:

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Requirement: Red Refractor

Prizes: X-Buster, Old Heater, Broken Circuits

FIND THE CLUBHOUSE:

After receiving the Red Refractor, check the Yass Plains for a small building behind a hill (not the one on top of a hill), and be sure to get the 200z inside the nearby Garbage Can. Go inside where you'll find Jim and his two buddies, Osh and Bensley. Talk with Jim and he'll offer you the chance to join his gang. Say yes and Jim will tell you to go get a Pick.

REMODEL THE CLUBHOUSE:

Talk with the Construction Man near the Bank and he'll give you his Pick. Bring this back to Jim and then leave. After about ten minutes or so (you can do other Sub-Quests or explore ruins if you want to kill some time) and when the clubhouse is tan with a blue roof, go inside again and Jim will say that now they need a Saw. Talk with the same Construction Man you got the Pick from, and he'll say he threw his Saw away. The Saw is inside the Garbage Can next to the green house nearest the Library. Bring the Saw back to Jim and after ten more minutes or so, the now finished Clubhouse will look much bigger outside and much nicer inside.

BRING ITEMS TO THE GANG:

(be sure to claim your prizes from the pile of boxes after giving Jim his items)

First, look for and grab the Comic Book behind the nearby Junk Shop on top of the hill in Yass Plains. Give this to Jim and he'll give you the X-Buster. Now, go to the Cardon Forest and look for a Beetle crawling around on a small hill under a tree. Pick it up and bring it to Jim; you'll get the Old Heater in exchange. Now check the small hills at Clozer Woods and look for a Stag Beetle under a tree (nearest the Sub-Ruins there). Bring this to Jim and get the Broken Circuits in return.

KTOX TV Game Shows:

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Requirement: Class A License, Jet Skates (for the Race Game)

Prizes: Zetsabre, Mystic Orb, Music Box, Omni-Unit, Giant Horn

Talk with the receptionist at the KTOX TV Station to play Beast Hunter and Balloon Fantasy. Talk with the man in the blue suit near the black couch to play the Race Game (no, not the Pricing Game from The Price Is Right)

BEAST HUNTER GAME:

(Rules):

You must kick the balls at the dog chasing the man. You get one point for hitting the dog, but you lose one point for hitting the man. Watch out for the flashing dog that shows up twice during each round; hit it and get two points. You'll also get two points if you can hit the regular or flashing dog with the toy dog that shows up in place of the ball twice during each round.

(Strategy):

Don't be fancy with the ball; just kick it straight ahead. At rank A, you must get a two-pointer at least once or else you won't meet the Par in time.

(Ranks):

RANK D: Par--10 Prize--1000z

RANK C: Par--12 Prize--2000z

RANK B: Par--14 Prize--3000z

RANK A: Par--16 Prize--Zetsabre (first win) and 4000z+ (subsequent wins)

BALLOON FANTASY GAME:

(Rules):

You're now in a room with several red balloons and one, two, three, or four blue balloons (for Ranks D, C, B, and A respectively). You must shoot down all the red balloons within the Time Limit. Avoid shooting the blue balloons, or you'll lose one second.

(Strategy):

It's best to have your Buster set up for high Range and high Rapid ratings, and try to shoot the red balloons while they haven't spread apart too much. You can either just shoot very quickly at the balloons and hope you don't hit too many blue ones, or you can take your time and avoid the blue balloons as best you can. Whichever strategy you use is up to you.

(Ranks):

RANK D: Time Limit--22 seconds Prize--1000z

RANK C: Time Limit--18 seconds Prize--2000z

RANK B: Time Limit--16 seconds Prize--3000z

RANK A: Time Limit--12 seconds Prize--Mystic Orb (first win) and 4000z+ (subsequent wins)

RACE GAME:

(Rules):

In this game, you must use your Jet Skates (otherwise, you won't be able to finish the courses in time) to race through EVERY pair of red cones in order (if you try to go around a pair or go in the wrong order, you'll be disqualified) within the Time Limit. You'll know which pair of red cones you should go through next because they'll be flashing. Hit a yellow cone and you'll stop the clock for one second. You must do this at some of the higher ranks and tougher courses or else you won't be able to finish them in time.

(Strategy):

Basically, practice makes perfect (especially on the super tough Technical Course). Also, remember that you can speed up (up on the D-pad) or slow down (down on the D-pad) your Jet Skates when necessary, but DON'T let your Jet Skates get turned off.

(Ranks):

STRAIGHT COURSE:

RANK D: Time Limit--12 seconds Prize--1000z
RANK C: Time Limit--10 seconds Prize--1100z
RANK B: Time Limit--8 seconds Prize--1200z
RANK A: Time Limit--7 seconds Prize--Music Box (first win) and 1300z+
(subsequent wins)

LEFT CURVE COURSE:

RANK D: Time Limit--15 seconds Prize--2000z
RANK C: Time Limit--12 seconds Prize--2100z
RANK B: Time Limit--9 seconds Prize--2200z
RANK A: Time Limit--8 seconds Prize--Omni-Unit (first win) and 2300z+
(subsequent wins)

TECHNICAL COURSE

RANK D: Time Limit--25 seconds Prize--3000z
RANK C: Time Limit--20 seconds Prize--3100z
RANK B: Time Limit--18 seconds Prize--3200z
RANK A: Time Limit--16 seconds Prize--Giant Horn (first win) and 3300z+
(subsequent wins)

Open the Museum and Bring Artifacts:

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Requirement: Class A License
Prize: Prism Crystal

OPENING THE MUSEUM:

Okay, go to Uptown and look for the painter near Wily's Boat House painting the Hospital. Talk with her and she'll ask you what you think she should add to her painting. Tell her that she should add some red and she'll say that she's all out of red. So go back to the Shopping Arcade and enter the HipBone Store. Talk with the owner who will give you her Lipstick. Give the Lipstick to the painter at Uptown and she can finish her painting! She soon runs off...

BRINGING MUSEUM ARTIFACTS:

Now enter the Museum (between the Hospital and KTOX TV Station) and go upstairs to find the painter, who is actually the Museum Curator. Talk with her and she'll ask you to bring her valuables from the ruins and elsewhere. When you have a Museum Artifact in your possession, talk with the Curator and give her permission to put the Artifact on display (if you refuse, she'll call you a selfish little brat!). Collect and bring all eight Museum Artifacts listed below (check the walkthroughs to find out where they are), and then talk with a girl in a green dress to get your prize for all this effort, the Prism Crystal!

Old Bone: Will be displayed as an "Ancient Digging Tool". Found inside the Cardon Forest Ruins.

Old Heater: Will be displayed as a "Fire Pot". Given by Jim in his clubhouse in exchange for the Beetle.

Old Doll: Will be displayed as a "Human Doll". Found inside the Cardon Forest Ruins.

Antique Bell: Will be displayed as a "Kattelox Bell". Found inside the Clozer Woods Ruins.

Giant Horn: Will be displayed as a "Giant Horn". Given as the grand prize for winning the Technical Course Race Game at Rank A.

Shiny Object: Will be displayed as a "Crystal Fossil", a Grade Three National Treasure. Found inside the Sub-Ruins.

Old Shield: Will be displayed as an "Antique Shield", a Grade Two National Treasure. Found inside the Sub-Ruins.

Shiny Red Object: Will be displayed as a "Reaverbot Eye", a Grade One National Treasure. Found inside the Main Gate.

MegaMan the Bank Robber:

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Requirement: Open the Sub-Cities and defeat Bruno; Police Station, Bank, and Library must not be damaged

Prize: 200,000z and jet black armor for being a VERY BAD boy

Go inside the Flutter and turn on the TV. Instead of the usual weather forecast, the reporter will report a bank robbery. Go to Downtown and you'll find a red car being chased by a Police Car. Shoot at the red car several times (don't shoot the Police Car!) to get the car to blow up and the two Servbots and the Trunk full of cash will pop out. One good way of doing this is to try to jump on the hood of the Police Car and shoot at the red car from there. Just don't shoot while the Police Car is turning, or you'll hit the Police Car. After blowing up the red car, pick up the Trunk and you can do one of two things. One option is to leave through one of the gates with the money and keep it for yourself. You'll get the 200,000z from the Trunk, and jet black armor for being a VERY BAD boy. Your reputation around the island will be very poor was well. Plus you won't get to see the Stripe Burger Restaurant.

Stripe Burger Restaurant:

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Requirement: Open the Sub-Cities and defeat Bruno; Police Station, Bank, and Library must not be damaged

Prize: 20,000z and opening of the Stripe Burger Restaurant in Downtown

Do the same as the MegaMan the Bank Robber Sub-Quest, but return the Trunk to the Inspector instead of stealing it. You'll get 10% of the money in the Trunk (20,000z) as a reward, plus you'll get to see the brand new Stripe Burger Restaurant open at Downtown (at what used to be a vacant corner lot).

Check here before and after finishing all the Sub-Cities to get both sets of quotes from the people and Servbots inside. The Servbots actually didn't rob the bank; they came to borrow some money to open their new Stripe Burger Restaurant and were mistaken by the police as bank robbers (hence why the little guys were whining everytime you shot at their red car).

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18. MegaMan's Reputation:

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You start out this game as Normal MegaMan, but you can become Good MegaMan (with brighter colors) and Bad MegaMan (with darker colors), depending on the good and bad things you do. To easily check your reputation, check the doors of the houses in Kattelox City. If you're bad, then they won't respect you; if you're good, they will respect you.

GOOD DEEDS:

1. Successfully complete any Sub-Quests as well as portions of the Main Quest.
2. Adopt the stray cat near the Main Gate's door.
3. Bring Roll presents: Ring, Flower, Music Box.

BAD DEEDS:

1. Stealing the Trunk of money during the MegaMan the Bank Robber Sub-Quest.
This is the only way to INSTANTLY turn your armor into the darkest color possible. All the other bad deeds will only lower your rep gradually.

2. Shooting at the KTOX TV blimp during the battle at City Hall.
3. Shooting at the Police Car during the MegaMan the Bank Robber or Stripe Burger Restaurant Sub-Quests.
4. Letting one or both bombs go off during the Save Downtown Sub-Quest.
5. Kicking Garbage Cans or Vending Machines repeatedly. Destroying a Vending Machine will also lower your rep.
6. Kicking the tin can into the JetLage Bakery.

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19. Secrets and Tips:
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1. Unlock Hard Mode - Win this game on Normal Mode and you'll unlock Hard Mode. This will make the game significantly more difficult because the Bosses have higher endurance and the Boat and Flutter take damage much quicker during battle than in Normal Mode.
2. Unlock Easy Mode - Win the game on Hard Mode OR win the game on Normal Mode in less than 3 hours and you'll unlock Easy Mode. This will give you the Buster Max (all Mega Buster ratings are maxed out) and Jet Skates right from the very start (be sure you equip both of these Items first), and zenny earned from defeated enemies will be worth four times what they are in Normal Mode.
3. Top Five Mega Buster Combos - Have you ever wondered what the best overall combination of Buster Parts is to get the best ratings overall? Well, here's the top five:
 - a. Buster Max (Easy Mode only)
= A:7 E:7 R:7 D:4 (Total: 25)
 - b. Omni-Unit Omega + Buster Unit Omega + Gatling Gun
= A:6 E:6 R:6 D:1 (Total: 19)
 - c. Power Stream + Auto Battery + Range Booster
= A:7 E:7 R:5 D:0 (Total: 19)
 - d. Omni-Unit Omega + Blaster Unit R + Buster Unit Omega
= A:7 E:4 R:5 D:3 (Total: 19)
 - e. Omni-Unit Omega + Buster Unit Omega + Blaster
= A:7 E:5 R:5 D:1 (Total: 18)
4. Servbot Scavenger Hunt - Have you noticed that when you go inside some places, you'll find a Servbot or two hanging around? You don't get anything of value for finding them, but they often have some fun things to say. Their locations and what they say can be found in the MegaMan Legends Game Script under the "Servbot Scavenger Hunt" section. See if you can find them all.
5. Capcom's Self-Advertising - There are three places in this game where Capcom mentions other games that they make:
 - a. On your first visit to Downtown, check out the green house on the northeast block and check the door. You'll hear a boy insist that he can't evacuate without his Street Fighter dolls (shouldn't that be action figures?).
 - b. In Uptown, you'll find a girl standing in front of the Computer Gaming School, where she says she wants to make really cool games like Resident Evil.
 - c. In the Shopping Arcade, check out the small counter inside the Akbar Toy Store and see what that newest game is that looks pretty interesting...
6. Adopt a Cat - After opening the Main Gate, you'll find a stray cat near the door of the Main Gate. Talk to her and say that you do want to take the

cat home. Now check the Flutter and you'll soon have four cats inside the Living Room and two inside MegaMan's Room.

7. What's Inside That Garbage Can? - An easy way to check Garbage Cans is to kick them! If the lid does NOT come off, there's something inside, and if the lid does fly off, then the Can is empty. Just be careful not to do this too many times or you'll turn dark.

8. MegaMan the Environmentalist - Kick the small tin can inside the Shopping Arcade and if you can get it inside the Jetlag Bakery, you'll get 1000z! Again, don't do this too many times or your rep could go down.

9. Free Sodas - Tired of having to buy sodas? Check the refrigerator inside the Flutter for free sodas. Of course, why do that when you can see Data inside Roll's room? You can also kick Vending Machines ONCE for a free soda, but kick the machine again and not only will it be destroyed, but your reputation may diminish as well.

10. Free Money from Data - This will only work after you have unlocked the Central Gate and you must be inside the Flutter. Tell Data "I keep losing fights..." and after his usual quote, he'll say "We're all rooting for you!" and give you 100z! Then Data will ask if you need more; say "No thanks" and Data will tell you not to be so bashful and give you 1000z! Then Data will ask if you need more money. If you say "No thanks", then you can just begin the conversation again for another 1100z, HOWEVER, if you answer "Please", then Data will give you 1000z, 2000z, 3000z, 4000z, 5000z, 6000z, 7000z, 8000z, 9000z, and then 10,000z, for a total of 56,100z!! Once that is done, however, you cannot get any more money from Data. Remember, money is what makes the world go 'round!

11. Newspaper Headlines - There are two places in this game where you can read the local Kattelox newspaper. One is at the Police Station (at the bulletin board) and the other is inside the Flutter's Living Room. Check it for headlines relating to your quest.

12. Ending Good-byes - After winning the game, you can say good-bye to all the Kattelox Island citizens. What they say will change depending on which Sub-Quests you have completed. For example, what Ira says in the ending is different depending on whether or not you helped fix her leg.

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20. Legal:

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CREDITS:

1. Capcom: For making this wonderful game (and I hope Legends 3 and/or MOTB 2 will soon follow)
2. Prima's Official Mega Man Legends Strategy Guide: For providing me the names of the Reaverbots, the names of some of the Bonne vehicles and their enormously helpful maps to help me make sure I found everything in the levels. Also used their list of events affecting your reputation as guide for making my own section.
3. Mega Man Home Page (<http://www.mmhp.net>): For providing me with the names of most of the Bonne Family Bosses as well as a wonderful guide for my own

Special Weapons descriptions.

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